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Text Part Number: 78EE117C99-1802757140

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# 1.12 amcharts3-animate 1.1.2 1.1.2

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# 1.13 extend 3.0.2 3.0.2

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# 1.15 async-hook-jl 1.7.6 1.7.6

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# 1.16 amcharts3-responsive 1.0.3 1.0.3

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# 1.19 after 0.8.2 0.8.2

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# 1.22 safer-buffer 2.1.2 2.1.2

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# 1.26 options 0.0.6 0.0.6

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# 1.34 underscore 1.9.1 1.9.1

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# 1.35 response-time 2.3.2 2.3.2

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# 1.59 dom-helpers 3.4.0 3.4.0

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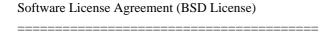furnished to do so, subject to the following conditions:

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* /opt/ws_local/PERMITS_SQL/1019208040_1591851362.94/0/raw-loader-0-5-1-tgz/package/index.js

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# 1.92 redux-promise-middleware 4.2.1 4.2.1

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# 1.106 ms 2.0.0 2.0.0

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# 1.112 promise 7.3.1 7.3.1

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# 1.113 invariant 2.2.4 2.2.4

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# 1.115 yeast 0.1.2 0.1.2

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# 1.116 typedarray 0.0.6 0.0.6

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*/

// Original can be found at:

//   https://bitbucket.org/lindenlab/llsd

// Modifications by Joshua Bell inexorabletash@gmail.com

//   https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Krhonos Typed Array Specification

//   Ref: http://www.khronos.org/registry/typedarray/specs/latest/

//   Date: 2011-02-01

//

// Variations:

//  * Allows typed_array.get/set() as alias for subscripts (typed_array[])

# 1.117 media-typer 0.3.0 0.3.0

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# 1.119 brace-expansion 1.1.11 1.1.11

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# 1.120 indexof 0.0.1 0.0.1

# 1.121 i18n 2.0.6 2.0.6

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# 1.123 extsprintf 1.3.0 1.3.0

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# 1.124 json-stringify-safe 5.0.1 5.0.1

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# 1.125 backo2 1.0.2 1.0.2

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# 1.131 methods 1.1.2 1.1.2

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# 1.132 csscolorparser 1.0.3 1.0.3

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# 1.137 amcharts3-dataloader 1.0.19 1.0.19

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# 1.191 minimatch 3.0.4 3.0.4

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# 1.208 https 1.0.0 1.0.0

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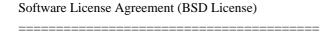copies of the Software, and to permit persons to whom the Software is
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# 1.258 request 2.88.2 2.88.2

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 * @providesModule warning
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* /opt/ws_local/PERMITS_SQL/1022442855_1588680841.07/0/react-router-dom-4-3-1-tgz/package/umd/react-router-dom.js

# 1.289 specificity 0.4.1 0.4.1

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# 1.346 p-timeout 2.0.1 2.0.1

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# 1.384 p-cancelable 0.4.1 0.4.1

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# 1.394 delegate 3.2.0 3.2.0

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1027848257_1594212860.2/0/delegate-3-2-0-tgz/package/readme.md

# 1.395 big.js 5.2.2 5.2.2

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# 1.397 @mapbox/polyline 1.0.0 1.0.0

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# 1.398 json-stringify-pretty-compact 2.0.0 2.0.0

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# 1.399 my-app 0.1.0 0.1.0

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```
{
 "name": "my-app",
 "version": "0.1.0",
 "description": "my-app",
 "scripts": {
  "start": "node server.js"
 },
 "repository": "",
 "author": "",
 "license": "Apache License 2.0",
 "dependencies": {
  "raptor": ">=2.3.0",
  "optimist": "~0.3.5",
  "express-raptor": "~0.1.2",
  "express": "~3.1.1",
  "request": "~2.16.6",
  "ebay-global-header": "git://github.scm.corp.ebay.com/cubejs-ebay/ebay-global-header-node.git",
  "raptor-optimizer-ready-plugin": "git://github.scm.corp.ebay.com/cubejs-ebay/raptor-optimizer-ready-plugin.git",
  "ebay-ui-components": "git://github.scm.corp.ebay.com/Raptor/RaptorUIComponents.git",
  "raptor-hot-reload": "~0.1.3",
  "socket.io": "~0.9.14",
  "cluster2": "git://github.scm.corp.ebay.com/cubejs/cluster2.git",
  "context-config": "git://github.scm.corp.ebay.com/cubejs/context-config-node.git",
  "raptor-config": "git://github.scm.corp.ebay.com/cubejs-ebay/raptor-config-node.git"
 },
 "devDependencies": {}
}
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1034316680_1588680866.62/0/my-app-0-1-0-tgz/package/package.json

# 1.400 form-data 3.0.0 3.0.0

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# 1.407 entities 2.0.3 2.0.3

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Found in path(s):

* /opt/cola/permits/1080772606_1601640895.92/0/mongoose-4-13-21-tgz/package/README.md

# 1.428 character-entities 1.2.4 1.2.4

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# 1.460 node-gp 1.12.5 1.12.5

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# 1.471 tslib 1.14.1 1.14.1

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Found in path(s):
* /opt/cola/permits/1110635849_1607035374.31/0/imurmurhash-0-1-4-4-tgz/package/README.md

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* /opt/cola/permits/1110905341_1606871385.15/0/kjd-idna-v2-10-0-ge5c11db-1-tar-gz/kjd-idna-
b8defb9/LICENSE.rst
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"""
A library to support the Internationalised Domain Names in Applications
(IDNA) protocol as specified in RFC 5890 et.al. This new methodology,
known as IDNA 2008, can generate materially different results to the
previous standard. The library can act as a drop-in replacement for
the "encodings.idna" module.
"""

import io, sys
from setuptools import setup


def main():

```python
    python_version = sys.version_info[:2]
    if python_version < (2,7):
        raise SystemExit("Sorry, Python 2.7 or newer required")

    package_data = {}
    exec(open('idna/package_data.py').read(), package_data)

    arguments = {
        'name': 'idna',
        'packages': ['idna'],
        'version': package_data['__version__'],
        'description': 'Internationalized Domain Names in Applications (IDNA)',
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
        'author': 'Kim Davies',
        'author_email': 'kim@cynosure.com.au',
        'license': 'BSD-like',
        'url': 'https://github.com/kjd/idna',
        'classifiers': [
            'Development Status :: 5 - Production/Stable',
            'Intended Audience :: Developers',
            'Intended Audience :: System Administrators',
            'License :: OSI Approved :: BSD License',
            'Operating System :: OS Independent',
            'Programming Language :: Python',
            'Programming Language :: Python :: 2',
            'Programming Language :: Python :: 2.7',
            'Programming Language :: Python :: 3',
            'Programming Language :: Python :: 3.4',
            'Programming Language :: Python :: 3.5',
            'Programming Language :: Python :: 3.6',
            'Programming Language :: Python :: 3.7',
            'Programming Language :: Python :: 3.8',
            'Programming Language :: Python :: Implementation :: CPython',
            'Programming Language :: Python :: Implementation :: PyPy',
            'Topic :: Internet :: Name Service (DNS)',
            'Topic :: Software Development :: Libraries :: Python Modules',
            'Topic :: Utilities',
        ],
        'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
    }

    setup(**arguments)


if __name__ == '__main__':
    main()
```

Found in path(s):

# 1.485 clipboard 1.7.1

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* /opt/cola/permits/1110914849_1606873504.22/0/clipboard-1-7-1-1-tgz/package/readme.md

# 1.486 braces 3.0.2

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# 1.490 uri-js 4.4.1 4.4.1

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# 1.492 ms 2.1.3 2.1.3

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block content
 h2 Connections
 :markdown
   You can connect to MongoDB with the `mongoose.connect()` method.

 :js
   mongoose.connect('mongodb://localhost/myapp');

 :markdown
   This is the minimum needed to connect the `myapp` database running locally
   on the default port (27017). If the local connection fails then try using
   127.0.0.1 instead of localhost. Sometimes issues may arise when the local
   hostname has been changed.

   You can also specify several more parameters in the `uri`:

 :js
   mongoose.connect('mongodb://username:password@host:port/database?options...');

 :markdown
   See the [mongodb connection string spec](http://docs.mongodb.org/manual/reference/connection-string/) for more
 detail.

 h3#buffering Operation Buffering
 :markdown
   Mongoose lets you start using your models immediately, without waiting for
   mongoose to establish a connection to MongoDB.

```
:js
mongoose.connect('mongodb://localhost/myapp');
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Works
MyModel.findOne(function(error, result) { /* ... */ });
```

:markdown
  That's because mongoose buffers model function calls internally. This
  buffering is convenient, but also a common source of confusion. Mongoose
  will *not* throw any errors by default if you use a model without
  connecting.

```
:js
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Will just hang until mongoose successfully connects
MyModel.findOne(function(error, result) { /* ... */ });

setTimeout(function() {
  mongoose.connect('mongodb://localhost/myapp');
}, 60000);
```

:markdown
  To disable buffering, turn off the [`bufferCommands` option on your schema](./guide.html#bufferCommands).
  If you have `bufferCommands` on and your connection is hanging, try turning
  `bufferCommands` off to see if you haven't
opened a connection properly.

h3#options Options
:markdown
  The `connect` method also accepts an `options` object which will be passed on to the underlying MongoDB driver.

```
:js
mongoose.connect(uri, options);
```

:markdown
  A full list of options can be found on the [MongoDB Node.js driver docs for
`connect()`](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Mongoose passes options to the driver without modification, modulo three exceptions that are explained below.

  * `useMongoClient`    - This is a mongoose-specific option (not passed to the MongoDB driver) that opts in to
mongoose 4.11's new connection logic. If you are writing a new application, you **should** set this to `true`.
  * `user`/`pass`      - The username and password for authentication. These options are mongoose-specific, they are
equivalent to the MongoDB driver's `auth.user` and `auth.password` options.
  * `autoIndex`        - By default, mongoose will
 automatically build indexes defined in your schema when it connects. This is great for development, but not ideal
for large production deployments, because index builds can cause performance degradation. If you set `autoIndex` to
false, mongoose will not automatically build indexes for **any** model associated with this connection.
```

Below are some of the options that are important for tuning mongoose.

* `autoReconnect`    - The underlying MongoDB driver will automatically try to reconnect when it loses connection to MongoDB. Unless you are an extremely advanced user that wants to manage their own connection pool, do **not** set this option to `false`.
* `reconnectTries`   - If you're connected to a single server or mongos proxy (as opposed to a replica set), the MongoDB driver will try to reconnect every `reconnectInterval` milliseconds for `reconnectTries` times, and give up afterward. When the driver gives up, the mongoose connection emits a `reconnectFailed` event. This option does nothing for replica set connections.
* `reconnectInterval` - See `reconnectTries`
* `promiseLibrary`   - sets the [underlying driver's promise library](http://mongodb.github.io/node-mongodb-native/2.1/api/MongoClient.html)
* `poolSize`        - The maximum number of sockets the MongoDB driver will keep open for this connection. By default, `poolSize` is 5. Keep in mind that, as of MongoDB 3.4, MongoDB only allows one operation per socket at a time, so you may want to increase this if you find you have a few slow queries that are blocking faster queries from proceeding.
* `bufferMaxEntries` - The MongoDB driver also has its own buffering mechanism that kicks in when the driver is disconnected. Set this option to 0 and set `bufferCommands` to `false` on your schemas if you want your database operations to fail immediately when the driver is not connected, as opposed to waiting for reconnection.

  Example:
:js
  var options = {
    useMongoClient:
true,
    autoIndex: false, // Don't build indexes
    reconnectTries: Number.MAX_VALUE, // Never stop trying to reconnect
    reconnectInterval: 500, // Reconnect every 500ms
    poolSize: 10, // Maintain up to 10 socket connections
    // If not connected, return errors immediately rather than waiting for reconnect
    bufferMaxEntries: 0
  };
  mongoose.connect(uri, options);

h3#callback Callback
:markdown
  The `connect()` function also accepts a callback parameter and returns a [promise](./promises.html).
:js
  mongoose.connect(uri, options, function(error) {
    // Check error in initial connection. There is no 2nd param to the callback.
  });

  // Or using promises
  mongoose.connect(uri, options).then(
    () => { /** ready to use. The `mongoose.connect()` promise resolves to undefined. */ },
    err => { /** handle initial connection error */ }
  );

h4#connection-string-options Connection String Options
:markdown
  You can also
specify options in your connection string as [parameters in the query
string](https://en.wikipedia.org/wiki/Query_string) portion of the URI.
:js
  mongoose.connect('mongodb://localhost:27017/test?connectTimeoutMS=1000', { useMongoClient: true });
  // The above is equivalent to:
  mongoose.connect('mongodb://localhost:27017/test', {
    useMongoClient: true,
    connectTimeoutMS: 1000
  });
:markdown
  The disadvantage of putting options in the query string is that query
  string options are harder to read. The advantage is that you only need a
  single configuration option, the URI, rather than separate options for
  `socketTimeoutMS`, `connectTimeoutMS`, etc. Best practice is to put options
  that likely differ between development and production, like `replicaSet`
  or `ssl`, in the connection string, and options that should remain constant,
  like `connectTimeoutMS` or `poolSize`, in the options object.

  The MongoDB docs have a full list of [supported
connection string options](https://docs.mongodb.com/manual/reference/connection-string/)

h4#keepAlive A note about keepAlive
.important
  :markdown
    For long running applications, it is often prudent to enable `keepAlive`
    with a number of milliseconds. Without it, after some period of time
    you may start to see `"connection closed"` errors for what seems like
    no reason. If so, after
    [reading this](http://tldp.org/HOWTO/TCP-Keepalive-HOWTO/overview.html),
    you may decide to enable `keepAlive`:

:js
  options.server.socketOptions = options.replset.socketOptions = { keepAlive: 120 };
  mongoose.connect(uri, options);

h3#replicaset_connections Replica Set Connections
:markdown
  To connect to a replica set you pass a comma delimited list of hosts to
  connect to rather than a single host.

:js
mongoose.connect('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?
options]]' [, options]);

---

:markdown
  To connect to a single node replica set, specify the `replicaSet` option.

:js
  mongoose.connect('mongodb://host1:port1/?replicaSet=rsName');

h3#mongos_connections Multi-mongos support
:markdown
  High availability over multiple `mongos` instances is also supported.
  Pass a connection string for your `mongos` instances. If you are not using
  the `useMongoClient` option, you must also set the `mongos` option:
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { mongos: true }, cb);
:markdown
  With `useMongoClient`, you do not need to set the `mongos` option. You also
  do **not** need to use `mongos` or `useMongoClient` in mongoose 5.x.
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { useMongoClient: true }, cb);

h3#multiple_connections Multiple connections
:markdown
  So far we've seen how to connect to MongoDB using Mongoose's default connection. At times we may need multiple connections open to
 Mongo, each with different read/write settings, or maybe just to different databases for example. In these cases we can utilize `mongoose.createConnection()` which accepts all the arguments already discussed and returns a fresh connection for you.

:js
  var conn =
mongoose.createConnection('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?options]]', options);

:markdown
  This [connection](./api.html#connection_Connection) object is then used to
  create and retrieve [models](./api.html#model_Model). Models are
  **always** scoped to a single connection.

h3#connection_pools Connection pools
:markdown
  Each `connection`, whether created with `mongoose.connect` or `mongoose.createConnection` are all backed by an internal configurable connection pool defaulting to a maximum size of 5. Adjust the pool size using your connection options:

:js
  // single server
  var uri = 'mongodb://localhost/test';
  mongoose.createConnection(uri,

```
  { server: { poolSize: 4 }});

  // for a replica set
  mongoose.createConnection(uri, { replset: { poolSize: 4 }});

  // passing the option in the URI works with single or replica sets
  var uri = 'mongodb://localhost/test?poolSize=4';
  mongoose.createConnection(uri);
```

h3#use-mongo-client The `useMongoClient` Option
:markdown
  Mongoose's default connection logic is deprecated as of 4.11.0. Please opt
  in to the new connection logic using the `useMongoClient` option, but
  make sure you test your connections first if you're upgrading an existing
  codebase!
:js
```
  // Using `mongoose.connect`...
  var promise = mongoose.connect('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
  // Or `createConnection`
  var promise = mongoose.createConnection('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
  promise.then(function(db) {
    /* Use `db`, for instance
`db.model()`
  });
  // Or, if you already have a connection
  connection.openUri('mongodb://localhost/myapp', { /* options */ });
```
:markdown
  The parameters to `openUri()` are passed transparently to the
  [underlying MongoDB driver's `MongoClient.connect()` function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Please see the [driver documentation for this function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect) for options.
  The same is true for `connect()` and `createConnection()` if `useMongoClient` is `true`.
:markdown
  You may see the following deprecation warning with `useMongoClient`:

  ```
  the server/replset/mongos options are deprecated, all their options are supported at the top level of the options
object
  ```

  In older version of the MongoDB driver you had to specify distinct options for server connections, replica set
```

connections, and mongos connections:

```js
mongoose.connect(myUri, {
 server: {
  socketOptions: {
   socketTimeoutMS: 0,
   keepAlive: true
  },
  reconnectTries: 30
 },
 replset: {
  socketOptions: {
   socketTimeoutMS: 0,
   keepAlive: true
  },
  reconnectTries: 30
 },
 mongos: {
  socketOptions: {
   socketTimeoutMS: 0,
   keepAlive: true
  },
  reconnectTries: 30
 }
});
```

:markdown
  With `useMongoClient` you can instead declare these options at the top level, without all that extra nesting.
[Here's the list of all supported options](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html).

```js
// Equivalent to the above code
mongoose.connect(myUri, {
 socketTimeoutMS: 0,
 keepAlive: true,
 reconnectTries: 30
});
```

:markdown
  This deprecation is because the [MongoDB driver](https://www.npmjs.com/package/mongodb)
  has deprecated an API that
is critical to mongoose's connection logic to
  support MongoDB 3.6, see [this github issue](https://github.com/Automattic/mongoose/issues/5304)
  and [this blog post](http://thecodebarbarian.com/mongoose-4.11-use-mongo-client.html)
  for more details.

h3#next Next Up
:markdown
  Now that we've covered `connections`, let's take a look at how we can break pieces of our functionality out into
reusable and shareable [plugins](/docs/plugins.html).

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/**
* Creates an array of the own enumerable property names

```
 of `object`.
 *
 * **Note:** Non-object values are coerced to objects. See the
 * [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)
 * for more details.
 *
 * @static
 * @since 0.1.0
 * @memberOf _
 * @category Object
 * @param {Object} object The object to query.
 * @returns {Array} Returns the array of property names.
 * @example
 *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 *
 * Foo.prototype.c = 3;
 *
 * _.keys(new Foo);
 * // => ['a', 'b'] (iteration order is not guaranteed)
 *
 * _.keys('hi');
 * // => ['0', '1']
 */
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\* /opt/cola/permits/1167163774_1697563221.6897101/0/mongoose-4-13-21-zip/mongoose-4.13.21/bin/mongoose.js
No license file was found, but licenses were detected in source scan.

doctorLicense: {type: String},
doctorLicense: '{ type: String}',

Found in path(s):
\* /opt/cola/permits/1167163774_1697563221.6897101/0/mongoose-4-13-21-zip/mongoose-4.13.21/benchmarks/populationHeavyLoad.js
No license file was found, but licenses were detected in source scan.

```
doctype html
html(lang='en')
 head
   meta(charset='utf-8')
   meta(name="viewport", content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no")
   title Mongoose ODM v#{package.version}
link(href='http://fonts.googleapis.com/css?family=Anonymous+Pro:400,700|Droid+Sans+Mono|Open+Sans:400,700|Linden+Hill|Quattrocento:400,700|News+Cycle:400,700|Antic+Slab|Cabin+Condensed:400,700', rel='stylesheet', type='text/css')
   link(href='docs/css/default.css', rel='stylesheet')
   link(href='docs/css/style.css', rel='stylesheet')
 body
   a#forkbanner(href="http://github.com/learnboost/mongoose")
     img(style="position: absolute; top: 0; right: 0; border: 0;",
src="https://s3.amazonaws.com/github/ribbons/forkme_right_gray_6d6d6d.png", alt="Fork me on GitHub")
   #wrap.homepage
     #header
       h1
         a(href="https://github.com/learnboost/mongoose", target="blank")

   .mongoose Mongoose
     p.tagline
     | Elegant
     a(href="http://www.mongodb.org/", target="blank") MongoDB
     |  object modeling for
     a(href="http://nodejs.org/", target="blank") Node.js
     #links
      ul
       li
         a(href="docs/guide.html") Read the Docs
```

```
          li
            a(href="http://plugins.mongoosejs.io") Discover Plugins
        #follow
          ul
          li
            iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=watch&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
              li#version
                span
                  | Version #{package.version}
              li
                iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=fork&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
        #inner
          #what
            p.what
              | Let's face it,
              strong writing MongoDB validation, casting and business logic boilerplate is a drag
              | . That's why we wrote Mongoose.
          #example
            :js
              var mongoose = require('mongoose');
              mongoose.connect('mongodb://localhost/test', { useMongoClient: true });
              mongoose.Promise = global.Promise;

              var Cat = mongoose.model('Cat', { name: String });

              var kitty = new Cat({ name: 'Zildjian' });
              kitty.save(function (err) {
                if (err) {
                  console.log(err);
                } else {
                  console.log('meow');
                }
              });
        p.what Mongoose provides a straight-forward, schema-based solution to model your application data. It includes
built-in type casting, validation, query building, business logic hooks and more, out of the box.
        #getstarted
          h2 Getting Started
          ul

      li
            a(href="docs/index.html") quick start guide
        #support
          h2 Support
          ul
```

```
        li
          a(href="http://stackoverflow.com/questions/tagged/mongoose") Stack Overflow
        li
          a(href="https://github.com/Automattic/mongoose/issues/") bug reports
        li
          a(href="http://groups.google.com/group/mongoose-orm") Google Group
        li
          a(href="https://gitter.im/Automattic/mongoose") Gitter chat
        li
          a(href="http://www.mongodb.org/about/support/") MongoDB support
      #announcements
        h2 News
        ul
        li
          a(href="https://twitter.com/mongoosejs") @mongoosejs
        li
          a(href="http://groups.google.com/group/mongoose-orm") Google Group
      #changelog
        h2 Changelog
        ul
        li
          a(href="https://github.com/Automattic/mongoose/blob/master/History.md") Changelog


    #production
      h2
        | Production
        |
        a(href='http://mongoosejs.tumblr.com/', target='_blank', title='More production examples') View More
      ul
        li
          a(href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-mongodb")
            img(src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png", alt="LinkedIn")
        li
          a(href="https://prezi.com/pa1ub5unrapt/trello-architecture-2013/")
            img(src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png", alt="Trello")
        li
          a(href="http://waffle.io", alt="Waffle.io")
            img(src="http://i.imgur.com/nqzTvft.png", alt="Waffle.io")
        li
          a(href="http://storify.com/", alt="Storify")
            img(src="docs/images/apps/h_storify.jpg", alt="Storify")
        li
          a(href="http://geekli.st",
alt="GeekList")
            img(src="docs/images/apps/h_geeklist.png", alt="GeekList")
        li
          a(href="http://bookalokal.com")
```

```
          img(src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg", alt="BookaLokal")
      li
        a(href="http://www.elevenjames.com")
          img(src="http://i.imgur.com/vx8KH9Z.jpg", alt="Eleven James")
      li
        a(href="http://www.datafox.com/", alt="DataFox")
          img(src="http://i.imgur.com/VxHJfAJ.png", alt="DataFox")
      li
        a(href="https://sixplus.com")
          img(src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png",
alt="SixPlus")
      li
        a(href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/")
          img(src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png",
alt="Dashbox")


  p#footer Licensed under MIT. Copyright 2011 <a href="http://learnboost.com">LearnBoost</a>.
  script.
    document.body.className = 'load';
  include docs/includes/keen
```

Found in path(s):
* /opt/cola/permits/1167163774_1697563221.6897101/0/mongoose-4-13-21-zip/mongoose-4.13.21/index.jade
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```
<a href="docs/production.html" title="More production examples">View More</a></h2><ul><li><a
href="http://storify.com/" alt="Storify"><img src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a
href="https://learnboost.com/" alt="LearnBoost"><img src="docs/images/apps/h_learnboost.png"
alt="LearnBoost"></a></li><li><a href="http://geekli.st" alt="GeekList"><img
src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://yourquestions.mcdonalds.ca/"
alt="McDonalds"><img id="mcds" src="docs/images/apps/h_mcds.png" alt="McDonalds"></a></li><li><a
href="http://www.shoejitsu.com/" alt="ShoeJitsu"><img src="docs/images/apps/h_shoejitsu.png"
alt="ShoeJitsu"></a></li><li><a href="https://bozuko.com/" alt="Bozuko"><img
src="docs/images/apps/h_bozuko.jpg" alt="Bozuko"></a></li></ul></div></div><p id="footer">Licensed under
MIT. Copyright 2011-1012 <a
href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className
 = 'load';</script><script>var _gaq = _gaq || [];
```

Found in path(s):
* /opt/cola/permits/1167163774_1697563221.6897101/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/3.3.x/index.html
* /opt/cola/permits/1167163774_1697563221.6897101/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/3.4.x/index.html
No license file was found, but licenses were detected in source scan.

```
<a href="http://mongoosejs.tumblr.com/" target="_blank" title="More production examples">View
More</a></h2><ul><li><a href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-
mongodb"><img
```

src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-LinkedIn_Logo_2013.svg.png" alt="LinkedIn"></a></li><li><a href="https://prezi.com/pa1ub5unrapt/trello-architecture-2013/"><img src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png" alt="Trello"></a></li><li><a href="http://waffle.io" alt="Waffle.io"><img src="http://i.imgur.com/nqzTvft.png" alt="Waffle.io"></a></li><li><a href="http://storify.com/" alt="Storify"><img src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a href="http://geekli.st" alt="GeekList"><img src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://bookalokal.com"><img src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg" alt="BookaLokal"></a></li><li><a href="http://www.elevenjames.com"><img src="http://i.imgur.com/vx8KH9Z.jpg" alt="Eleven James"></a></li><li><a href="http://www.datafox.com/" alt="DataFox"><img src="http://i.imgur.com/VxHJfAJ.png" alt="DataFox"></a></li><li><a href="https://sixplus.com"><img src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png" alt="SixPlus"></a></li><li><a href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/"><img src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png" alt="Dashbox"></a></li></ul></div></div></div><p id="footer">Licensed under MIT. Copyright 2011 <a href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className = 'load';</script><script type="text/javascript">!function(name,path,ctx){

Found in path(s):
* /opt/cola/permits/1167163774_1697563221.6897101/0/mongoose-4-13-21-zip/mongoose-4.13.21/index.html

# 1.552 lean-example 0.0.0

## 1.552.1 Available under license :

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extends layout

block content
 h2 Connections
 :markdown
   You can connect to MongoDB with the `mongoose.connect()` method.

 :js
   mongoose.connect('mongodb://localhost/myapp');

 :markdown
   This is the minimum needed to connect the `myapp` database running locally
   on the default port (27017). If the local connection fails then try using
   127.0.0.1 instead of localhost. Sometimes issues may arise when the local
   hostname has been changed.

   You can also specify several more parameters in the `uri`:

 :js
   mongoose.connect('mongodb://username:password@host:port/database?options...');

:markdown
  See the [mongodb connection string spec](http://docs.mongodb.org/manual/reference/connection-string/) for more
detail.

h3#buffering Operation Buffering
:markdown
  Mongoose lets you start using your models immediately, without waiting for
  mongoose to establish a connection to MongoDB.

:js
  mongoose.connect('mongodb://localhost/myapp');
  var MyModel = mongoose.model('Test', new Schema({ name: String }));
  // Works
  MyModel.findOne(function(error, result) { /* ... */ });

:markdown
  That's because mongoose buffers model function calls internally. This
  buffering is convenient, but also a common source of confusion. Mongoose
  will *not* throw any errors by default if you use a model without
  connecting.

:js
  var MyModel = mongoose.model('Test', new Schema({ name: String }));
  // Will just hang until mongoose successfully connects
  MyModel.findOne(function(error, result) { /* ... */ });

  setTimeout(function() {
    mongoose.connect('mongodb://localhost/myapp');
  }, 60000);

:markdown
  To disable buffering, turn off the [`bufferCommands` option on your schema](./guide.html#bufferCommands).
  If you have `bufferCommands` on and your connection is hanging, try turning
  `bufferCommands` off to see if you haven't
opened a connection properly.

h3#options Options
:markdown
  The `connect` method also accepts an `options` object which will be passed on to the underlying MongoDB driver.

:js
  mongoose.connect(uri, options);

:markdown
  A full list of options can be found on the [MongoDB Node.js driver docs for
`connect()`](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Mongoose passes options to the driver without modification, modulo three exceptions that are explained below.

* `useMongoClient`  - This is a mongoose-specific option (not passed to the MongoDB driver) that opts in to mongoose 4.11's new connection logic. If you are writing a new application, you **should** set this to `true`.
  * `user`/`pass`    - The username and password for authentication. These options are mongoose-specific, they are equivalent to the MongoDB driver's `auth.user` and `auth.password` options.
  * `autoIndex`       - By default, mongoose will
automatically build indexes defined in your schema when it connects. This is great for development, but not ideal for large production deployments, because index builds can cause performance degradation. If you set `autoIndex` to false, mongoose will not automatically build indexes for **any** model associated with this connection.

  Below are some of the options that are important for tuning mongoose.

  * `autoReconnect`    - The underlying MongoDB driver will automatically try to reconnect when it loses connection to MongoDB. Unless you are an extremely advanced user that wants to manage their own connection pool, do **not** set this option to `false`.
  * `reconnectTries`   - If you're connected to a single server or mongos proxy (as opposed to a replica set), the MongoDB driver will try to reconnect every `reconnectInterval` milliseconds for `reconnectTries` times, and give up afterward. When the driver gives up, the mongoose connection emits a `reconnectFailed` event. This
 option does nothing for replica set connections.
  * `reconnectInterval` - See `reconnectTries`
  * `promiseLibrary`   - sets the [underlying driver's promise library](http://mongodb.github.io/node-mongodb-native/2.1/api/MongoClient.html)
  * `poolSize`         - The maximum number of sockets the MongoDB driver will keep open for this connection. By default, `poolSize` is 5. Keep in mind that, as of MongoDB 3.4, MongoDB only allows one operation per socket at a time, so you may want to increase this if you find you have a few slow queries that are blocking faster queries from proceeding.
  * `bufferMaxEntries` - The MongoDB driver also has its own buffering mechanism that kicks in when the driver is disconnected. Set this option to 0 and set `bufferCommands` to `false` on your schemas if you want your database operations to fail immediately when the driver is not connected, as opposed to waiting for reconnection.

  Example:
  :js
  var options = {
    useMongoClient:
true,
    autoIndex: false, // Don't build indexes
    reconnectTries: Number.MAX_VALUE, // Never stop trying to reconnect
    reconnectInterval: 500, // Reconnect every 500ms
    poolSize: 10, // Maintain up to 10 socket connections
    // If not connected, return errors immediately rather than waiting for reconnect
    bufferMaxEntries: 0
  };
  mongoose.connect(uri, options);

h3#callback Callback
:markdown
  The `connect()` function also accepts a callback parameter and returns a [promise](./promises.html).
  :js

```
mongoose.connect(uri, options, function(error) {
  // Check error in initial connection. There is no 2nd param to the callback.
});

// Or using promises
mongoose.connect(uri, options).then(
  () => { /** ready to use. The `mongoose.connect()` promise resolves to undefined. */ },
  err => { /** handle initial connection error */ }
);
```

h4#connection-string-options Connection String Options
:markdown
  You can also
specify options in your connection string as [parameters in the query
string](https://en.wikipedia.org/wiki/Query_string) portion of the URI.
:js
```
  mongoose.connect('mongodb://localhost:27017/test?connectTimeoutMS=1000', { useMongoClient: true });
  // The above is equivalent to:
  mongoose.connect('mongodb://localhost:27017/test', {
    useMongoClient: true,
    connectTimeoutMS: 1000
  });
```
:markdown
  The disadvantage of putting options in the query string is that query
  string options are harder to read. The advantage is that you only need a
  single configuration option, the URI, rather than separate options for
  `socketTimeoutMS`, `connectTimeoutMS`, etc. Best practice is to put options
  that likely differ between development and production, like `replicaSet`
  or `ssl`, in the connection string, and options that should remain constant,
  like `connectTimeoutMS` or `poolSize`, in the options object.

  The MongoDB docs have a full list of [supported
connection string options](https://docs.mongodb.com/manual/reference/connection-string/)

h4#keepAlive A note about keepAlive
.important
  :markdown
    For long running applications, it is often prudent to enable `keepAlive`
    with a number of milliseconds. Without it, after some period of time
    you may start to see `"connection closed"` errors for what seems like
    no reason. If so, after
    [reading this](http://tldp.org/HOWTO/TCP-Keepalive-HOWTO/overview.html),
    you may decide to enable `keepAlive`:

:js
```
  options.server.socketOptions = options.replset.socketOptions = { keepAlive: 120 };
  mongoose.connect(uri, options);
```

h3#replicaset_connections Replica Set Connections
:markdown
  To connect to a replica set you pass a comma delimited list of hosts to
  connect to rather than a single host.

 :js
mongoose.connect('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?
options]]' [, options]);

 :markdown
  To connect to a single node replica set, specify the `replicaSet` option.

 :js
  mongoose.connect('mongodb://host1:port1/?replicaSet=rsName');

h3#mongos_connections Multi-mongos support
:markdown
  High availability over multiple `mongos` instances is also supported.
  Pass a connection string for your `mongos` instances. If you are not using
  the `useMongoClient` option, you must also set the `mongos` option:
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { mongos: true }, cb);
:markdown
  With `useMongoClient`, you do not need to set the `mongos` option. You also
  do **not** need to use `mongos` or `useMongoClient` in mongoose 5.x.
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { useMongoClient: true }, cb);

h3#multiple_connections Multiple connections
:markdown
  So far we've seen how to connect to MongoDB using Mongoose's default connection. At times we may need
multiple connections open to
 Mongo, each with different read/write settings, or maybe just to different databases for example. In these cases we
can utilize `mongoose.createConnection()` which accepts all the arguments already discussed and returns a fresh
connection for you.

 :js
  var conn =
mongoose.createConnection('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[da
tabase][?options]]', options);

 :markdown
  This [connection](./api.html#connection_Connection) object is then used to
  create and retrieve [models](./api.html#model_Model). Models are
  **always** scoped to a single connection.

h3#connection_pools Connection pools
:markdown

---

Each `connection`, whether created with `mongoose.connect` or `mongoose.createConnection` are all backed by an internal configurable connection pool defaulting to a maximum size of 5. Adjust the pool size using your connection options:

```js
// single server
var uri = 'mongodb://localhost/test';
mongoose.createConnection(uri,
{ server: { poolSize: 4 }});

// for a replica set
mongoose.createConnection(uri, { replset: { poolSize: 4 }});

// passing the option in the URI works with single or replica sets
var uri = 'mongodb://localhost/test?poolSize=4';
mongoose.createConnection(uri);
```

h3#use-mongo-client The `useMongoClient` Option
```markdown
Mongoose's default connection logic is deprecated as of 4.11.0. Please opt
in to the new connection logic using the `useMongoClient` option, but
make sure you test your connections first if you're upgrading an existing
codebase!
```
```js
// Using `mongoose.connect`...
var promise = mongoose.connect('mongodb://localhost/myapp', {
  useMongoClient: true,
  /* other options */
});
// Or `createConnection`
var promise = mongoose.createConnection('mongodb://localhost/myapp', {
  useMongoClient: true,
  /* other options */
});
promise.then(function(db) {
  /* Use `db`, for instance
`db.model()`
});
// Or, if you already have a connection
connection.openUri('mongodb://localhost/myapp', { /* options */ });
```
```markdown
The parameters to `openUri()` are passed transparently to the
[underlying MongoDB driver's `MongoClient.connect()` function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
Please see the [driver documentation for this function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect) for options.
The same is true for `connect()` and `createConnection()` if `useMongoClient` is `true`.
```
:markdown

You may see the following deprecation warning with `useMongoClient`:

```
the server/replset/mongos options are deprecated, all their options are supported at the top level of the options object
```

In older version of the MongoDB driver you had to specify distinct options for server connections, replica set connections, and mongos connections:

```js
mongoose.connect(myUri, {
  server: {
    socketOptions: {
      socketTimeoutMS: 0,
      keepAlive: true
    },
    reconnectTries: 30
  },
  replset: {
    socketOptions: {
      socketTimeoutMS: 0,
      keepAlive: true
    },
    reconnectTries: 30
  },
  mongos: {
    socketOptions: {
      socketTimeoutMS: 0,
      keepAlive: true
    },
    reconnectTries: 30
  }
});
```

:markdown
With `useMongoClient` you can instead declare these options at the top level, without all that extra nesting.
[Here's the list of all supported options](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html).

```js
// Equivalent to the above code
mongoose.connect(myUri, {
  socketTimeoutMS: 0,
  keepAlive: true,
  reconnectTries: 30
});
```

:markdown
This deprecation is because the [MongoDB driver](https://www.npmjs.com/package/mongodb)
has deprecated an API that

is critical to mongoose's connection logic to
   support MongoDB 3.6, see [this github issue](https://github.com/Automattic/mongoose/issues/5304)
   and [this blog post](http://thecodebarbarian.com/mongoose-4.11-use-mongo-client.html)
   for more details.


 h3#next Next Up
 :markdown
   Now that we've covered `connections`, let's take a look at how we can break pieces of our functionality out into
reusable and shareable [plugins](/docs/plugins.html).


Found in path(s):
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/connections.jade
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alt="Storify"></a></li><li><a href="https://learnboost.com/" alt="LearnBoost"><img
src="docs/images/apps/h_learnboost.png" alt="LearnBoost"></a></li><li><a href="http://geekli.st"
alt="GeekList"><img src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a
href="http://yourquestions.mcdonalds.ca/" alt="McDonalds"><img id="mcds" src="docs/images/apps/h_mcds.png"
alt="McDonalds"></a></li><li><a href="http://www.shoejitsu.com/" alt="ShoeJitsu"><img
src="docs/images/apps/h_shoejitsu.png" alt="ShoeJitsu"></a></li><li><a href="https://bozuko.com/"
alt="Bozuko"><img src="docs/images/apps/h_bozuko.jpg" alt="Bozuko"></a></li></ul></div></div><p
id="footer">Licensed under MIT. Copyright 2011-1013 <a
href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className
 = 'load';</script><script>var _gaq = _gaq || [];


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* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/3.5.x/index.html
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href="http://storify.com/" alt="Storify"><img src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a
href="https://learnboost.com/" alt="LearnBoost"><img src="docs/images/apps/h_learnboost.png"
alt="LearnBoost"></a></li><li><a href="http://geekli.st" alt="GeekList"><img
src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://yourquestions.mcdonalds.ca/"
alt="McDonalds"><img id="mcds" src="docs/images/apps/h_mcds.png" alt="McDonalds"></a></li><li><a
href="http://www.shoejitsu.com/" alt="ShoeJitsu"><img src="docs/images/apps/h_shoejitsu.png"
alt="ShoeJitsu"></a></li><li><a href="https://bozuko.com/" alt="Bozuko"><img
src="docs/images/apps/h_bozuko.jpg" alt="Bozuko"></a></li></ul></div></div><p id="footer">Licensed under
MIT. Copyright 2011-1012 <a
href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className
 = 'load';</script><script>var _gaq = _gaq || [];


Found in path(s):
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-

4.13.21/docs/3.4.x/index.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/3.3.x/index.html
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Found in path(s):
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/README.md
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<a href="http://mongoosejs.tumblr.com/" target="_blank" title="More production examples">View
More</a></h2><ul><li><a href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-
mongodb"><img
src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png" alt="LinkedIn"></a></li><li><a href="https://prezi.com/pa1ub5unrapt/trello-
architecture-2013/"><img src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png"
alt="Trello"></a></li><li><a href="http://waffle.io" alt="Waffle.io"><img src="http://i.imgur.com/nqzTvft.png"
alt="Waffle.io"></a></li><li><a href="http://storify.com/" alt="Storify"><img
src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a href="http://geekli.st" alt="GeekList"><img
src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://bookalokal.com"><img
src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg"
 alt="BookaLokal"></a></li><li><a href="http://www.elevenjames.com"><img
src="http://i.imgur.com/vx8KH9Z.jpg" alt="Eleven James"></a></li><li><a href="http://www.datafox.com/"
alt="DataFox"><img src="http://i.imgur.com/VxHJfAJ.png" alt="DataFox"></a></li><li><a
href="https://sixplus.com"><img src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-
dark.png" alt="SixPlus"></a></li><li><a
href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/"><img
src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png"
alt="Dashbox"></a></li></ul></div></div></div><p id="footer">Licensed under MIT. Copyright 2011 <a
href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className = 'load';</script><script
type="text/javascript">!function(name,path,ctx){

Found in path(s):
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/index.html
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* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/populate.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/model-definition.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/schema-options.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/query.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/embedded-documents.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/querystream.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/migration-1x-2x.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/errors.html

*
 /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/getters-setters.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/finding-documents.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/finding-documents.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/updating-documents.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/defaults.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/errors.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/plugins.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/methods-statics.html

*
 /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/plugins.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/migration-1x-2x.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/middleware.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/defaults.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/validation.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/validation.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/embedded-documents.html

* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/populate.html

*
 /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/schema-options.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/getters-setters.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/indexes.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/template.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/virtuals.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/indexes.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/virtuals.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/methods-statics.html
*
 /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/updating-documents.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/template.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/querystream.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/query.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/schematypes.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/middleware.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/model-definition.html
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/schematypes.html
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```
doctype html
html(lang='en')
 head
  meta(charset='utf-8')
  meta(name="viewport", content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no")
  title Mongoose ODM v#{package.version}
link(href='http://fonts.googleapis.com/css?family=Anonymous+Pro:400,700|Droid+Sans+Mono|Open+Sans:400,70
0|Linden+Hill|Quattrocento:400,700|News+Cycle:400,700|Antic+Slab|Cabin+Condensed:400,700', rel='stylesheet',
type='text/css')
  link(href='docs/css/default.css', rel='stylesheet')
  link(href='docs/css/style.css', rel='stylesheet')
 body
```

```
a#forkbanner(href="http://github.com/learnboost/mongoose")
  img(style="position: absolute; top: 0; right: 0; border: 0;",
src="https://s3.amazonaws.com/github/ribbons/forkme_right_gray_6d6d6d.png", alt="Fork me on GitHub")
  #wrap.homepage
    #header
      h1
        a(href="https://github.com/learnboost/mongoose", target="blank")

.mongoose Mongoose
    p.tagline
    | Elegant
    a(href="http://www.mongodb.org/", target="blank") MongoDB
    | object modeling for
    a(href="http://nodejs.org/", target="blank") Node.js
    #links
      ul
        li
          a(href="docs/guide.html") Read the Docs
        li
          a(href="http://plugins.mongoosejs.io") Discover Plugins
    #follow
      ul
        li
          iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=watch&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
        li#version
          span
            | Version #{package.version}
        li
          iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=fork&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
    #inner
      #what
        p.what
        | Let's face it,
        strong writing MongoDB validation, casting and business logic boilerplate is a drag
        | . That's why we wrote Mongoose.
      #example
        :js
        var mongoose = require('mongoose');
        mongoose.connect('mongodb://localhost/test', { useMongoClient: true });
        mongoose.Promise = global.Promise;

        var Cat = mongoose.model('Cat', { name: String });

        var kitty = new Cat({ name: 'Zildjian' });
```

```
      kitty.save(function (err) {
        if (err) {
          console.log(err);
        } else {
          console.log('meow');
        }
      });
```
p.what Mongoose provides a straight-forward, schema-based solution to model your application data. It includes built-in type casting, validation, query building, business logic hooks and more, out of the box.

#getstarted
  h2 Getting Started
  ul

 li
      a(href="docs/index.html") quick start guide
  #support
    h2 Support
    ul
     li
      a(href="http://stackoverflow.com/questions/tagged/mongoose") Stack Overflow
     li
      a(href="https://github.com/Automattic/mongoose/issues/") bug reports
     li
      a(href="http://groups.google.com/group/mongoose-orm") Google Group
     li
      a(href="https://gitter.im/Automattic/mongoose") Gitter chat
     li
      a(href="http://www.mongodb.org/about/support/") MongoDB support
  #announcements
    h2 News
    ul
     li
      a(href="https://twitter.com/mongoosejs") @mongoosejs
     li
      a(href="http://groups.google.com/group/mongoose-orm") Google Group
  #changelog
    h2 Changelog
    ul
     li
      a(href="https://github.com/Automattic/mongoose/blob/master/History.md") Changelog

 #production
    h2
     | Production
     |
     a(href='http://mongoosejs.tumblr.com/', target='_blank', title='More production examples') View More
    ul
     li

```
        a(href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-mongodb")
          img(src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png", alt="LinkedIn")
      li
        a(href="https://prezi.com/pa1ub5unrapt/trello-architecture-2013/")
          img(src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png", alt="Trello")
      li
        a(href="http://waffle.io", alt="Waffle.io")
          img(src="http://i.imgur.com/nqzTvft.png", alt="Waffle.io")
      li
        a(href="http://storify.com/", alt="Storify")
          img(src="docs/images/apps/h_storify.jpg", alt="Storify")
      li
        a(href="http://geekli.st",
 alt="GeekList")
          img(src="docs/images/apps/h_geeklist.png", alt="GeekList")
      li
        a(href="http://bookalokal.com")
          img(src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg", alt="BookaLokal")
      li
        a(href="http://www.elevenjames.com")
          img(src="http://i.imgur.com/vx8KH9Z.jpg", alt="Eleven James")
      li
        a(href="http://www.datafox.com/", alt="DataFox")
          img(src="http://i.imgur.com/VxHJfAJ.png", alt="DataFox")
      li
        a(href="https://sixplus.com")
          img(src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png",
alt="SixPlus")
      li
        a(href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/")
          img(src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png",
alt="Dashbox")

  p#footer Licensed under MIT. Copyright 2011 <a href="http://learnboost.com">LearnBoost</a>.
  script.
    document.body.className = 'load';
  include docs/includes/keen
```

Found in path(s):
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-4.13.21/index.jade
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```
// Permission is hereby granted, free of charge, to any person obtaining a copy
// of this software and associated documentation files (the 'Software'), to
// deal in the Software without restriction, including without limitation the
// rights to use, copy, modify, merge, publish, distribute, sublicense, and/or
// sell copies of the Software, and to permit persons to whom the Software is
```

/**

* Creates an array of the own enumerable property names

 of `object`.

*

* **Note:** Non-object values are coerced to objects. See the

* [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)

* for more details.

*

* @static

* @since 0.1.0

* @memberOf _

* @category Object

* @param {Object} object The object to query.

* @returns {Array} Returns the array of property names.

* @example

*

* function Foo() {

*   this.a = 1;

*   this.b = 2;

* }

*

* Foo.prototype.c = 3;

*

* _.keys(new Foo);

```
* // => ['a', 'b'] (iteration order is not guaranteed)
*
* _.keys('hi');
* // => ['0', '1']
*/
/* @preserve
* The MIT License (MIT)
*
* Copyright (c) 2013-2015 Petka Antonov
*
* Permission is hereby granted, free of charge, to any person obtaining a copy
* of this software and associated documentation files (the "Software"), to deal
* in the Software without restriction, including without limitation the rights
* to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
* copies of the Software,
 and to permit persons to whom the Software is
* furnished to do so, subject to the following conditions:
*
* The above copyright notice and this permission notice shall be included in
* all copies or substantial portions of the Software.
*
* THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
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* FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.  IN NO EVENT SHALL THE
* AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
* LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
* OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
* THE SOFTWARE.
*
*/
```

Found in path(s):
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/bin/mongoose.js
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```
doctorLicense: {type: String},
doctorLicense: '{ type: String}',
```

Found in path(s):
* /opt/cola/permits/1167163584_1697562776.5683742/0/mongoose-4-13-21-zip/mongoose-
4.13.21/benchmarks/populationHeavyLoad.js
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```
<a href="http://mongoosejs.tumblr.com/submit" title="add/remove your project">(add your
project)</a></h2><ul><li><a href="https://www.learnboost.com" title="LearnBoost is a free online gradebook,
lesson planner, attendance, and reporting application for Teachers, Parents, and Students."><img
src="docs/images/apps/learnboost.png" alt="LearnBoost is a free online gradebook, lesson planner, attendance, and
```

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extends layout

block content
 h2 Connections
 :markdown
   You can connect to MongoDB with the `mongoose.connect()` method.

 :js
   mongoose.connect('mongodb://localhost/myapp');

 :markdown
   This is the minimum needed to connect the `myapp` database running locally
   on the default port (27017). If the local connection fails then try using
   127.0.0.1 instead of localhost. Sometimes issues may arise when the local
   hostname has been changed.

   You can also specify several more parameters in the `uri`:

 :js
   mongoose.connect('mongodb://username:password@host:port/database?options...');

:markdown
  See the [mongodb connection string spec](http://docs.mongodb.org/manual/reference/connection-string/) for more
detail.

h3#buffering Operation Buffering
:markdown
  Mongoose lets you start using your models immediately, without waiting for
  mongoose to establish a connection to MongoDB.

 :js
 mongoose.connect('mongodb://localhost/myapp');
 var MyModel = mongoose.model('Test', new Schema({ name: String }));
 // Works
 MyModel.findOne(function(error, result) { /* ... */ });

:markdown
 That's because mongoose buffers model function calls internally. This
 buffering is convenient, but also a common source of confusion. Mongoose
 will *not* throw any errors by default if you use a model without
 connecting.

:js
 var MyModel = mongoose.model('Test', new Schema({ name: String }));
 // Will just hang until mongoose successfully connects
 MyModel.findOne(function(error, result) { /* ... */ });

 setTimeout(function() {
   mongoose.connect('mongodb://localhost/myapp');
 }, 60000);

:markdown
 To disable buffering, turn off the [`bufferCommands` option on your schema](./guide.html#bufferCommands).
 If you have `bufferCommands` on and your connection is hanging, try turning
 `bufferCommands` off to see if you haven't
opened a connection properly.

h3#options Options
:markdown
 The `connect` method also accepts an `options` object which will be passed on to the underlying MongoDB driver.

:js
 mongoose.connect(uri, options);

:markdown
 A full list of options can be found on the [MongoDB Node.js driver docs for
`connect()`](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
 Mongoose passes options to the driver without modification, modulo three exceptions that are explained below.

* `useMongoClient`   - This is a mongoose-specific option (not passed to the MongoDB driver) that opts in to mongoose 4.11's new connection logic. If you are writing a new application, you **should** set this to `true`.
* `user`/`pass`       - The username and password for authentication. These options are mongoose-specific, they are equivalent to the MongoDB driver's `auth.user` and `auth.password` options.
* `autoIndex`        - By default, mongoose will
automatically build indexes defined in your schema when it connects. This is great for development, but not ideal for large production deployments, because index builds can cause performance degradation. If you set `autoIndex` to false, mongoose will not automatically build indexes for **any** model associated with this connection.

  Below are some of the options that are important for tuning mongoose.

* `autoReconnect`     - The underlying MongoDB driver will automatically try to reconnect when it loses connection to MongoDB. Unless you are an extremely advanced user that wants to manage their own connection pool, do **not** set this option to `false`.
* `reconnectTries`    - If you're connected to a single server or mongos proxy (as opposed to a replica set), the MongoDB driver will try to reconnect every `reconnectInterval` milliseconds for `reconnectTries` times, and give up afterward. When the driver gives up, the mongoose connection emits a `reconnectFailed` event. This option does nothing for replica set connections.
* `reconnectInterval` - See `reconnectTries`
* `promiseLibrary`    - sets the [underlying driver's promise library](http://mongodb.github.io/node-mongodb-native/2.1/api/MongoClient.html)
* `poolSize`         - The maximum number of sockets the MongoDB driver will keep open for this connection. By default, `poolSize` is 5. Keep in mind that, as of MongoDB 3.4, MongoDB only allows one operation per socket at a time, so you may want to increase this if you find you have a few slow queries that are blocking faster queries from proceeding.
* `bufferMaxEntries` - The MongoDB driver also has its own buffering mechanism that kicks in when the driver is disconnected. Set this option to 0 and set `bufferCommands` to `false` on your schemas if you want your database operations to fail immediately when the driver is not connected, as opposed to waiting for reconnection.

  Example:
:js
  var options = {
    useMongoClient:
true,
    autoIndex: false, // Don't build indexes
    reconnectTries: Number.MAX_VALUE, // Never stop trying to reconnect
    reconnectInterval: 500, // Reconnect every 500ms
    poolSize: 10, // Maintain up to 10 socket connections
    // If not connected, return errors immediately rather than waiting for reconnect
    bufferMaxEntries: 0
  };
  mongoose.connect(uri, options);

h3#callback Callback
:markdown
  The `connect()` function also accepts a callback parameter and returns a [promise](./promises.html).
:js
  mongoose.connect(uri, options, function(error) {

```
    // Check error in initial connection. There is no 2nd param to the callback.
  });

  // Or using promises
  mongoose.connect(uri, options).then(
    () => { /** ready to use. The `mongoose.connect()` promise resolves to undefined. */ },
    err => { /** handle initial connection error */ }
  );
```

h4#connection-string-options Connection String Options
:markdown
  You can also
specify options in your connection string as [parameters in the query
string](https://en.wikipedia.org/wiki/Query_string) portion of the URI.
:js
```
  mongoose.connect('mongodb://localhost:27017/test?connectTimeoutMS=1000', { useMongoClient: true });
  // The above is equivalent to:
  mongoose.connect('mongodb://localhost:27017/test', {
    useMongoClient: true,
    connectTimeoutMS: 1000
  });
```
:markdown
  The disadvantage of putting options in the query string is that query
  string options are harder to read. The advantage is that you only need a
  single configuration option, the URI, rather than separate options for
  `socketTimeoutMS`, `connectTimeoutMS`, etc. Best practice is to put options
  that likely differ between development and production, like `replicaSet`
  or `ssl`, in the connection string, and options that should remain constant,
  like `connectTimeoutMS` or `poolSize`, in the options object.

  The MongoDB docs have a full list of [supported
connection string options](https://docs.mongodb.com/manual/reference/connection-string/)

h4#keepAlive A note about keepAlive
.important
  :markdown
    For long running applications, it is often prudent to enable `keepAlive`
    with a number of milliseconds. Without it, after some period of time
    you may start to see `"connection closed"` errors for what seems like
    no reason. If so, after
    [reading this](http://tldp.org/HOWTO/TCP-Keepalive-HOWTO/overview.html),
    you may decide to enable `keepAlive`:

:js
```
  options.server.socketOptions = options.replset.socketOptions = { keepAlive: 120 };
  mongoose.connect(uri, options);
```

h3#replicaset_connections Replica Set Connections

:markdown
  To connect to a replica set you pass a comma delimited list of hosts to
  connect to rather than a single host.

 :js
mongoose.connect('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?
options]]' [, options]);

 :markdown
  To connect to a single node replica set, specify the `replicaSet` option.

 :js
  mongoose.connect('mongodb://host1:port1/?replicaSet=rsName');

 h3#mongos_connections Multi-mongos support
 :markdown
  High availability over multiple `mongos` instances is also supported.
  Pass a connection string for your `mongos` instances. If you are not using
  the `useMongoClient` option, you must also set the `mongos` option:
 :js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { mongos: true }, cb);
 :markdown
  With `useMongoClient`, you do not need to set the `mongos` option. You also
  do **not** need to use `mongos` or `useMongoClient` in mongoose 5.x.
 :js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { useMongoClient: true }, cb);

 h3#multiple_connections Multiple connections
 :markdown
  So far we've seen how to connect to MongoDB using Mongoose's default connection. At times we may need
multiple connections open to
 Mongo, each with different read/write settings, or maybe just to different databases for example. In these cases we
can utilize `mongoose.createConnection()` which accepts all the arguments already discussed and returns a fresh
connection for you.

 :js
  var conn =
mongoose.createConnection('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[da
tabase][?options]]', options);

 :markdown
  This [connection](./api.html#connection_Connection) object is then used to
  create and retrieve [models](./api.html#model_Model). Models are
  **always** scoped to a single connection.

 h3#connection_pools Connection pools
 :markdown
  Each `connection`, whether created with `mongoose.connect` or `mongoose.createConnection` are all backed by

an internal configurable connection pool defaulting to a maximum size of 5. Adjust the pool size using your connection options:

```js
// single server
var uri = 'mongodb://localhost/test';
mongoose.createConnection(uri,
{ server: { poolSize: 4 }});

// for a replica set
mongoose.createConnection(uri, { replset: { poolSize: 4 }});

// passing the option in the URI works with single or replica sets
var uri = 'mongodb://localhost/test?poolSize=4';
mongoose.createConnection(uri);
```

h3#use-mongo-client The `useMongoClient` Option
:markdown
  Mongoose's default connection logic is deprecated as of 4.11.0. Please opt
  in to the new connection logic using the `useMongoClient` option, but
  make sure you test your connections first if you're upgrading an existing
  codebase!
:js
```
// Using `mongoose.connect`...
var promise = mongoose.connect('mongodb://localhost/myapp', {
  useMongoClient: true,
  /* other options */
});
// Or `createConnection`
var promise = mongoose.createConnection('mongodb://localhost/myapp', {
  useMongoClient: true,
  /* other options */
});
promise.then(function(db) {
  /* Use `db`, for instance
`db.model()`
});
// Or, if you already have a connection
connection.openUri('mongodb://localhost/myapp', { /* options */ });
```
:markdown
  The parameters to `openUri()` are passed transparently to the
  [underlying MongoDB driver's `MongoClient.connect()` function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Please see the [driver documentation for this function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect) for options.
  The same is true for `connect()` and `createConnection()` if `useMongoClient` is `true`.
:markdown
  You may see the following deprecation warning with `useMongoClient`:

```
the server/replset/mongos options are deprecated, all their options are supported at the top level of the options
object
```

In older version of the MongoDB driver you had to specify distinct options for server connections, replica set
connections, and mongos connections:

```js
mongoose.connect(myUri, {
  server: {
    socketOptions: {
      socketTimeoutMS: 0,
      keepAlive: true
    },
    reconnectTries: 30
  },
  replset: {
    socketOptions: {
      socketTimeoutMS: 0,
      keepAlive: true
    },
    reconnectTries: 30
  },
  mongos: {
    socketOptions: {
      socketTimeoutMS: 0,
      keepAlive: true
    },
    reconnectTries: 30
  }
});
```

:markdown
With `useMongoClient` you can instead declare these options at the top level, without all that extra nesting.
[Here's the list of all supported options](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html).

```js
// Equivalent to the above code
mongoose.connect(myUri, {
  socketTimeoutMS: 0,
  keepAlive: true,
  reconnectTries: 30
});
```

:markdown
This deprecation is because the [MongoDB driver](https://www.npmjs.com/package/mongodb)
has deprecated an API that
is critical to mongoose's connection logic to
support MongoDB 3.6, see [this github issue](https://github.com/Automattic/mongoose/issues/5304)

and [this blog post](http://thecodebarbarian.com/mongoose-4.11-use-mongo-client.html)
for more details.

h3#next Next Up
:markdown
  Now that we've covered `connections`, let's take a look at how we can break pieces of our functionality out into reusable and shareable [plugins](/docs/plugins.html).

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href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className = 'load';</script><script>var
_gaq = _gaq || [];

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```
/**
 * Creates an array of the own enumerable property names
 of `object`.
 *
 * **Note:** Non-object values are coerced to objects. See the
 * [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)
 * for more details.
 *
 * @static
 * @since 0.1.0
 * @memberOf _
 * @category Object
 * @param {Object} object The object to query.
 * @returns {Array} Returns the array of property names.
 * @example
 *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 *
 * Foo.prototype.c = 3;
 *
 * _.keys(new Foo);
 * // => ['a', 'b'] (iteration order is not guaranteed)
 *
 * _.keys('hi');
```

* // => ['0', '1']
*/
/* @preserve
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*/

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4.13.21/docs/2.8.x/docs/indexes.html
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4.13.21/docs/2.7.x/docs/defaults.html
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4.13.21/docs/2.7.x/template.html
* /opt/cola/permits/1167164033_1697562379.5135398/0/mongoose-4-13-21-zip/mongoose-
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4.13.21/docs/2.8.x/docs/methods-statics.html
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doctype html
html(lang='en')
 head
  meta(charset='utf-8')
  meta(name="viewport", content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no")
  title Mongoose ODM v#{package.version}
link(href='http://fonts.googleapis.com/css?family=Anonymous+Pro:400,700|Droid+Sans+Mono|Open+Sans:400,700|Linden+Hill|Quattrocento:400,700|News+Cycle:400,700|Antic+Slab|Cabin+Condensed:400,700', rel='stylesheet', type='text/css')
  link(href='docs/css/default.css', rel='stylesheet')
  link(href='docs/css/style.css', rel='stylesheet')
 body

---

```pug
a#forkbanner(href="http://github.com/learnboost/mongoose")
  img(style="position: absolute; top: 0; right: 0; border: 0;",
src="https://s3.amazonaws.com/github/ribbons/forkme_right_gray_6d6d6d.png", alt="Fork me on GitHub")
#wrap.homepage
  #header
    h1
      a(href="https://github.com/learnboost/mongoose", target="blank")

.mongoose Mongoose
  p.tagline
  | Elegant
  a(href="http://www.mongodb.org/", target="blank") MongoDB
  |  object modeling for
  a(href="http://nodejs.org/", target="blank") Node.js
  #links
    ul
      li
        a(href="docs/guide.html") Read the Docs
      li
        a(href="http://plugins.mongoosejs.io") Discover Plugins
  #follow
    ul
      li
        iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=watch&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
      li#version
        span
          | Version #{package.version}
      li
        iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=fork&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
  #inner
    #what
      p.what
      | Let's face it,
      strong writing MongoDB validation, casting and business logic boilerplate is a drag
      | . That's why we wrote Mongoose.
    #example
      :js
      var mongoose = require('mongoose');
      mongoose.connect('mongodb://localhost/test', { useMongoClient: true });
      mongoose.Promise = global.Promise;

      var Cat = mongoose.model('Cat', { name: String });

      var kitty = new Cat({ name: 'Zildjian' });
```

```
    kitty.save(function (err) {
      if (err) {
        console.log(err);
      } else {
        console.log('meow');
      }
    });
```
    p.what Mongoose provides a straight-forward, schema-based solution to model your application data. It includes built-in type casting, validation, query building, business logic hooks and more, out of the box.

    #getstarted
    h2 Getting Started
    ul

  li
      a(href="docs/index.html") quick start guide
    #support
    h2 Support
    ul
     li
      a(href="http://stackoverflow.com/questions/tagged/mongoose") Stack Overflow
     li
      a(href="https://github.com/Automattic/mongoose/issues/") bug reports
     li
      a(href="http://groups.google.com/group/mongoose-orm") Google Group
     li
      a(href="https://gitter.im/Automattic/mongoose") Gitter chat
     li
      a(href="http://www.mongodb.org/about/support/") MongoDB support
    #announcements
     h2 News
     ul
      li
       a(href="https://twitter.com/mongoosejs") @mongoosejs
      li
       a(href="http://groups.google.com/group/mongoose-orm") Google Group
    #changelog
     h2 Changelog
     ul
      li
       a(href="https://github.com/Automattic/mongoose/blob/master/History.md") Changelog

  #production
    h2
     | Production
     |
     a(href='http://mongoosejs.tumblr.com/', target='_blank', title='More production examples') View More
     ul
      li

```
          a(href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-mongodb")
            img(src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png", alt="LinkedIn")
        li
          a(href="https://prezi.com/pa1ub5unrapt/trello-architecture-2013/")
            img(src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png", alt="Trello")
        li
          a(href="http://waffle.io", alt="Waffle.io")
            img(src="http://i.imgur.com/nqzTvft.png", alt="Waffle.io")
        li
          a(href="http://storify.com/", alt="Storify")
            img(src="docs/images/apps/h_storify.jpg", alt="Storify")
        li
          a(href="http://geekli.st",
 alt="GeekList")
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          a(href="http://bookalokal.com")
            img(src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg", alt="BookaLokal")
        li
          a(href="http://www.elevenjames.com")
            img(src="http://i.imgur.com/vx8KH9Z.jpg", alt="Eleven James")
        li
          a(href="http://www.datafox.com/", alt="DataFox")
            img(src="http://i.imgur.com/VxHJfAJ.png", alt="DataFox")
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          a(href="https://sixplus.com")
            img(src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png",
alt="SixPlus")
        li
          a(href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/")
            img(src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png",
alt="Dashbox")

  p#footer Licensed under MIT. Copyright 2011 <a href="http://learnboost.com">LearnBoost</a>.
  script.
    document.body.className = 'load';
  include docs/includes/keen
```

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```
<a href="http://mongoosejs.tumblr.com/" target="_blank" title="More production examples">View
More</a></h2><ul><li><a href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-
mongodb"><img
src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png" alt="LinkedIn"></a></li><li><a href="https://prezi.com/pa1ub5unrapt/trello-
```

architecture-2013/"><img src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png" alt="Trello"></a></li><li><a href="http://waffle.io" alt="Waffle.io"><img src="http://i.imgur.com/nqzTvft.png" alt="Waffle.io"></a></li><li><a href="http://storify.com/" alt="Storify"><img src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a href="http://geekli.st" alt="GeekList"><img src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://bookalokal.com"><img src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg" alt="BookaLokal"></a></li><li><a href="http://www.elevenjames.com"><img src="http://i.imgur.com/vx8KH9Z.jpg" alt="Eleven James"></a></li><li><a href="http://www.datafox.com/" alt="DataFox"><img src="http://i.imgur.com/VxHJfAJ.png" alt="DataFox"></a></li><li><a href="https://sixplus.com"><img src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png" alt="SixPlus"></a></li><li><a href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/"><img src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png" alt="Dashbox"></a></li></ul></div></div></div><p id="footer">Licensed under MIT. Copyright 2011 <a href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className = 'load';</script><script type="text/javascript">!function(name,path,ctx){

Found in path(s):
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# 1.554 map-reduce-example 0.0.0

## 1.554.1 Available under license :

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extends layout

block content
 h2 Connections
 :markdown
   You can connect to MongoDB with the `mongoose.connect()` method.

 :js
   mongoose.connect('mongodb://localhost/myapp');

 :markdown
   This is the minimum needed to connect the `myapp` database running locally
   on the default port (27017). If the local connection fails then try using
   127.0.0.1 instead of localhost. Sometimes issues may arise when the local

hostname has been changed.

You can also specify several more parameters in the `uri`:

:js
```
mongoose.connect('mongodb://username:password@host:port/database?options...');
```

:markdown
  See the [mongodb connection string spec](http://docs.mongodb.org/manual/reference/connection-string/) for more detail.

h3#buffering Operation Buffering
:markdown
  Mongoose lets you start using your models immediately, without waiting for
  mongoose to establish a connection to MongoDB.

:js
```
mongoose.connect('mongodb://localhost/myapp');
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Works
MyModel.findOne(function(error, result) { /* ... */ });
```

:markdown
  That's because mongoose buffers model function calls internally. This
  buffering is convenient, but also a common source of confusion. Mongoose
  will *not* throw any errors by default if you use a model without
  connecting.

:js
```
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Will just hang until mongoose successfully connects
MyModel.findOne(function(error, result) { /* ... */ });

setTimeout(function() {
  mongoose.connect('mongodb://localhost/myapp');
}, 60000);
```

:markdown
  To disable buffering, turn off the [`bufferCommands` option on your schema](./guide.html#bufferCommands).
  If you have `bufferCommands` on and your connection is hanging, try turning
  `bufferCommands` off to see if you haven't
opened a connection properly.

h3#options Options
:markdown
  The `connect` method also accepts an `options` object which will be passed on to the underlying MongoDB driver.

:js

```
  mongoose.connect(uri, options);
```

:markdown
  A full list of options can be found on the [MongoDB Node.js driver docs for
`connect()`](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Mongoose passes options to the driver without modification, modulo three exceptions that are explained below.

  * `useMongoClient`   - This is a mongoose-specific option (not passed to the MongoDB driver) that opts in to
mongoose 4.11's new connection logic. If you are writing a new application, you **should** set this to `true`.
  * `user`/`pass`      - The username and password for authentication. These options are mongoose-specific, they are
equivalent to the MongoDB driver's `auth.user` and `auth.password` options.
  * `autoIndex`        - By default, mongoose will
 automatically build indexes defined in your schema when it connects. This is great for development, but not ideal
for large production deployments, because index builds can cause performance degradation. If you set `autoIndex` to
false, mongoose will not automatically build indexes for **any** model associated with this connection.

  Below are some of the options that are important for tuning mongoose.

  * `autoReconnect`    - The underlying MongoDB driver will automatically try to reconnect when it loses
connection to MongoDB. Unless you are an extremely advanced user that wants to manage their own connection
pool, do **not** set this option to `false`.
  * `reconnectTries`   - If you're connected to a single server or mongos proxy (as opposed to a replica set), the
MongoDB driver will try to reconnect every `reconnectInterval` milliseconds for `reconnectTries` times, and give up
afterward. When the driver gives up, the mongoose connection emits a `reconnectFailed` event. This
 option does nothing for replica set connections.
  * `reconnectInterval` - See `reconnectTries`
  * `promiseLibrary`   - sets the [underlying driver's promise library](http://mongodb.github.io/node-mongodb-
native/2.1/api/MongoClient.html)
  * `poolSize`         - The maximum number of sockets the MongoDB driver will keep open for this connection. By
default, `poolSize` is 5. Keep in mind that, as of MongoDB 3.4, MongoDB only allows one operation per socket at a
time, so you may want to increase this if you find you have a few slow queries that are blocking faster queries from
proceeding.
  * `bufferMaxEntries` - The MongoDB driver also has its own buffering mechanism that kicks in when the driver
is disconnected. Set this option to 0 and set `bufferCommands` to `false` on your schemas if you want your database
operations to fail immediately when the driver is not connected, as opposed to waiting for reconnection.

  Example:
:js
  var options = {
    useMongoClient:
true,
    autoIndex: false, // Don't build indexes
    reconnectTries: Number.MAX_VALUE, // Never stop trying to reconnect
    reconnectInterval: 500, // Reconnect every 500ms
    poolSize: 10, // Maintain up to 10 socket connections
    // If not connected, return errors immediately rather than waiting for reconnect
    bufferMaxEntries: 0
  };

```
mongoose.connect(uri, options);
```

h3#callback Callback
:markdown
  The `connect()` function also accepts a callback parameter and returns a [promise](./promises.html).
:js
```
  mongoose.connect(uri, options, function(error) {
    // Check error in initial connection. There is no 2nd param to the callback.
  });

  // Or using promises
  mongoose.connect(uri, options).then(
    () => { /** ready to use. The `mongoose.connect()` promise resolves to undefined. */ },
    err => { /** handle initial connection error */ }
  );
```

h4#connection-string-options Connection String Options
:markdown
  You can also
specify options in your connection string as [parameters in the query
string](https://en.wikipedia.org/wiki/Query_string) portion of the URI.
:js
```
  mongoose.connect('mongodb://localhost:27017/test?connectTimeoutMS=1000', { useMongoClient: true });
  // The above is equivalent to:
  mongoose.connect('mongodb://localhost:27017/test', {
    useMongoClient: true,
    connectTimeoutMS: 1000
  });
```
:markdown
  The disadvantage of putting options in the query string is that query
  string options are harder to read. The advantage is that you only need a
  single configuration option, the URI, rather than separate options for
  `socketTimeoutMS`, `connectTimeoutMS`, etc. Best practice is to put options
  that likely differ between development and production, like `replicaSet`
  or `ssl`, in the connection string, and options that should remain constant,
  like `connectTimeoutMS` or `poolSize`, in the options object.

  The MongoDB docs have a full list of [supported
connection string options](https://docs.mongodb.com/manual/reference/connection-string/)

h4#keepAlive A note about keepAlive
.important
 :markdown
    For long running applications, it is often prudent to enable `keepAlive`
    with a number of milliseconds. Without it, after some period of time
    you may start to see `"connection closed"` errors for what seems like
    no reason. If so, after
    [reading this](http://tldp.org/HOWTO/TCP-Keepalive-HOWTO/overview.html),
```

you may decide to enable `keepAlive`:

:js
  options.server.socketOptions = options.replset.socketOptions = { keepAlive: 120 };
  mongoose.connect(uri, options);

h3#replicaset_connections Replica Set Connections
:markdown
  To connect to a replica set you pass a comma delimited list of hosts to
  connect to rather than a single host.

:js
mongoose.connect('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?
options]]' [, options]);

:markdown
  To connect to a single node replica set, specify the `replicaSet` option.

:js
  mongoose.connect('mongodb://host1:port1/?replicaSet=rsName');

h3#mongos_connections Multi-mongos support
:markdown
  High availability over multiple `mongos` instances is also supported.
  Pass a connection string for your `mongos` instances. If you are not using
  the `useMongoClient` option, you must also set the `mongos` option:
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { mongos: true }, cb);
:markdown
  With `useMongoClient`, you do not need to set the `mongos` option. You also
  do **not** need to use `mongos` or `useMongoClient` in mongoose 5.x.
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { useMongoClient: true }, cb);

h3#multiple_connections Multiple connections
:markdown
  So far we've seen how to connect to MongoDB using Mongoose's default connection. At times we may need
multiple connections open to
 Mongo, each with different read/write settings, or maybe just to different databases for example. In these cases we
can utilize `mongoose.createConnection()` which accepts all the arguments already discussed and returns a fresh
connection for you.

:js
  var conn =
mongoose.createConnection('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[da
tabase][?options]]', options);

:markdown

This [connection](./api.html#connection_Connection) object is then used to
create and retrieve [models](./api.html#model_Model). Models are
**always** scoped to a single connection.

h3#connection_pools Connection pools
:markdown
  Each `connection`, whether created with `mongoose.connect` or `mongoose.createConnection` are all backed by
an internal configurable connection pool defaulting to a maximum size of 5. Adjust the pool size using your
connection options:

:js
  // single server
  var uri = 'mongodb://localhost/test';
  mongoose.createConnection(uri,
{ server: { poolSize: 4 }});

  // for a replica set
  mongoose.createConnection(uri, { replset: { poolSize: 4 }});

  // passing the option in the URI works with single or replica sets
  var uri = 'mongodb://localhost/test?poolSize=4';
  mongoose.createConnection(uri);

h3#use-mongo-client The `useMongoClient` Option
:markdown
  Mongoose's default connection logic is deprecated as of 4.11.0. Please opt
  in to the new connection logic using the `useMongoClient` option, but
  make sure you test your connections first if you're upgrading an existing
  codebase!
:js
  // Using `mongoose.connect`...
  var promise = mongoose.connect('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
  // Or `createConnection`
  var promise = mongoose.createConnection('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
  promise.then(function(db) {
    /* Use `db`, for instance
`db.model()`
  });
  // Or, if you already have a connection
  connection.openUri('mongodb://localhost/myapp', { /* options */ });
:markdown
  The parameters to `openUri()` are passed transparently to the

[underlying MongoDB driver's `MongoClient.connect()` function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Please see the [driver documentation for this function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect) for options.
  The same is true for `connect()` and `createConnection()` if `useMongoClient` is `true`.
:markdown
  You may see the following deprecation warning with `useMongoClient`:

  ```

  the server/replset/mongos options are deprecated, all their options are supported at the top level of the options object
  ```


  In older version of the MongoDB driver you had to specify distinct options for server connections, replica set connections, and mongos connections:
:js
  mongoose.connect(myUri, {
   server: {
    socketOptions: {
     socketTimeoutMS: 0,
     keepAlive: true
    },
    reconnectTries: 30
   },
   replset: {
    socketOptions: {
     socketTimeoutMS: 0,
     keepAlive: true
    },
    reconnectTries: 30
   },
   mongos: {
    socketOptions: {
     socketTimeoutMS: 0,
     keepAlive: true
    },
    reconnectTries: 30
   }
  });
:markdown
  With `useMongoClient` you can instead declare these options at the top level, without all that extra nesting. [Here's the list of all supported options](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html).
:js
  // Equivalent to the above code
  mongoose.connect(myUri, {
   socketTimeoutMS: 0,
   keepAlive: true,
   reconnectTries: 30

```
  });
```

:markdown
  This deprecation is because the [MongoDB driver](https://www.npmjs.com/package/mongodb)
  has deprecated an API that
is critical to mongoose's connection logic to
  support MongoDB 3.6, see [this github issue](https://github.com/Automattic/mongoose/issues/5304)
  and [this blog post](http://thecodebarbarian.com/mongoose-4.11-use-mongo-client.html)
  for more details.

h3#next Next Up
:markdown
  Now that we've covered `connections`, let's take a look at how we can break pieces of our functionality out into
reusable and shareable [plugins](/docs/plugins.html).

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/**
* Creates an array of the own enumerable property names
 of `object`.
*
* **Note:** Non-object values are coerced to objects. See the
* [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)
* for more details.
*
* @static
* @since 0.1.0
* @memberOf _
* @category Object
* @param {Object} object The object to query.
* @returns {Array} Returns the array of property names.
* @example
*
* function Foo() {
*   this.a = 1;
*   this.b = 2;
* }
*
* Foo.prototype.c = 3;
*
* _.keys(new Foo);
* // => ['a', 'b'] (iteration order is not guaranteed)
*
* _.keys('hi');
* // => ['0', '1']
*/
/* @preserve
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* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/getters-setters.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/errors.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/updating-documents.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/migration-1x-2x.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/validation.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/schematypes.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/finding-documents.html
*
 /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/query.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/migration-1x-2x.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/schematypes.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/updating-documents.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/schema-options.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/methods-statics.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/plugins.html
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*
 /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/middleware.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/model-definition.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/template.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/model-definition.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/query.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/indexes.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/virtuals.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/embedded-documents.html

*
 /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/indexes.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/schema-options.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/validation.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/getters-setters.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/plugins.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/populate.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/template.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/finding-documents.html

*
 /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/middleware.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/querystream.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/defaults.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/populate.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/virtuals.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/methods-statics.html

* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-

4.13.21/docs/2.7.x/docs/querystream.html
* /opt/cola/permits/1167164156_1697563203.751595/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/defaults.html
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```
doctype html
html(lang='en')
 head
   meta(charset='utf-8')
   meta(name="viewport", content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no")
   title Mongoose ODM v#{package.version}
link(href='http://fonts.googleapis.com/css?family=Anonymous+Pro:400,700|Droid+Sans+Mono|Open+Sans:400,70
0|Linden+Hill|Quattrocento:400,700|News+Cycle:400,700|Antic+Slab|Cabin+Condensed:400,700', rel='stylesheet',
type='text/css')
   link(href='docs/css/default.css', rel='stylesheet')
   link(href='docs/css/style.css', rel='stylesheet')
 body
   a#forkbanner(href="http://github.com/learnboost/mongoose")
     img(style="position: absolute; top: 0; right: 0; border: 0;",
src="https://s3.amazonaws.com/github/ribbons/forkme_right_gray_6d6d6d.png", alt="Fork me on GitHub")
   #wrap.homepage
    #header
     h1
       a(href="https://github.com/learnboost/mongoose", target="blank")

  .mongoose Mongoose
    p.tagline
    | Elegant
    a(href="http://www.mongodb.org/", target="blank") MongoDB
    |  object modeling for
    a(href="http://nodejs.org/", target="blank") Node.js
    #links
     ul
      li
        a(href="docs/guide.html") Read the Docs
      li
        a(href="http://plugins.mongoosejs.io") Discover Plugins
    #follow
     ul
      li
        iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=watch&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
       li#version
        span
         | Version #{package.version}
       li
        iframe(class="github-btn", src="http://ghbtns.com/github-
```

btn.html?user=learnboost&amp;repo=mongoose&amp;type=fork&amp;count=true", allowtransparency="true", frameborder="0", scrolling="0", width="100px", height="20px")

```
#inner
  #what
    p.what
      | Let's face it,
      strong writing MongoDB validation, casting and business logic boilerplate is a drag
      | . That's why we wrote Mongoose.
  #example
    :js
      var mongoose = require('mongoose');
      mongoose.connect('mongodb://localhost/test', { useMongoClient: true });
      mongoose.Promise = global.Promise;

      var Cat = mongoose.model('Cat', { name: String });

      var kitty = new Cat({ name: 'Zildjian' });
      kitty.save(function (err) {
        if (err) {
          console.log(err);
        } else {
          console.log('meow');
        }
      });
```

p.what Mongoose provides a straight-forward, schema-based solution to model your application data. It includes built-in type casting, validation, query building, business logic hooks and more, out of the box.

```
#getstarted
  h2 Getting Started
  ul

li
    a(href="docs/index.html") quick start guide
#support
  h2 Support
  ul
    li
      a(href="http://stackoverflow.com/questions/tagged/mongoose") Stack Overflow
    li
      a(href="https://github.com/Automattic/mongoose/issues/") bug reports
    li
      a(href="http://groups.google.com/group/mongoose-orm") Google Group
    li
      a(href="https://gitter.im/Automattic/mongoose") Gitter chat
    li
      a(href="http://www.mongodb.org/about/support/") MongoDB support
#announcements
  h2 News
  ul
```

```
      li
        a(href="https://twitter.com/mongoosejs") @mongoosejs
      li
        a(href="http://groups.google.com/group/mongoose-orm") Google Group
    #changelog
      h2 Changelog
      ul
      li
        a(href="https://github.com/Automattic/mongoose/blob/master/History.md") Changelog


  #production
    h2
      | Production
      |
      a(href='http://mongoosejs.tumblr.com/', target='_blank', title='More production examples') View More
    ul
      li
        a(href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-mongodb")
          img(src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png", alt="LinkedIn")
      li
        a(href="https://prezi.com/pa1ub5unrapt/trello-architecture-2013/")
          img(src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png", alt="Trello")
      li
        a(href="http://waffle.io", alt="Waffle.io")
          img(src="http://i.imgur.com/nqzTvft.png", alt="Waffle.io")
      li
        a(href="http://storify.com/", alt="Storify")
          img(src="docs/images/apps/h_storify.jpg", alt="Storify")
      li
        a(href="http://geekli.st",
alt="GeekList")
          img(src="docs/images/apps/h_geeklist.png", alt="GeekList")
      li
        a(href="http://bookalokal.com")
          img(src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg", alt="BookaLokal")
      li
        a(href="http://www.elevenjames.com")
          img(src="http://i.imgur.com/vx8KH9Z.jpg", alt="Eleven James")
      li
        a(href="http://www.datafox.com/", alt="DataFox")
          img(src="http://i.imgur.com/VxHJfAJ.png", alt="DataFox")
      li
        a(href="https://sixplus.com")
          img(src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png",
alt="SixPlus")
      li
        a(href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/")
```

img(src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png", alt="Dashbox")

  p#footer Licensed under MIT. Copyright 2011 <a href="http://learnboost.com">LearnBoost</a>.
  script.
    document.body.className = 'load';
  include docs/includes/keen

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alt="GeekList"><img src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a
href="http://yourquestions.mcdonalds.ca/" alt="McDonalds"><img id="mcds" src="docs/images/apps/h_mcds.png"
alt="McDonalds"></a></li><li><a href="http://www.shoejitsu.com/" alt="ShoeJitsu"><img

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alt="Bozuko"><img src="docs/images/apps/h_bozuko.jpg" alt="Bozuko"></a></li></ul></div></div><p
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alt="Trello"></a></li><li><a href="http://waffle.io" alt="Waffle.io"><img src="http://i.imgur.com/nqzTvft.png"
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src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg"
alt="BookaLokal"></a></li><li><a href="http://www.elevenjames.com"><img
src="http://i.imgur.com/vx8KH9Z.jpg" alt="Eleven James"></a></li><li><a href="http://www.datafox.com/"
alt="DataFox"><img src="http://i.imgur.com/VxHJfAJ.png" alt="DataFox"></a></li><li><a
href="https://sixplus.com"><img src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-
dark.png" alt="SixPlus"></a></li><li><a
href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/"><img
src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png"
alt="Dashbox"></a></li></ul></div></div></div><p id="footer">Licensed under MIT. Copyright 2011 <a
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type="text/javascript">!function(name,path,ctx){

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 h2 Connections
 :markdown
   You can connect to MongoDB with the `mongoose.connect()` method.

 :js

```
mongoose.connect('mongodb://localhost/myapp');
```

:markdown
  This is the minimum needed to connect the `myapp` database running locally
  on the default port (27017). If the local connection fails then try using
  127.0.0.1 instead of localhost. Sometimes issues may arise when the local
  hostname has been changed.

  You can also specify several more parameters in the `uri`:

:js
```
mongoose.connect('mongodb://username:password@host:port/database?options...');
```

:markdown
  See the [mongodb connection string spec](http://docs.mongodb.org/manual/reference/connection-string/) for more
detail.

h3#buffering Operation Buffering
:markdown
  Mongoose lets you start using your models immediately, without waiting for
  mongoose to establish a connection to MongoDB.

:js
```
mongoose.connect('mongodb://localhost/myapp');
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Works
MyModel.findOne(function(error, result) { /* ... */ });
```

:markdown
  That's because mongoose buffers model function calls internally. This
  buffering is convenient, but also a common source of confusion. Mongoose
  will *not* throw any errors by default if you use a model without
  connecting.

:js
```
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Will just hang until mongoose successfully connects
MyModel.findOne(function(error, result) { /* ... */ });

setTimeout(function() {
  mongoose.connect('mongodb://localhost/myapp');
}, 60000);
```

:markdown
  To disable buffering, turn off the [`bufferCommands` option on your schema](./guide.html#bufferCommands).
  If you have `bufferCommands` on and your connection is hanging, try turning
  `bufferCommands` off to see if you haven't

opened a connection properly.

h3#options Options
:markdown
  The `connect` method also accepts an `options` object which will be passed on to the underlying MongoDB driver.

:js
  mongoose.connect(uri, options);

:markdown
  A full list of options can be found on the [MongoDB Node.js driver docs for
`connect()`](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Mongoose passes options to the driver without modification, modulo three exceptions that are explained below.

  * `useMongoClient`   - This is a mongoose-specific option (not passed to the MongoDB driver) that opts in to
mongoose 4.11's new connection logic. If you are writing a new application, you **should** set this to `true`.
  * `user`/`pass`      - The username and password for authentication. These options are mongoose-specific, they are
equivalent to the MongoDB driver's `auth.user` and `auth.password` options.
  * `autoIndex`        - By default, mongoose will
 automatically build indexes defined in your schema when it connects. This is great for development, but not ideal
for large production deployments, because index builds can cause performance degradation. If you set `autoIndex` to
false, mongoose will not automatically build indexes for **any** model associated with this connection.

  Below are some of the options that are important for tuning mongoose.

  * `autoReconnect`    - The underlying MongoDB driver will automatically try to reconnect when it loses
connection to MongoDB. Unless you are an extremely advanced user that wants to manage their own connection
pool, do **not** set this option to `false`.
  * `reconnectTries`   - If you're connected to a single server or mongos proxy (as opposed to a replica set), the
MongoDB driver will try to reconnect every `reconnectInterval` milliseconds for `reconnectTries` times, and give up
afterward. When the driver gives up, the mongoose connection emits a `reconnectFailed` event. This
 option does nothing for replica set connections.
  * `reconnectInterval` - See `reconnectTries`
  * `promiseLibrary`   - sets the [underlying driver's promise library](http://mongodb.github.io/node-mongodb-
native/2.1/api/MongoClient.html)
  * `poolSize`         - The maximum number of sockets the MongoDB driver will keep open for this connection. By
default, `poolSize` is 5. Keep in mind that, as of MongoDB 3.4, MongoDB only allows one operation per socket at a
time, so you may want to increase this if you find you have a few slow queries that are blocking faster queries from
proceeding.
  * `bufferMaxEntries` - The MongoDB driver also has its own buffering mechanism that kicks in when the driver
is disconnected. Set this option to 0 and set `bufferCommands` to `false` on your schemas if you want your database
operations to fail immediately when the driver is not connected, as opposed to waiting for reconnection.

  Example:
:js
  var options = {
    useMongoClient:

```
true,
  autoIndex: false, // Don't build indexes
  reconnectTries: Number.MAX_VALUE, // Never stop trying to reconnect
  reconnectInterval: 500, // Reconnect every 500ms
  poolSize: 10, // Maintain up to 10 socket connections
  // If not connected, return errors immediately rather than waiting for reconnect
  bufferMaxEntries: 0
};
mongoose.connect(uri, options);
```

h3#callback Callback
:markdown
  The `connect()` function also accepts a callback parameter and returns a [promise](./promises.html).
:js
```
mongoose.connect(uri, options, function(error) {
  // Check error in initial connection. There is no 2nd param to the callback.
});
```

```
  // Or using promises
  mongoose.connect(uri, options).then(
    () => { /** ready to use. The `mongoose.connect()` promise resolves to undefined. */ },
    err => { /** handle initial connection error */ }
  );
```

h4#connection-string-options Connection String Options
:markdown
  You can also
specify options in your connection string as [parameters in the query
string](https://en.wikipedia.org/wiki/Query_string) portion of the URI.
:js
```
mongoose.connect('mongodb://localhost:27017/test?connectTimeoutMS=1000', { useMongoClient: true });
// The above is equivalent to:
mongoose.connect('mongodb://localhost:27017/test', {
  useMongoClient: true,
  connectTimeoutMS: 1000
});
```
:markdown
  The disadvantage of putting options in the query string is that query
  string options are harder to read. The advantage is that you only need a
  single configuration option, the URI, rather than separate options for
  `socketTimeoutMS`, `connectTimeoutMS`, etc. Best practice is to put options
  that likely differ between development and production, like `replicaSet`
  or `ssl`, in the connection string, and options that should remain constant,
  like `connectTimeoutMS` or `poolSize`, in the options object.

  The MongoDB docs have a full list of [supported
connection string options](https://docs.mongodb.com/manual/reference/connection-string/)

h4#keepAlive A note about keepAlive
.important
  :markdown
    For long running applications, it is often prudent to enable `keepAlive`
    with a number of milliseconds. Without it, after some period of time
    you may start to see `"connection closed"` errors for what seems like
    no reason. If so, after
    [reading this](http://tldp.org/HOWTO/TCP-Keepalive-HOWTO/overview.html),
    you may decide to enable `keepAlive`:

:js
  options.server.socketOptions = options.replset.socketOptions = { keepAlive: 120 };
  mongoose.connect(uri, options);

h3#replicaset_connections Replica Set Connections
:markdown
  To connect to a replica set you pass a comma delimited list of hosts to
  connect to rather than a single host.

:js
mongoose.connect('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?
options]]' [, options]);

:markdown
  To connect to a single node replica set, specify the `replicaSet` option.

:js
  mongoose.connect('mongodb://host1:port1/?replicaSet=rsName');

h3#mongos_connections Multi-mongos support
:markdown
  High availability over multiple `mongos` instances is also supported.
  Pass a connection string for your `mongos` instances. If you are not using
  the `useMongoClient` option, you must also set the `mongos` option:
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { mongos: true }, cb);
:markdown
  With `useMongoClient`, you do not need to set the `mongos` option. You also
  do **not** need to use `mongos` or `useMongoClient` in mongoose 5.x.
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { useMongoClient: true }, cb);

h3#multiple_connections Multiple connections
:markdown
  So far we've seen how to connect to MongoDB using Mongoose's default connection. At times we may need
multiple connections open to
 Mongo, each with different read/write settings, or maybe just to different databases for example. In these cases we
can utilize `mongoose.createConnection()` which accepts all the arguments already discussed and returns a fresh

connection for you.

```js
  var conn =
mongoose.createConnection('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?options]]', options);
```

```markdown
  This [connection](./api.html#connection_Connection) object is then used to
  create and retrieve [models](./api.html#model_Model). Models are
  **always** scoped to a single connection.
```

h3#connection_pools Connection pools
```markdown
  Each `connection`, whether created with `mongoose.connect` or `mongoose.createConnection` are all backed by
an internal configurable connection pool defaulting to a maximum size of 5. Adjust the pool size using your
connection options:
```

```js
  // single server
  var uri = 'mongodb://localhost/test';
  mongoose.createConnection(uri,
{ server: { poolSize: 4 }});

  // for a replica set
  mongoose.createConnection(uri, { replset: { poolSize: 4 }});

  // passing the option in the URI works with single or replica sets
  var uri = 'mongodb://localhost/test?poolSize=4';
  mongoose.createConnection(uri);
```

h3#use-mongo-client The `useMongoClient` Option
```markdown
  Mongoose's default connection logic is deprecated as of 4.11.0. Please opt
  in to the new connection logic using the `useMongoClient` option, but
  make sure you test your connections first if you're upgrading an existing
  codebase!
```
```js
  // Using `mongoose.connect`...
  var promise = mongoose.connect('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
  // Or `createConnection`
  var promise = mongoose.createConnection('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
```

```
promise.then(function(db) {
  /* Use `db`, for instance
`db.model()`
});
// Or, if you already have a connection
connection.openUri('mongodb://localhost/myapp', { /* options */ });
```
:markdown
  The parameters to `openUri()` are passed transparently to the
  [underlying MongoDB driver's `MongoClient.connect()` function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Please see the [driver documentation for this function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect) for options.
  The same is true for `connect()` and `createConnection()` if `useMongoClient` is `true`.
:markdown
  You may see the following deprecation warning with `useMongoClient`:

  ```
  the server/replset/mongos options are deprecated, all their options are supported at the top level of the options object
  ```

  In older version of the MongoDB driver you had to specify distinct options for server connections, replica set connections, and mongos connections:
:js
  mongoose.connect(myUri, {
    server: {
      socketOptions: {
        socketTimeoutMS: 0,
        keepAlive: true
      },
      reconnectTries: 30
    },
    replset: {
      socketOptions: {
        socketTimeoutMS: 0,
        keepAlive: true
      },
      reconnectTries: 30
    },
    mongos: {
      socketOptions: {
        socketTimeoutMS: 0,
        keepAlive: true
      },
      reconnectTries: 30
    }
  });
:markdown
```

With `useMongoClient` you can instead declare these options at the top level, without all that extra nesting.
[Here's the list of all supported options](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html).
 :js
   // Equivalent to the above code
   mongoose.connect(myUri, {
     socketTimeoutMS: 0,
     keepAlive: true,
     reconnectTries: 30
   });

 :markdown
   This deprecation is because the [MongoDB driver](https://www.npmjs.com/package/mongodb)
   has deprecated an API that
 is critical to mongoose's connection logic to
   support MongoDB 3.6, see [this github issue](https://github.com/Automattic/mongoose/issues/5304)
   and [this blog post](http://thecodebarbarian.com/mongoose-4.11-use-mongo-client.html)
   for more details.

 h3#next Next Up
 :markdown
   Now that we've covered `connections`, let's take a look at how we can break pieces of our functionality out into
 reusable and shareable [plugins](/docs/plugins.html).

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```
/**
 * Creates an array of the own enumerable property names
 of `object`.
 *
 * **Note:** Non-object values are coerced to objects. See the
 * [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)
 * for more details.
 *
 * @static
 * @since 0.1.0
 * @memberOf _
 * @category Object
 * @param {Object} object The object to query.
 * @returns {Array} Returns the array of property names.
 * @example
 *
 * function Foo() {
 *   this.a = 1;
 *   this.b = 2;
 * }
 *
 * Foo.prototype.c = 3;
 *
 * _.keys(new Foo);
 * // => ['a', 'b'] (iteration order is not guaranteed)
 *
 * _.keys('hi');
 * // => ['0', '1']
 */
```

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LinkedIn_Logo_2013.svg.png" alt="LinkedIn"></a></li><li><a href="https://prezi.com/pa1ub5unrapt/trello-
architecture-2013/"><img src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png"
alt="Trello"></a></li><li><a href="http://waffle.io" alt="Waffle.io"><img src="http://i.imgur.com/nqzTvft.png"
alt="Waffle.io"></a></li><li><a href="http://storify.com/" alt="Storify"><img
src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a href="http://geekli.st" alt="GeekList"><img
src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://bookalokal.com"><img
src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg"
 alt="BookaLokal"></a></li><li><a href="http://www.elevenjames.com"><img
src="http://i.imgur.com/vx8KH9Z.jpg" alt="Eleven James"></a></li><li><a href="http://www.datafox.com/"
alt="DataFox"><img src="http://i.imgur.com/VxHJfAJ.png" alt="DataFox"></a></li><li><a
href="https://sixplus.com"><img src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-
dark.png" alt="SixPlus"></a></li><li><a

href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/"><img
src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png"
alt="Dashbox"></a></li></ul></div></div></div><p id="footer">Licensed under MIT. Copyright 2011 <a
href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className = 'load';</script><script
type="text/javascript">!function(name,path,ctx){

Found in path(s):
* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/index.html
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```
doctype html
html(lang='en')
 head
  meta(charset='utf-8')
  meta(name="viewport", content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no")
  title Mongoose ODM v#{package.version}
link(href='http://fonts.googleapis.com/css?family=Anonymous+Pro:400,700|Droid+Sans+Mono|Open+Sans:400,70
0|Linden+Hill|Quattrocento:400,700|News+Cycle:400,700|Antic+Slab|Cabin+Condensed:400,700', rel='stylesheet',
type='text/css')
  link(href='docs/css/default.css', rel='stylesheet')
  link(href='docs/css/style.css', rel='stylesheet')
 body
  a#forkbanner(href="http://github.com/learnboost/mongoose")
   img(style="position: absolute; top: 0; right: 0; border: 0;",
src="https://s3.amazonaws.com/github/ribbons/forkme_right_gray_6d6d6d.png", alt="Fork me on GitHub")
  #wrap.homepage
   #header
    h1
     a(href="https://github.com/learnboost/mongoose", target="blank")

  .mongoose Mongoose
   p.tagline
    | Elegant
   a(href="http://www.mongodb.org/", target="blank") MongoDB
    | object modeling for
   a(href="http://nodejs.org/", target="blank") Node.js
   #links
    ul
     li
      a(href="docs/guide.html") Read the Docs
     li
      a(href="http://plugins.mongoosejs.io") Discover Plugins
   #follow
    ul
     li
      iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=watch&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
```

```
      li#version
        span
          | Version #{package.version}
      li
        iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=fork&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
    #inner
      #what
        p.what
          | Let's face it,
          strong writing MongoDB validation, casting and business logic boilerplate is a drag
          | . That's why we wrote Mongoose.
      #example
        :js
          var mongoose = require('mongoose');
          mongoose.connect('mongodb://localhost/test', { useMongoClient: true });
          mongoose.Promise = global.Promise;

          var Cat = mongoose.model('Cat', { name: String });

          var kitty = new Cat({ name: 'Zildjian' });
          kitty.save(function (err) {
            if (err) {
              console.log(err);
            } else {
              console.log('meow');
            }
          });
      p.what Mongoose provides a straight-forward, schema-based solution to model your application data. It includes
built-in type casting, validation, query building, business logic hooks and more, out of the box.
    #getstarted
      h2 Getting Started
      ul

  li
        a(href="docs/index.html") quick start guide
    #support
      h2 Support
      ul
        li
          a(href="http://stackoverflow.com/questions/tagged/mongoose") Stack Overflow
        li
          a(href="https://github.com/Automattic/mongoose/issues/") bug reports
        li
          a(href="http://groups.google.com/group/mongoose-orm") Google Group
        li
          a(href="https://gitter.im/Automattic/mongoose") Gitter chat
```

```
    li
      a(href="http://www.mongodb.org/about/support/") MongoDB support
  #announcements
    h2 News
    ul
      li
        a(href="https://twitter.com/mongoosejs") @mongoosejs
      li
        a(href="http://groups.google.com/group/mongoose-orm") Google Group
  #changelog
    h2 Changelog
    ul
      li
        a(href="https://github.com/Automattic/mongoose/blob/master/History.md") Changelog

  #production
    h2
      | Production
      |
      a(href='http://mongoosejs.tumblr.com/', target='_blank', title='More production examples') View More
    ul
      li
        a(href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-mongodb")
          img(src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-LinkedIn_Logo_2013.svg.png", alt="LinkedIn")
      li
        a(href="https://prezi.com/pa1ub5unrapt/trello-architecture-2013/")
          img(src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png", alt="Trello")
      li
        a(href="http://waffle.io", alt="Waffle.io")
          img(src="http://i.imgur.com/nqzTvft.png", alt="Waffle.io")
      li
        a(href="http://storify.com/", alt="Storify")
          img(src="docs/images/apps/h_storify.jpg", alt="Storify")
      li
        a(href="http://geekli.st",
alt="GeekList")
          img(src="docs/images/apps/h_geeklist.png", alt="GeekList")
      li
        a(href="http://bookalokal.com")
          img(src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg", alt="BookaLokal")
      li
        a(href="http://www.elevenjames.com")
          img(src="http://i.imgur.com/vx8KH9Z.jpg", alt="Eleven James")
      li
        a(href="http://www.datafox.com/", alt="DataFox")
          img(src="http://i.imgur.com/VxHJfAJ.png", alt="DataFox")
      li
```

```
      a(href="https://sixplus.com")
        img(src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png",
alt="SixPlus")
      li
        a(href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/")
          img(src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png",
alt="Dashbox")

  p#footer Licensed under MIT. Copyright 2011 <a href="http://learnboost.com">LearnBoost</a>.
  script.
    document.body.className = 'load';
  include docs/includes/keen
```

Found in path(s):
* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/index.jade
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```
doctorLicense: {type: String},
doctorLicense: '{ type: String}',
```

Found in path(s):
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4.13.21/benchmarks/populationHeavyLoad.js
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```
<a href="docs/production.html" title="More production examples">View More</a></h2><ul><li><a
href="http://storify.com/" alt="Storify"><img src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a
href="https://learnboost.com/" alt="LearnBoost"><img src="docs/images/apps/h_learnboost.png"
alt="LearnBoost"></a></li><li><a href="http://geekli.st" alt="GeekList"><img
src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://yourquestions.mcdonalds.ca/"
alt="McDonalds"><img id="mcds" src="docs/images/apps/h_mcds.png" alt="McDonalds"></a></li><li><a
href="http://www.shoejitsu.com/" alt="ShoeJitsu"><img src="docs/images/apps/h_shoejitsu.png"
alt="ShoeJitsu"></a></li><li><a href="https://bozuko.com/" alt="Bozuko"><img
src="docs/images/apps/h_bozuko.jpg" alt="Bozuko"></a></li></ul></div></div><p id="footer">Licensed under
MIT. Copyright 2011-1012 <a
href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className
 = 'load';</script><script>var _gaq = _gaq || [];
```

Found in path(s):
* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/3.3.x/index.html
* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/3.4.x/index.html
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* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/schema-options.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/populate.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/template.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/indexes.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/migration-1x-2x.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/embedded-documents.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/virtuals.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/populate.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/updating-documents.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/virtuals.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/getters-setters.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/validation.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/getters-setters.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/middleware.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/errors.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/updating-documents.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/embedded-documents.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/methods-statics.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/query.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/middleware.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/querystream.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/finding-documents.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/model-definition.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/errors.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/query.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/schematypes.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/plugins.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/template.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/schematypes.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/plugins.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/defaults.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/indexes.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/schema-options.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/defaults.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/validation.html

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* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/querystream.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/model-definition.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/finding-documents.html

* /opt/cola/permits/1167163684_1697563213.5387406/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/methods-statics.html

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4.13.21/bin/mongoose.debug.js

# 1.556 geospatial-example 0.0.0

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* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/index.html
* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/index.html
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* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/methods-statics.html
* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/embedded-documents.html
* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/virtuals.html
* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/model-definition.html
* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/middleware.html
* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/finding-documents.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/populate.html

*
/opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/model-definition.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/validation.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/embedded-documents.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/plugins.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/template.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/populate.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/middleware.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/errors.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/schematypes.html

*
/opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/errors.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/migration-1x-2x.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/query.html

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* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/indexes.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/schema-options.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/defaults.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/querystream.html

*
/opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/plugins.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.7.x/docs/getters-setters.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/updating-documents.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/docs/2.8.x/docs/indexes.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-

4.13.21/docs/2.8.x/docs/schema-options.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/defaults.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/updating-documents.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/querystream.html

*
 /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/virtuals.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/getters-setters.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.8.x/docs/validation.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/schematypes.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/methods-statics.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/finding-documents.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/2.7.x/docs/migration-1x-2x.html

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
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```
/**
* Creates an array of the own enumerable property names
 of `object`.
*
* **Note:** Non-object values are coerced to objects. See the
* [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)
* for more details.
*
* @static
* @since 0.1.0
* @memberOf _
* @category Object
* @param {Object} object The object to query.
* @returns {Array} Returns the array of property names.
* @example
*
* function Foo() {
*   this.a = 1;
*   this.b = 2;
* }
*
* Foo.prototype.c = 3;
*
* _.keys(new Foo);
* // => ['a', 'b'] (iteration order is not guaranteed)
*
* _.keys('hi');
* // => ['0', '1']
*/
```

Found in path(s):
\* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/bin/mongoose.js
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extends layout

block content
 h2 Connections
 :markdown
   You can connect to MongoDB with the `mongoose.connect()` method.

 :js
   mongoose.connect('mongodb://localhost/myapp');

 :markdown
   This is the minimum needed to connect the `myapp` database running locally
   on the default port (27017). If the local connection fails then try using
   127.0.0.1 instead of localhost. Sometimes issues may arise when the local
   hostname has been changed.

   You can also specify several more parameters in the `uri`:

 :js
   mongoose.connect('mongodb://username:password@host:port/database?options...');

 :markdown
   See the [mongodb connection string spec](http://docs.mongodb.org/manual/reference/connection-string/) for more
detail.

 h3#buffering Operation Buffering
 :markdown
   Mongoose lets you start using your models immediately, without waiting for
   mongoose to establish a connection to MongoDB.

```js
:js
mongoose.connect('mongodb://localhost/myapp');
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Works
MyModel.findOne(function(error, result) { /* ... */ });
```

:markdown
That's because mongoose buffers model function calls internally. This
buffering is convenient, but also a common source of confusion. Mongoose
will *not* throw any errors by default if you use a model without
connecting.

```js
:js
var MyModel = mongoose.model('Test', new Schema({ name: String }));
// Will just hang until mongoose successfully connects
MyModel.findOne(function(error, result) { /* ... */ });

setTimeout(function() {
  mongoose.connect('mongodb://localhost/myapp');
}, 60000);
```

:markdown
To disable buffering, turn off the [`bufferCommands` option on your schema](./guide.html#bufferCommands).
If you have `bufferCommands` on and your connection is hanging, try turning
`bufferCommands` off to see if you haven't
opened a connection properly.

h3#options Options
:markdown
The `connect` method also accepts an `options` object which will be passed on to the underlying MongoDB driver.

```js
:js
mongoose.connect(uri, options);
```

:markdown
A full list of options can be found on the [MongoDB Node.js driver docs for
`connect()`](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
Mongoose passes options to the driver without modification, modulo three exceptions that are explained below.

* `useMongoClient`   - This is a mongoose-specific option (not passed to the MongoDB driver) that opts in to
mongoose 4.11's new connection logic. If you are writing a new application, you **should** set this to `true`.
* `user`/`pass`     - The username and password for authentication. These options are mongoose-specific, they are
equivalent to the MongoDB driver's `auth.user` and `auth.password` options.
* `autoIndex`        - By default, mongoose will
automatically build indexes defined in your schema when it connects. This is great for development, but not ideal
for large production deployments, because index builds can cause performance degradation. If you set `autoIndex` to
false, mongoose will not automatically build indexes for **any** model associated with this connection.

Below are some of the options that are important for tuning mongoose.

* `autoReconnect`    - The underlying MongoDB driver will automatically try to reconnect when it loses connection to MongoDB. Unless you are an extremely advanced user that wants to manage their own connection pool, do **not** set this option to `false`.
* `reconnectTries`    - If you're connected to a single server or mongos proxy (as opposed to a replica set), the MongoDB driver will try to reconnect every `reconnectInterval` milliseconds for `reconnectTries` times, and give up afterward. When the driver gives up, the mongoose connection emits a `reconnectFailed` event. This option does nothing for replica set connections.
* `reconnectInterval` - See `reconnectTries`
* `promiseLibrary`    - sets the [underlying driver's promise library](http://mongodb.github.io/node-mongodb-native/2.1/api/MongoClient.html)
* `poolSize`          - The maximum number of sockets the MongoDB driver will keep open for this connection. By default, `poolSize` is 5. Keep in mind that, as of MongoDB 3.4, MongoDB only allows one operation per socket at a time, so you may want to increase this if you find you have a few slow queries that are blocking faster queries from proceeding.
* `bufferMaxEntries` - The MongoDB driver also has its own buffering mechanism that kicks in when the driver is disconnected. Set this option to 0 and set `bufferCommands` to `false` on your schemas if you want your database operations to fail immediately when the driver is not connected, as opposed to waiting for reconnection.

  Example:
:js
  var options = {
    useMongoClient:
true,
    autoIndex: false, // Don't build indexes
    reconnectTries: Number.MAX_VALUE, // Never stop trying to reconnect
    reconnectInterval: 500, // Reconnect every 500ms
    poolSize: 10, // Maintain up to 10 socket connections
    // If not connected, return errors immediately rather than waiting for reconnect
    bufferMaxEntries: 0
  };
  mongoose.connect(uri, options);

h3#callback Callback
:markdown
  The `connect()` function also accepts a callback parameter and returns a [promise](./promises.html).
:js
  mongoose.connect(uri, options, function(error) {
    // Check error in initial connection. There is no 2nd param to the callback.
  });

  // Or using promises
  mongoose.connect(uri, options).then(
    () => { /** ready to use. The `mongoose.connect()` promise resolves to undefined. */ },
    err => { /** handle initial connection error */ }
  );

h4#connection-string-options Connection String Options
:markdown
  You can also
specify options in your connection string as [parameters in the query
string](https://en.wikipedia.org/wiki/Query_string) portion of the URI.
:js
  mongoose.connect('mongodb://localhost:27017/test?connectTimeoutMS=1000', { useMongoClient: true });
  // The above is equivalent to:
  mongoose.connect('mongodb://localhost:27017/test', {
    useMongoClient: true,
    connectTimeoutMS: 1000
  });
:markdown
  The disadvantage of putting options in the query string is that query
  string options are harder to read. The advantage is that you only need a
  single configuration option, the URI, rather than separate options for
  `socketTimeoutMS`, `connectTimeoutMS`, etc. Best practice is to put options
  that likely differ between development and production, like `replicaSet`
  or `ssl`, in the connection string, and options that should remain constant,
  like `connectTimeoutMS` or `poolSize`, in the options object.

  The MongoDB docs have a full list of [supported
connection string options](https://docs.mongodb.com/manual/reference/connection-string/)

h4#keepAlive A note about keepAlive
.important
  :markdown
    For long running applications, it is often prudent to enable `keepAlive`
    with a number of milliseconds. Without it, after some period of time
    you may start to see `"connection closed"` errors for what seems like
    no reason. If so, after
    [reading this](http://tldp.org/HOWTO/TCP-Keepalive-HOWTO/overview.html),
    you may decide to enable `keepAlive`:

:js
  options.server.socketOptions = options.replset.socketOptions = { keepAlive: 120 };
  mongoose.connect(uri, options);

h3#replicaset_connections Replica Set Connections
:markdown
  To connect to a replica set you pass a comma delimited list of hosts to
  connect to rather than a single host.

:js
mongoose.connect('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?
options]]' [, options]);

:markdown
  To connect to a single node replica set, specify the `replicaSet` option.

:js
  mongoose.connect('mongodb://host1:port1/?replicaSet=rsName');

h3#mongos_connections Multi-mongos support
:markdown
  High availability over multiple `mongos` instances is also supported.
  Pass a connection string for your `mongos` instances. If you are not using
  the `useMongoClient` option, you must also set the `mongos` option:
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { mongos: true }, cb);
:markdown
  With `useMongoClient`, you do not need to set the `mongos` option. You also
  do **not** need to use `mongos` or `useMongoClient` in mongoose 5.x.
:js
  mongoose.connect('mongodb://mongosA:27501,mongosB:27501', { useMongoClient: true }, cb);

h3#multiple_connections Multiple connections
:markdown
  So far we've seen how to connect to MongoDB using Mongoose's default connection. At times we may need multiple connections open to
 Mongo, each with different read/write settings, or maybe just to different databases for example. In these cases we can utilize `mongoose.createConnection()` which accepts all the arguments already discussed and returns a fresh connection for you.

 :js
   var conn =
mongoose.createConnection('mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/[database][?options]]', options);

 :markdown
   This [connection](./api.html#connection_Connection) object is then used to
   create and retrieve [models](./api.html#model_Model). Models are
   **always** scoped to a single connection.

h3#connection_pools Connection pools
:markdown
  Each `connection`, whether created with `mongoose.connect` or `mongoose.createConnection` are all backed by an internal configurable connection pool defaulting to a maximum size of 5. Adjust the pool size using your connection options:

 :js
  // single server
  var uri = 'mongodb://localhost/test';
  mongoose.createConnection(uri,

```
{ server: { poolSize: 4 }});

  // for a replica set
  mongoose.createConnection(uri, { replset: { poolSize: 4 }});

  // passing the option in the URI works with single or replica sets
  var uri = 'mongodb://localhost/test?poolSize=4';
  mongoose.createConnection(uri);
```

h3#use-mongo-client The `useMongoClient` Option
:markdown
  Mongoose's default connection logic is deprecated as of 4.11.0. Please opt
  in to the new connection logic using the `useMongoClient` option, but
  make sure you test your connections first if you're upgrading an existing
  codebase!
:js
```
  // Using `mongoose.connect`...
  var promise = mongoose.connect('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
  // Or `createConnection`
  var promise = mongoose.createConnection('mongodb://localhost/myapp', {
    useMongoClient: true,
    /* other options */
  });
  promise.then(function(db) {
    /* Use `db`, for instance
`db.model()`
  });
  // Or, if you already have a connection
  connection.openUri('mongodb://localhost/myapp', { /* options */ });
```
:markdown
  The parameters to `openUri()` are passed transparently to the
  [underlying MongoDB driver's `MongoClient.connect()` function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect).
  Please see the [driver documentation for this function](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html#connect) for options.
  The same is true for `connect()` and `createConnection()` if `useMongoClient` is `true`.
:markdown
  You may see the following deprecation warning with `useMongoClient`:

  ```

  the server/replset/mongos options are deprecated, all their options are supported at the top level of the options
object
  ```

  In older version of the MongoDB driver you had to specify distinct options for server connections, replica set
```

connections, and mongos connections:

```
:js
  mongoose.connect(myUri, {
   server: {
    socketOptions: {
     socketTimeoutMS: 0,
     keepAlive: true
    },
    reconnectTries: 30
   },
   replset: {
    socketOptions: {
     socketTimeoutMS: 0,
     keepAlive: true
    },
    reconnectTries: 30
   },
   mongos: {
    socketOptions: {
     socketTimeoutMS: 0,
     keepAlive: true
    },
    reconnectTries: 30
   }
  });
```

:markdown
  With `useMongoClient` you can instead declare these options at the top level, without all that extra nesting.
[Here's the list of all supported options](http://mongodb.github.io/node-mongodb-native/2.2/api/MongoClient.html).

```
:js
  // Equivalent to the above code
  mongoose.connect(myUri, {
   socketTimeoutMS: 0,
   keepAlive: true,
   reconnectTries: 30
  });
```

:markdown
  This deprecation is because the [MongoDB driver](https://www.npmjs.com/package/mongodb)
  has deprecated an API that
is critical to mongoose's connection logic to
  support MongoDB 3.6, see [this github issue](https://github.com/Automattic/mongoose/issues/5304)
  and [this blog post](http://thecodebarbarian.com/mongoose-4.11-use-mongo-client.html)
  for more details.

h3#next Next Up
:markdown
  Now that we've covered `connections`, let's take a look at how we can break pieces of our functionality out into
reusable and shareable [plugins](/docs/plugins.html).

Found in path(s):

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
4.13.21/docs/connections.jade

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```
<a href="http://mongoosejs.tumblr.com/" target="_blank" title="More production examples">View
More</a></h2><ul><li><a href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-
mongodb"><img
src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png" alt="LinkedIn"></a></li><li><a href="https://prezi.com/pa1ub5unrapt/trello-
architecture-2013/"><img src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png"
alt="Trello"></a></li><li><a href="http://waffle.io" alt="Waffle.io"><img src="http://i.imgur.com/nqzTvft.png"
alt="Waffle.io"></a></li><li><a href="http://storify.com/" alt="Storify"><img
src="docs/images/apps/h_storify.jpg" alt="Storify"></a></li><li><a href="http://geekli.st" alt="GeekList"><img
src="docs/images/apps/h_geeklist.png" alt="GeekList"></a></li><li><a href="http://bookalokal.com"><img
src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg"
 alt="BookaLokal"></a></li><li><a href="http://www.elevenjames.com"><img
src="http://i.imgur.com/vx8KH9Z.jpg" alt="Eleven James"></a></li><li><a href="http://www.datafox.com/"
alt="DataFox"><img src="http://i.imgur.com/VxHJfAJ.png" alt="DataFox"></a></li><li><a
href="https://sixplus.com"><img src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-
dark.png" alt="SixPlus"></a></li><li><a
href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/"><img
src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png"
alt="Dashbox"></a></li></ul></div></div></div><p id="footer">Licensed under MIT. Copyright 2011 <a
href="http://learnboost.com">LearnBoost</a>.</p><script>document.body.className = 'load';</script><script
type="text/javascript">!function(name,path,ctx){
```

Found in path(s):

* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-4.13.21/index.html

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```
doctype html
html(lang='en')
 head
  meta(charset='utf-8')
  meta(name="viewport", content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no")
  title Mongoose ODM v#{package.version}
link(href='http://fonts.googleapis.com/css?family=Anonymous+Pro:400,700|Droid+Sans+Mono|Open+Sans:400,70
0|Linden+Hill|Quattrocento:400,700|News+Cycle:400,700|Antic+Slab|Cabin+Condensed:400,700', rel='stylesheet',
type='text/css')
  link(href='docs/css/default.css', rel='stylesheet')
  link(href='docs/css/style.css', rel='stylesheet')
 body
  a#forkbanner(href="http://github.com/learnboost/mongoose")
   img(style="position: absolute; top: 0; right: 0; border: 0;",
src="https://s3.amazonaws.com/github/ribbons/forkme_right_gray_6d6d6d.png", alt="Fork me on GitHub")
  #wrap.homepage
```

```
  #header
   h1
    a(href="https://github.com/learnboost/mongoose", target="blank")

 .mongoose Mongoose
   p.tagline
    | Elegant
    a(href="http://www.mongodb.org/", target="blank") MongoDB
    |  object modeling for
    a(href="http://nodejs.org/", target="blank") Node.js
   #links
    ul
     li
      a(href="docs/guide.html") Read the Docs
     li
      a(href="http://plugins.mongoosejs.io") Discover Plugins
   #follow
    ul
     li
      iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=watch&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
      li#version
       span
        | Version #{package.version}
      li
       iframe(class="github-btn", src="http://ghbtns.com/github-
btn.html?user=learnboost&amp;repo=mongoose&amp;type=fork&amp;count=true", allowtransparency="true",
frameborder="0", scrolling="0", width="100px", height="20px")
    #inner
     #what
      p.what
       | Let's face it,
       strong writing MongoDB validation, casting and business logic boilerplate is a drag
       | . That's why we wrote Mongoose.
     #example
      :js
       var mongoose = require('mongoose');
       mongoose.connect('mongodb://localhost/test', { useMongoClient: true });
       mongoose.Promise = global.Promise;

       var Cat = mongoose.model('Cat', { name: String });

       var kitty = new Cat({ name: 'Zildjian' });
       kitty.save(function (err) {
        if (err) {
         console.log(err);
        } else {
```

```
      console.log('meow');
    }
  });
```

p.what Mongoose provides a straight-forward, schema-based solution to model your application data. It includes built-in type casting, validation, query building, business logic hooks and more, out of the box.

```
#getstarted
  h2 Getting Started
  ul

li
      a(href="docs/index.html") quick start guide
  #support
  h2 Support
  ul
   li
     a(href="http://stackoverflow.com/questions/tagged/mongoose") Stack Overflow
   li
     a(href="https://github.com/Automattic/mongoose/issues/") bug reports
   li
     a(href="http://groups.google.com/group/mongoose-orm") Google Group
   li
     a(href="https://gitter.im/Automattic/mongoose") Gitter chat
   li
     a(href="http://www.mongodb.org/about/support/") MongoDB support
  #announcements
  h2 News
  ul
   li
     a(href="https://twitter.com/mongoosejs") @mongoosejs
   li
     a(href="http://groups.google.com/group/mongoose-orm") Google Group
  #changelog
  h2 Changelog
  ul
   li
     a(href="https://github.com/Automattic/mongoose/blob/master/History.md") Changelog

  #production
    h2
     | Production
     |
     a(href='http://mongoosejs.tumblr.com/', target='_blank', title='More production examples') View More
    ul
     li
       a(href="http://www.mongodb.com/presentations/building-linkedins-learning-platform-mongodb")
        img(src="http://upload.wikimedia.org/wikipedia/commons/thumb/8/80/LinkedIn_Logo_2013.svg/568px-
LinkedIn_Logo_2013.svg.png", alt="LinkedIn")
     li
```

```
        a(href="https://prezi.com/pa1ub5unrapt/trello-architecture-2013/")
          img(src="http://upload.wikimedia.org/wikipedia/en/3/3e/Trello_Logo.png", alt="Trello")
      li
        a(href="http://waffle.io", alt="Waffle.io")
          img(src="http://i.imgur.com/nqzTvft.png", alt="Waffle.io")
      li
        a(href="http://storify.com/", alt="Storify")
          img(src="docs/images/apps/h_storify.jpg", alt="Storify")
      li
        a(href="http://geekli.st",
  alt="GeekList")
          img(src="docs/images/apps/h_geeklist.png", alt="GeekList")
      li
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          img(src="http://s3.amazonaws.com/bookalokal-assets/images/bookalokal.svg", alt="BookaLokal")
      li
        a(href="http://www.elevenjames.com")
          img(src="http://i.imgur.com/vx8KH9Z.jpg", alt="Eleven James")
      li
        a(href="http://www.datafox.com/", alt="DataFox")
          img(src="http://i.imgur.com/VxHJfAJ.png", alt="DataFox")
      li
        a(href="https://sixplus.com")
          img(src="https://s3.amazonaws.com/bookalokal-assets/sixplus/sixplus-logo-horizontal-dark.png",
  alt="SixPlus")
      li
        a(href="http://www.softbox.com.br/en/produtos/detalhe/cat/dashbox/")
          img(src="http://www.softbox.com.br/public/upload/categoriasprodutos/logo/logo-dashbox.png",
  alt="Dashbox")

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  script.
    document.body.className = 'load';
  include docs/includes/keen
```

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```

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alt="McDonalds"><img id="mcds" src="docs/images/apps/h_mcds.png" alt="McDonalds"></a></li><li><a
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alt="ShoeJitsu"></a></li><li><a href="https://bozuko.com/" alt="Bozuko"><img
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* /opt/cola/permits/1167163736_1697562712.8497875/0/mongoose-4-13-21-zip/mongoose-
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doctorLicense: '{ type: String}',

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# 1.557 picomatch 2.3.0
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# 1.564 react-router-dom 5.3.0 5.3.0

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{"version":3,"file":"react-router-dom.min.js","sources":["../../node_modules/@babel/runtime/helpers/esm/setPrototypeOf.js","../../node_modules/@babel/runtime/helpers/esm/inheritsLoose.js","../../node_modules/react-is/cjs/react-is.production.min.js","../../node_modules/react-is/index.js","../../node_modules/object-assign/index.js","../../node_modules/prop-types/factoryWithTypeCheckers.js","../../node_modules/prop-types/factoryWithThrowingShims.js","../../node_modules/prop-types/index.js","../../node_modules/prop-types/lib/ReactPropTypesSecret.js","../../node_modules/@babel/runtime/helpers/esm/extends.js","../../node_modules/resolve-pathname/index.js","../../node_modules/value-equal/index.js","../../node_modules/tiny-invariant/dist/tiny-invariant.esm.js","../../node_modules/history/esm/history.js","../../node_modules/mini-create-react-context/dist/esm/index.js","../../node_modules/path-to-regexp/index.js","../../node_modules/path-to-regexp/node_modules/isarray/index.js","../../node_modules/@babel/runtime/helpers/esm/objectWithoutPropertiesLoose.js","../../node_modules/hoist-non-react-statics/dist/hoist-non-react-statics.cjs.js","../../react-router/esm/react-router.js","../modules/utils/locationUtils.js","../modules/Link.js","../modules/BrowserRouter.js","../modules/HashRouter.js","../modules/NavLink.js"],"sourcesContent":["export
 default function _setPrototypeOf(o, p) {\n  _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n    o.__proto__ = p;\n    return o;\n  };\n\n  return _setPrototypeOf(o, p);\n}","import setPrototypeOf from \"@babel/runtime/helpers/esm/setPrototypeOf\";\nexport default function _inheritsLoose(subClass, superClass) {\n  subClass.prototype = Object.create(superClass.prototype);\n  subClass.prototype.constructor = subClass;\n  setPrototypeOf(subClass, superClass);\n}","/** @license React v16.9.0\n * react-is.production.min.js\n *\n * Copyright (c) Facebook,
 Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use
strict';Object.defineProperty(exports,\"__esModule\",{value:!0});\nvar b=\"function\"===typeof
Symbol&&Symbol.for,c=b?Symbol.for(\"react.element\"):60103,d=b?Symbol.for(\"react.portal\"):60106,e=b?Symbol.for(\"react.fragment\"):60107,f=b?Symbol.for(\"react.strict_mode\"):60108,g=b?Symbol.for(\"react.profiler\"):60114,h=b?Symbol.for(\"react.provider\"):60109,k=b?Symbol.for(\"react.context\"):60110,l=b?Symbol.for(\"react.async_mode\"):60111,m=b?Symbol.for(\"react.concurrent_mode\"):60111,n=b?Symbol.for(\"react.forward_ref\"):60112,p=b?Symbol.for(\"react.suspense\"):60113,q=b?Symbol.for(\"react.suspense_list\"):\n60120,r=b?Symbol.for(\"react.memo\"):60115,t=b?Symbol.for(\"react.lazy\"):60116,v=b?Symbol.for(\"react.fundamental\"):60117,w=b?Symbol.for(\"react.responder\"):60118;function x(a){if(\"object\"===typeof a&&null!==a){var
 u=a.$$typeof;switch(u){case c:switch(a=a.type,a){case l:case m:case e:case g:case f:case p:return
a;default:switch(a=a&&a.$$typeof,a){case k:case n:case h:return a;default:return u}}case t:case r:case d:return
u}}}function y(a){return
x(a)===m}exports.typeOf=x;exports.AsyncMode=l;\nexports.ConcurrentMode=m;exports.ContextConsumer=k;exports.ContextProvider=h;exports.Element=c;exports.ForwardRef=n;exports.Fragment=e;exports.Lazy=t;exports.Memo=r;exports.Portal=d;exports.Profiler=g;exports.StrictMode=f;exports.Suspense=p;\nexports.isValidElementType=function(a){return\"string\"===typeof a||\"function\"===typeof
a||a===e||a===m||a===g||a===f||a===p||a===q||\"object\"===typeof
a&&null!==a&&(a.$$typeof===t||a.$$typeof===r||a.$$typeof===h||a.$$typeof===k||a.$$typeof===n||a.$$typeof===v||a.$$typeof===w)};exports.isAsyncMode=function(a){return
y(a)||x(a)===l};exports.isConcurrentMode=y;exports.isContextConsumer=function(a){return
x(a)===k};exports.isContextProvider=function(a){return
 x(a)===h};\nexports.isElement=function(a){return\"object\"===typeof
a&&null!==a&&a.$$typeof===c};exports.isForwardRef=function(a){return
x(a)===n};exports.isFragment=function(a){return x(a)===e};exports.isLazy=function(a){return

x(a)===t};exports.isMemo=function(a){return x(a)===r};exports.isPortal=function(a){return x(a)===d};exports.isProfiler=function(a){return x(a)===g};exports.isStrictMode=function(a){return x(a)===f};exports.isSuspense=function(a){return x(a)===p};\n","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n  module.exports = require('./cjs/react-is.production.min.js');\n} else {\n  module.exports = require('./cjs/react-is.development.js');\n}\n","/*\nobject-assign\n(c) Sindre Sorhus\n@license MIT\n*/\n\n'use strict';\n/* eslint-disable no-unused-vars */\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val)

 {\n\tif (val === null || val === undefined) {\n\t\tthrow new TypeError('Object.assign cannot be called with null or undefined');\n\t}\n\n\treturn Object(val);\n}\n\nfunction shouldUseNative() {\n\ttry {\n\t\tif (!Object.assign) {\n\t\t\treturn false;\n\t\t}\n\n\t\t// Detect buggy property enumeration order in older V8 versions.\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=4118\n\t\tvar test1 = new String('abc');  // eslint-disable-line no-new-wrappers\n\t\ttest1[5] = 'de';\n\t\tif (Object.getOwnPropertyNames(test1)[0] === '5') {\n\t\t\treturn false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test2 = {};\n\t\tfor (var i = 0; i < 10; i++) {\n\t\t\ttest2['_' + String.fromCharCode(i)] = i;\n\t\t}\n\t\tvar order2 = Object.getOwnPropertyNames(test2).map(function (n) {\n\t\t\treturn test2[n];\n\t\t});\n\t\tif (order2.join('') !== '0123456789') {\n\t\t\treturn false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test3 = {};\n\t\t'abcdefghijklmnopqrst'.split('').forEach(function (letter) {\n\t\t\ttest3[letter] = letter;\n\t\t});\n\t\tif (Object.keys(Object.assign({}, test3)).join('') !==\n\t\t\t\t'abcdefghijklmnopqrst') {\n\t\t\treturn false;\n\t\t}\n\n\t\treturn true;\n\t} catch (err) {\n\t\t// We don't expect any of the above to throw, but better to be safe.\n\t\treturn false;\n\t}\n}\n\nmodule.exports = shouldUseNative() ? Object.assign : function (target, source) {\n\tvar from;\n\tvar to = toObject(target);\n\tvar symbols;\n\n\tfor (var s = 1; s < arguments.length; s++) {\n\t\tfrom = Object(arguments[s]);\n\n\t\tfor (var key in from) {\n\t\t\tif (hasOwnProperty.call(from, key)) {\n\t\t\t\tto[key] = from[key];\n\t\t\t}\n\t\t}\n\n\t\tif (getOwnPropertySymbols) {\n\t\t\tsymbols = getOwnPropertySymbols(from);\n\t\t\tfor (var i = 0; i < symbols.length; i++) {\n\t\t\t\tif (propIsEnumerable.call(from, symbols[i])) {\n\t\t\t\t\tto[symbols[i]] = from[symbols[i]];\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn

 to;\n};\n","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactIs = require('react-is');\nvar assign = require('object-assign');\n\nvar ReactPropTypesSecret = require('./lib/ReactPropTypesSecret');\nvar checkPropTypes = require('./checkPropTypes');\n\nvar has = Function.call.bind(Object.prototype.hasOwnProperty);\nvar printWarning = function() {};\n\nif (process.env.NODE_ENV !== 'production') {\n  printWarning = function(text) {\n    var message = 'Warning: ' + text;\n    if (typeof console !== 'undefined') {\n      console.error(message);\n    }\n    try {\n      // --- Welcome to debugging React ---\n      // This error was thrown as a convenience so that you can use this stack\n      // to find the callsite that caused this warning to fire.\n      throw new Error(message);\n    } catch (x) {}\n  };\n}\n\nfunction emptyFunctionThatReturnsNull() {\n  return null;\n}\n\nmodule.exports = function(isValidElement, throwOnDirectAccess) {\n  /* global Symbol */\n  var ITERATOR_SYMBOL = typeof Symbol === 'function' && Symbol.iterator;\n  var FAUX_ITERATOR_SYMBOL = '@@iterator'; // Before Symbol spec.\n\n  /**\n   * Returns the iterator method function contained on the iterable object.\n   *\n   * Be sure to invoke the function with the iterable as context:\n   *\n   *     var iteratorFn = getIteratorFn(myIterable);\n   *     if (iteratorFn) {\n   *       var iterator = iteratorFn.call(myIterable);\n   *       ...\n   *     }\n   *\n   * @param {?object} maybeIterable\n   * @return {?function}\n   */\n  function getIteratorFn(maybeIterable) {\n    var iteratorFn = maybeIterable && (ITERATOR_SYMBOL && maybeIterable[ITERATOR_SYMBOL] || maybeIterable[FAUX_ITERATOR_SYMBOL]);\n    if (typeof iteratorFn === 'function') {\n      return iteratorFn;\n    }\n  }\n\n  /**\n   * Collection of methods that allow declaration

 and validation of props that are\n   * supplied to React components. Example usage:\n   *\n   *   var Props = require('ReactPropTypes');\n   *   var MyArticle = React.createClass({\n   *     propTypes: {\n   *       // An optional

string prop named \"description\".\n  *      description: Props.string,\n  *\n  *      // A required enum prop named \"category\".\n  *      category: Props.oneOf(['News','Photos']).isRequired,\n  *\n  *      // A prop named \"dialog\" that requires an instance of Dialog.\n  *      dialog: Props.instanceOf(Dialog).isRequired\n  *    },\n  *    render: function() { ... }\n  *  });\n  *\n  * A more formal specification of how these methods are used:\n  *\n  *    type := array|bool|func|object|number|string|oneOf([...])|instanceOf(...)\n  *    decl := ReactPropTypes.{type}(.isRequired)?\n  *\n  * Each and every declaration produces a function with the same signature. This\n  * allows the creation of custom validation functions. For example:\n  *\n  *    var MyLink = React.createClass({\n  *    propTypes: {\n  *      // An optional string or URI prop named \"href\".\n  *      href: function(props, propName, componentName) {\n  *        var propValue = props[propName];\n  *        if (propValue != null && typeof propValue !== 'string' &&\n  *            !(propValue instanceof URI)) {\n  *          return new Error(\n  *            'Expected a string or an URI for ' + propName + ' in ' +\n  *            componentName\n  *          );\n  *        }\n  *      }\n  *    },\n  *    render: function() {...}\n  *  });\n  *\n  * @internal\n  */\n\n  var ANONYMOUS = '<<anonymous>>';\n\n  // Important!\n  // Keep this list in sync with production version in `./factoryWithThrowingShims.js`.\n  var ReactPropTypes = {\n    array: createPrimitiveTypeChecker('array'),\n    bool: createPrimitiveTypeChecker('boolean'),\n    func: createPrimitiveTypeChecker('function'),\n    number: createPrimitiveTypeChecker('number'),\n    object: createPrimitiveTypeChecker('object'),\n    string: createPrimitiveTypeChecker('string'),\n    symbol: createPrimitiveTypeChecker('symbol'),\n\n    any: createAnyTypeChecker(),\n    arrayOf: createArrayOfTypeChecker,\n    element: createElementTypeChecker(),\n    elementType: createElementTypeTypeChecker(),\n    instanceOf: createInstanceTypeChecker,\n    node: createNodeChecker(),\n    objectOf: createObjectOfTypeChecker,\n    oneOf: createEnumTypeChecker,\n    oneOfType: createUnionTypeChecker,\n    shape: createShapeTypeChecker,\n    exact: createStrictShapeTypeChecker,\n  };\n\n  /**\n   * inlined Object.is polyfill to avoid requiring consumers ship their own\n   * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n   */\n  /*eslint-disable no-self-compare*/\n  function is(x, y) {\n    // SameValue algorithm\n    if (x === y) {\n      // Steps 1-5, 7-10\n      // Steps 6.b-6.e: +0 != -0\n      return x !== 0 || 1 / x === 1 / y;\n    } else {\n      // Step 6.a: NaN == NaN\n      return x !== x && y !== y;\n    }\n  }\n  /*eslint-enable no-self-compare*/\n\n  /**\n   * We use an Error-like object for backward compatibility as people may call\n   * PropTypes directly and inspect their output. However, we don't use real\n   * Errors anymore. We don't inspect their stack anyway, and creating them\n   * is prohibitively expensive if they are created too often, such as what\n   * happens in oneOfType() for any type before the one that matched.\n   */\n  function PropTypeError(message) {\n    this.message = message;\n    this.stack = '';\n  }\n  // Make `instanceof Error` still work for returned errors.\n  PropTypeError.prototype = Error.prototype;\n\n  function createChainableTypeChecker(validate) {\n    if (process.env.NODE_ENV !== 'production') {\n      var manualPropTypeCallCache = {};\n      var manualPropTypeWarningCount = 0;\n    }\n    function checkType(isRequired, props, propName, componentName, location, propFullName, secret) {\n      componentName = componentName || ANONYMOUS;\n      propFullName = propFullName || propName;\n\n      if (secret !== ReactPropTypesSecret) {\n        if (throwOnDirectAccess) {\n          // New behavior only for users of `prop-types` package\n          var err = new Error(\n            'Calling PropTypes validators directly is not supported by the `prop-types` package. ' +\n            'Use `PropTypes.checkPropTypes()` to call them. ' +\n            'Read more at http://fb.me/use-check-prop-types'\n          );\n          err.name = 'Invariant Violation';\n          throw err;\n        } else if (process.env.NODE_ENV !== 'production' && typeof console !== 'undefined') {\n          // Old behavior for people using React.PropTypes\n          var cacheKey = componentName + ':' + propName;\n          if (\n            !manualPropTypeCallCache[cacheKey] &&\n            // Avoid spamming the console because they are often not actionable except for lib authors\n            manualPropTypeWarningCount < 3\n          ) {\n            printWarning(\n              'You are manually calling a React.PropTypes validation ' +\n              'function for the `' + propFullName + '` prop on `' + componentName + '`. This is deprecated ' +\n              'and will throw in the standalone `prop-types` package. ' +\n

'You may be seeing this warning due to a third-party PropTypes ' +\n            'library. See https://fb.me/react-warning-dont-call-proptypes ' + 'for details.'\n            );\n          manualPropTypeCallCache[cacheKey] = true;\n          manualPropTypeWarningCount++;\n        }\n      }\n    }\n    if (props[propName] == null) {\n      if (isRequired) {\n        if (props[propName] === null) {\n          return new PropTypeError('The ' + location + ' `' + propFullName + '` is marked as required ' + ('in `' + componentName + '`, but its value is `null`.'));\n        }\n        return new PropTypeError('The

' + location + ' `' + propFullName + '` is marked as required in ' + ('`' + componentName + '`, but its value is `undefined`.'));\n      }\n      return null;\n    } else {\n      return validate(props, propName, componentName, location, propFullName);\n    }\n  }\n\n  var chainedCheckType = checkType.bind(null, false);\n  chainedCheckType.isRequired = checkType.bind(null, true);\n\n  return chainedCheckType;\n  }\n\n function createPrimitiveTypeChecker(expectedType) {\n  function validate(props, propName, componentName, location, propFullName, secret) {\n    var propValue = props[propName];\n    var propType = getPropType(propValue);\n    if (propType !== expectedType) {\n      // `propValue` being instance of, say, date/regexp, pass the 'object'\n      // check, but we can offer a more precise error message here rather than\n      // 'of type `object`'.\n      var preciseType = getPreciseType(propValue);\n\n      return new PropTypeError('Invalid

' + location + ' `' + propFullName + '` of type ' + ('`' + preciseType + '` supplied to `' + componentName + '`, expected ') + ('`' + expectedType + '`.'));\n    }\n    return null;\n  }\n  return createChainableTypeChecker(validate);\n  }\n\n function createAnyTypeChecker() {\n  return createChainableTypeChecker(emptyFunctionThatReturnsNull);\n  }\n\n function createArrayOfTypeChecker(typeChecker) {\n  function validate(props, propName, componentName, location, propFullName) {\n    if (typeof typeChecker !== 'function') {\n      return new PropTypeError('Property `' + propFullName + '` of component `' + componentName + '` has invalid PropType notation inside arrayOf.');\n    }\n    var propValue = props[propName];\n    if (!Array.isArray(propValue)) {\n      var propType = getPropType(propValue);\n      return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' + componentName + '`, expected

an array.'));\n    }\n    for (var i = 0; i < propValue.length; i++) {\n      var error = typeChecker(propValue, i, componentName, location, propFullName + '[' + i + ']', ReactPropTypesSecret);\n      if (error instanceof Error) {\n        return error;\n      }\n    }\n    return null;\n  }\n  return createChainableTypeChecker(validate);\n  }\n\n function createElementTypeChecker() {\n  function validate(props, propName, componentName, location, propFullName) {\n    var propValue = props[propName];\n    if (!isValidElement(propValue)) {\n      var propType = getPropType(propValue);\n      return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' + componentName + '`, expected a single ReactElement.'));\n    }\n    return null;\n  }\n  return createChainableTypeChecker(validate);\n  }\n\n function createElementTypeTypeChecker() {\n  function validate(props, propName, componentName, location, propFullName) {\n    var propValue = props[propName];\n    if (!ReactIs.isValidElementType(propValue)) {\n      var propType = getPropType(propValue);\n      return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' + componentName + '`, expected a single ReactElement type.'));\n    }\n    return null;\n  }\n  return createChainableTypeChecker(validate);\n  }\n\n function createInstanceTypeChecker(expectedClass) {\n  function validate(props, propName, componentName, location, propFullName) {\n    if (!(props[propName] instanceof expectedClass)) {\n      var expectedClassName = expectedClass.name || ANONYMOUS;\n      var actualClassName = getClassName(props[propName]);\n      return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type ' + ('`' + actualClassName + '` supplied to `' + componentName + '`, expected ') + ('instance of `' + expectedClassName + '`.'));\n

    }\n    return null;\n  }\n  return createChainableTypeChecker(validate);\n  }\n\n function createEnumTypeChecker(expectedValues) {\n  if (!Array.isArray(expectedValues)) {\n    if (process.env.NODE_ENV !== 'production') {\n      if (arguments.length > 1) {\n        printWarning(\n          'Invalid arguments supplied to oneOf, expected an array, got ' + arguments.length + ' arguments. ' +\n          'A

common mistake is to write oneOf(x, y, z) instead of oneOf([x, y, z]).'\n            );\n        } else {\n          printWarning('Invalid argument supplied to oneOf, expected an array.');\n        }\n      }\n      return emptyFunctionThatReturnsNull;\n    }\n\n    function validate(props, propName, componentName, location, propFullName) {\n      var propValue = props[propName];\n      for (var i = 0; i < expectedValues.length; i++) {\n        if (is(propValue, expectedValues[i])) {\n          return null;\n        }\n      }\n\n      var valuesString = JSON.stringify(expectedValues,

 function replacer(key, value) {\n        var type = getPreciseType(value);\n        if (type === 'symbol') {\n          return String(value);\n        }\n        return value;\n      });\n      return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of value `' + String(propValue) + '` ' + ('supplied to `' + componentName + '`, expected one of ' + valuesString + '.'));\n    }\n    return createChainableTypeChecker(validate);\n  }\n\n  function createObjectOfTypeChecker(typeChecker) {\n    function validate(props, propName, componentName, location, propFullName) {\n      if (typeof typeChecker !== 'function') {\n        return new PropTypeError('Property `' + propFullName + '` of component `' + componentName + '` has invalid PropType notation inside objectOf.');\n      }\n      var propValue = props[propName];\n      var propType = getPropType(propValue);\n      if (propType !== 'object')

{\n        return new PropTypeError('Invalid ' + location
 + ' `' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' + componentName + '`, expected an object.'));\n      }\n      for (var key in propValue) {\n        if (has(propValue, key)) {\n          var error = typeChecker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n          if (error instanceof Error) {\n            return error;\n          }\n        }\n      }\n      return null;\n    }\n    return createChainableTypeChecker(validate);\n  }\n\n  function createUnionTypeChecker(arrayOfTypeCheckers) {\n    if (!Array.isArray(arrayOfTypeCheckers)) {\n      process.env.NODE_ENV !== 'production' ? printWarning('Invalid argument supplied to oneOfType, expected an instance of array.') : void 0;\n      return emptyFunctionThatReturnsNull;\n    }\n\n    for (var i = 0; i < arrayOfTypeCheckers.length; i++) {\n      var checker = arrayOfTypeCheckers[i];\n      if (typeof checker !== 'function') {\n        printWarning(\n

   'Invalid argument supplied to oneOfType. Expected an array of check functions, but ' +\n        'received ' + getPostfixForTypeWarning(checker) + ' at index ' + i + '.'\n        );\n        return emptyFunctionThatReturnsNull;\n      }\n    }\n\n    function validate(props, propName, componentName, location, propFullName) {\n      for (var i = 0; i < arrayOfTypeCheckers.length; i++) {\n        var checker = arrayOfTypeCheckers[i];\n        if (checker(props, propName, componentName, location, propFullName, ReactPropTypesSecret) == null) {\n          return null;\n        }\n      }\n\n      return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` supplied to ' + ('`' + componentName + '`.'));\n    }\n    return createChainableTypeChecker(validate);\n  }\n\n  function createNodeChecker() {\n    function validate(props, propName, componentName, location, propFullName) {\n      if (!isNode(props[propName])) {\n        return new PropTypeError('Invalid ' + location +
 '`' + propFullName + '` supplied to ' + ('`' + componentName + '`, expected a ReactNode.'));\n      }\n      return null;\n    }\n    return createChainableTypeChecker(validate);\n  }\n\n  function createShapeTypeChecker(shapeTypes) {\n    function validate(props, propName, componentName, location, propFullName) {\n      var propValue = props[propName];\n      var propType = getPropType(propValue);\n      if (propType !== 'object') {\n        return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type `' + propType + '` ' + ('supplied to `' + componentName + '`, expected `object`.'));\n      }\n      for (var key in shapeTypes) {\n        var checker = shapeTypes[key];\n        if (!checker) {\n          continue;\n        }\n        var error = checker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n        if (error) {\n          return error;\n        }\n      }\n      return null;\n    }\n    return createChainableTypeChecker(validate);\n

  }\n\n  function createStrictShapeTypeChecker(shapeTypes) {\n    function validate(props, propName, componentName, location, propFullName) {\n      var propValue = props[propName];\n      var propType = getPropType(propValue);\n      if (propType !== 'object') {\n        return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type `' + propType + '` ' + ('supplied to `' + componentName + '`, expected `object`.'));\n      }\n      // We need to check all keys in case some are required but missing from\n      // props.\n      var allKeys =

```
assign({}, props[propName], shapeTypes);\n    for (var key in allKeys) {\n      var checker = shapeTypes[key];\n
  if (!checker) {\n        return new PropTypeError(\n          'Invalid ' + location + ' `' + propFullName + '` key `' +
key + '` supplied to `' + componentName + '`.' +\n          '\\nBad object: ' + JSON.stringify(props[propName], null, '
') +\n          '\\nValid keys: ' + JSON.stringify(Object.keys(shapeTypes),
 null, ' ')\n        );\n      }\n      var error = checker(propValue, key, componentName, location, propFullName + '.'
+ key, ReactPropTypesSecret);\n      if (error) {\n        return error;\n      }\n    }\n    return null;\n  }\n\n
return createChainableTypeChecker(validate);\n  }\n\n  function isNode(propValue) {\n    switch (typeof propValue)
{\n      case 'number':\n      case 'string':\n      case 'undefined':\n        return true;\n      case 'boolean':\n        return
!propValue;\n      case 'object':\n        if (Array.isArray(propValue)) {\n          return propValue.every(isNode);\n
  }\n        if (propValue === null || isValidElement(propValue)) {\n          return true;\n        }\n\n        var iteratorFn =
getIteratorFn(propValue);\n        if (iteratorFn) {\n          var iterator = iteratorFn.call(propValue);\n          var step;\n
    if (iteratorFn !== propValue.entries) {\n            while (!(step
= iterator.next()).done) {\n              if (!isNode(step.value)) {\n                return false;\n              }\n            }\n
} else {\n            // Iterator will provide entry [k,v] tuples rather than values.\n            while (!(step =
iterator.next()).done) {\n              var entry = step.value;\n              if (entry) {\n                if (!isNode(entry[1])) {\n
          return false;\n                }\n              }\n            }\n          } else {\n          return false;\n        }\n\n
return true;\n      default:\n        return false;\n    }\n  }\n\n  function isSymbol(propType, propValue) {\n    // Native
Symbol.\n    if (propType === 'symbol') {\n      return true;\n    }\n\n    // falsy value can't be a Symbol\n    if
(!propValue) {\n      return false;\n    }\n\n    // 19.4.3.5 Symbol.prototype[@@toStringTag] === 'Symbol'\n    if
(propValue['@@toStringTag'] === 'Symbol') {\n      return true;\n    }\n\n    // Fallback
 for non-spec compliant Symbols which are polyfilled.\n    if (typeof Symbol === 'function' && propValue
instanceof Symbol) {\n      return true;\n    }\n\n    return false;\n  }\n\n  // Equivalent of `typeof` but with special
handling for array and regexp.\n  function getPropType(propValue) {\n    var propType = typeof propValue;\n    if
(Array.isArray(propValue)) {\n      return 'array';\n    }\n    if (propValue instanceof RegExp) {\n      // Old webkits
(at least until Android 4.0) return 'function' rather than\n      // 'object' for typeof a RegExp. We'll normalize this here
so that /bla/\n      // passes PropTypes.object.\n      return 'object';\n    }\n    if (isSymbol(propType, propValue)) {\n
 return 'symbol';\n    }\n    return propType;\n  }\n\n  // This handles more types than `getPropType`. Only used for
error messages.\n  // See `createPrimitiveTypeChecker`.\n  function getPreciseType(propValue) {\n    if (typeof
propValue === 'undefined' || propValue === null) {\n
    return '' + propValue;\n    }\n    var propType = getPropType(propValue);\n    if (propType === 'object') {\n      if
(propValue instanceof Date) {\n        return 'date';\n    } else if (propValue instanceof RegExp) {\n        return
'regexp';\n      }\n    }\n    return propType;\n  }\n\n  // Returns a string that is postfixed to a warning about an invalid
type.\n  // For example, \"undefined\" or \"of type array\"\n  function getPostfixForTypeWarning(value) {\n    var
type = getPreciseType(value);\n    switch (type) {\n      case 'array':\n      case 'object':\n        return 'an ' + type;\n
case 'boolean':\n      case 'date':\n      case 'regexp':\n        return 'a ' + type;\n      default:\n        return type;\n    }\n
}\n\n  // Returns class name of the object, if any.\n  function getClassName(propValue) {\n    if
(!propValue.constructor || !propValue.constructor.name) {\n      return ANONYMOUS;\n    }\n    return
propValue.constructor.name;\n  }\n\n  ReactPropTypes.checkPropTypes
 = checkPropTypes;\n  ReactPropTypes.resetWarningCache = checkPropTypes.resetWarningCache;\n
ReactPropTypes.PropTypes = ReactPropTypes;\n\n  return ReactPropTypes;\n};\n","/**\n * Copyright (c) 2013-
present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in
the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret =
require('./lib/ReactPropTypesSecret');\n\nfunction emptyFunction() {}\nfunction emptyFunctionWithReset()
{}\nemptyFunctionWithReset.resetWarningCache = emptyFunction;\n\nmodule.exports = function() {\n  function
shim(props, propName, componentName, location, propFullName, secret) {\n    if (secret ===
ReactPropTypesSecret) {\n      // It is still safe when called from React.\n      return;\n    }\n    var err = new Error(\n
  'Calling PropTypes validators directly is not supported by the `prop-types` package. ' +\n      'Use
PropTypes.checkPropTypes() to call them.
```

' +\n    'Read more at http://fb.me/use-check-prop-types'\n    );\n  err.name = 'Invariant Violation';\n  throw err;\n };\n  shim.isRequired = shim;\n  function getShim() {\n    return shim;\n  };\n  // Important!\n  // Keep this list in sync with production version in `./factoryWithTypeCheckers.js`.\n  var ReactPropTypes = {\n    array: shim,\n bool: shim,\n    func: shim,\n    number: shim,\n    object: shim,\n    string: shim,\n    symbol: shim,\n\n   any: shim,\n    arrayOf: getShim,\n    element: shim,\n    elementType: shim,\n    instanceOf: getShim,\n    node: shim,\n objectOf: getShim,\n    oneOf: getShim,\n    oneOfType: getShim,\n    shape: getShim,\n    exact: getShim,\n\n   checkPropTypes: emptyFunctionWithReset,\n    resetWarningCache: emptyFunction\n  };\n\n ReactPropTypes.PropTypes = ReactPropTypes;\n\n  return ReactPropTypes;\n};\n","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\nif (process.env.NODE_ENV !== 'production') {\n var ReactIs = require('react-is');\n\n  // By explicitly using `prop-types` you are opting into new development behavior.\n  // http://fb.me/prop-types-in-prod\n  var throwOnDirectAccess = true;\n  module.exports = require('./factoryWithTypeCheckers')(ReactIs.isElement, throwOnDirectAccess);\n} else {\n  // By explicitly using `prop-types` you are opting into new production behavior.\n  // http://fb.me/prop-types-in-prod\n  module.exports = require('./factoryWithThrowingShims')();\n}\n","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret = 'SECRET_DO_NOT_PASS_THIS_OR_YOU_WILL_BE_FIRED';\n\nmodule.exports = ReactPropTypesSecret;\n","export default function _extends() {\n  _extends = Object.assign || function (target) {\n    for (var i = 1; i < arguments.length; i++) {\n      var source = arguments[i];\n\n      for (var key in source) {\n        if (Object.prototype.hasOwnProperty.call(source, key)) {\n          target[key] = source[key];\n        }\n      }\n    }\n\n    return target;\n  };\n\n  return _extends.apply(this, arguments);\n}","function isAbsolute(pathname) {\n  return pathname.charAt(0) === '/';\n}\n\n// About 1.5x faster than the two-arg version of Array#splice()\nfunction spliceOne(list, index) {\n  for (var i = index, k = i + 1, n = list.length; k < n; i += 1, k += 1) {\n    list[i] = list[k];\n  }\n\n  list.pop();\n}\n\n\n// This implementation is based heavily on node's url.parse\nfunction resolvePathname(to) {\n  var from = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : '';\n\n  var toParts = to && to.split('/') || [];\n  var fromParts = from && from.split('/') || [];\n\n  var isToAbs = to && isAbsolute(to);\n  var isFromAbs = from &&
 isAbsolute(from);\n  var mustEndAbs = isToAbs || isFromAbs;\n\n  if (to && isAbsolute(to)) {\n    // to is absolute\n    fromParts = toParts;\n  } else if (toParts.length) {\n    // to is relative, drop the filename\n    fromParts.pop();\n    fromParts = fromParts.concat(toParts);\n  }\n\n  if (!fromParts.length) return '/';\n\n  var hasTrailingSlash = void 0;\n  if (fromParts.length) {\n    var last = fromParts[fromParts.length - 1];\n    hasTrailingSlash = last === '.' || last === '..' || last === '';\n  } else {\n    hasTrailingSlash = false;\n  }\n\n  var up = 0;\n  for (var i = fromParts.length; i >= 0; i--) {\n    var part = fromParts[i];\n\n    if (part === '.') {\n      spliceOne(fromParts, i);\n    } else if (part === '..') {\n      spliceOne(fromParts, i);\n      up++;\n    } else if (up) {\n      spliceOne(fromParts, i);\n      up--;\n    }\n  }\n\n  if (!mustEndAbs) for (; up--; up) {\n    fromParts.unshift('..');\n  }if (mustEndAbs && fromParts[0] !== '' && (!fromParts[0]
 || !isAbsolute(fromParts[0]))) fromParts.unshift('');\n\n  var result = fromParts.join('/');\n\n  if (hasTrailingSlash && result.substr(-1) !== '/') result += '/';\n\n  return result;\n}\n\nexport default resolvePathname;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nfunction valueEqual(a, b) {\n  if (a === b) return true;\n\n  if (a == null || b == null) return false;\n\n  if (Array.isArray(a)) {\n    return Array.isArray(b) && a.length === b.length && a.every(function (item, index) {\n      return valueEqual(item, b[index]);\n    });\n  }\n\n  var aType = typeof a === 'undefined' ? 'undefined' : _typeof(a);\n  var bType = typeof b === 'undefined' ? 'undefined' : _typeof(b);\n\n  if (aType !== bType) return false;\n\n  if (aType === 'object') {\n    var
 aValue = a.valueOf();\n    var bValue = b.valueOf();\n    if (aValue !== a || bValue !== b) return valueEqual(aValue, bValue);\n\n    var aKeys = Object.keys(a);\n    var bKeys = Object.keys(b);\n\n    if

(aKeys.length !== bKeys.length) return false;\n\n    return aKeys.every(function (key) {\n      return valueEqual(a[key], b[key]);\n    });\n  }\n\n  return false;\n}\n\nexport default valueEqual;","var isProduction = process.env.NODE_ENV === 'production';\nvar prefix = 'Invariant failed';\nfunction invariant(condition, message) {\n  if (condition) {\n    return;\n  }\n\n  if (isProduction) {\n    throw new Error(prefix);\n  } else {\n    throw new Error(prefix + \": \" + (message || ''));\n  }\n}\n\nexport default invariant;\n","import _extends from '@babel/runtime/helpers/esm/extends';\nimport resolvePathname from 'resolve-pathname';\nimport valueEqual from 'value-equal';\nimport warning from 'tiny-warning';\nimport invariant from 'tiny-invariant';\n\nfunction addLeadingSlash(path)

{\n  return path.charAt(0) === '/' ? path : '/' + path;\n}\nfunction stripLeadingSlash(path) {\n  return path.charAt(0) === '/' ? path.substr(1) : path;\n}\n\nfunction hasBasename(path, prefix) {\n  return new RegExp('^' + prefix + '(\\\\/|\\\\?|#|$)', 'i').test(path);\n}\n\nfunction stripBasename(path, prefix) {\n  return hasBasename(path, prefix) ? path.substr(prefix.length) : path;\n}\n\nfunction stripTrailingSlash(path) {\n  return path.charAt(path.length - 1) === '/' ? path.slice(0, -1) : path;\n}\n\nfunction parsePath(path) {\n  var pathname = path || '/';\n  var search = '';\n  var hash = '';\n  var hashIndex = pathname.indexOf('#');\n\n  if (hashIndex !== -1) {\n    hash = pathname.substr(hashIndex);\n    pathname = pathname.substr(0, hashIndex);\n  }\n\n  var searchIndex = pathname.indexOf('?');\n\n  if (searchIndex !== -1) {\n    search = pathname.substr(searchIndex);\n    pathname = pathname.substr(0, searchIndex);\n  }\n\n  return {\n    pathname: pathname,\n    search: search

=== '?' ? '' : search,\n    hash: hash === '#' ? '' : hash\n  };\n}\n\nfunction createPath(location) {\n  var pathname = location.pathname,\n      search = location.search,\n      hash = location.hash;\n  var path = pathname || '/';\n  if (search && search !== '?') path += search.charAt(0) === '?' ? search : \"?\" + search;\n  if (hash && hash !== '#') path += hash.charAt(0) === '#' ? hash : \"#\" + hash;\n  return path;\n}\n\nfunction createLocation(path, state, key, currentLocation) {\n  var location;\n\n  if (typeof path === 'string') {\n    // Two-arg form: push(path, state)\n    location = parsePath(path);\n    location.state = state;\n  } else {\n    // One-arg form: push(location)\n    location = _extends({}, path);\n    if (location.pathname === undefined) location.pathname = '';\n\n    if (location.search) {\n      if (location.search.charAt(0) !== '?') location.search = '?' + location.search;\n    } else {\n      location.search = '';\n    }\n\n    if (location.hash) {\n

    if (location.hash.charAt(0) !== '#') location.hash = '#' + location.hash;\n    } else {\n      location.hash = '';\n    }\n\n    if (state !== undefined && location.state === undefined) location.state = state;\n  }\n\n  try {\n    location.pathname = decodeURI(location.pathname);\n  } catch (e) {\n    if (e instanceof URIError) {\n      throw new URIError('Pathname \"' + location.pathname + '\" could not be decoded. ' + 'This is likely caused by an invalid percent-encoding.');\n    } else {\n      throw e;\n    }\n  }\n\n  if (key) location.key = key;\n\n  if (currentLocation) {\n    // Resolve incomplete/relative pathname relative to current location.\n    if (!location.pathname) {\n      location.pathname = currentLocation.pathname;\n    } else if (location.pathname.charAt(0) !== '/') {\n      location.pathname = resolvePathname(location.pathname, currentLocation.pathname);\n    }\n  } else {\n    // When there is no prior location and pathname is empty, set it to /\n    if (!location.pathname)

{\n      location.pathname = '/';\n    }\n  }\n\n  return location;\n}\nfunction locationsAreEqual(a, b) {\n  return a.pathname === b.pathname && a.search === b.search && a.hash === b.hash && a.key === b.key && valueEqual(a.state, b.state);\n}\n\nfunction createTransitionManager() {\n  var prompt = null;\n\n  function setPrompt(nextPrompt) {\n    process.env.NODE_ENV !== \"production\" ? warning(prompt == null, 'A history supports only one prompt at a time') : void 0;\n    prompt = nextPrompt;\n    return function () {\n      if (prompt === nextPrompt) prompt = null;\n    };\n  }\n\n  function confirmTransitionTo(location, action, getUserConfirmation, callback) {\n    // TODO: If another transition starts while we're still confirming\n    // the previous one, we may end up in a weird state. Figure out the\n    // best way to handle this.\n    if (prompt != null) {\n      var result = typeof prompt === 'function' ? prompt(location, action) : prompt;\n\n      if (typeof result

=== 'string') {\n      if (typeof getUserConfirmation === 'function') {\n        getUserConfirmation(result, callback);\n      } else {\n        process.env.NODE_ENV !== \"production\" ? warning(false, 'A history needs a getUserConfirmation function in order to use a prompt message') : void 0;\n        callback(true);\n      }\n    } else {\n      // Return false from a transition hook to cancel the transition.\n      callback(result !== false);\n    }\n  }

else {\n    callback(true);\n    }\n    }\n\n    var listeners = [];\n\n    function appendListener(fn) {\n    var isActive = true;\n\n    function listener() {\n    if (isActive) fn.apply(void 0, arguments);\n    }\n\n    listeners.push(listener);\n\n    return function () {\n    isActive = false;\n    listeners = listeners.filter(function (item) {\n    return item !== listener;\n    });\n    };\n    }\n\n    function notifyListeners() {\n    for (var _len = arguments.length, args = new Array(_len), _key =

0; _key < _len; _key++) {\n    args[_key] = arguments[_key];\n    }\n\n    listeners.forEach(function (listener) {\n    return listener.apply(void 0, args);\n    });\n    }\n\n    return {\n    setPrompt: setPrompt,\n    confirmTransitionTo: confirmTransitionTo,\n    appendListener: appendListener,\n    notifyListeners: notifyListeners\n    };\n}\n\nvar canUseDOM = !!(typeof window !== 'undefined' && window.document && window.document.createElement);\nfunction getConfirmation(message, callback) {\n    callback(window.confirm(message)); // eslint-disable-line no-alert\n}\n\n/**\n * Returns true if the HTML5 history API is supported. Taken from Modernizr.\n *\n * https://github.com/Modernizr/Modernizr/blob/master/LICENSE\n * https://github.com/Modernizr/Modernizr/blob/master/feature-detects/history.js\n * changed to avoid false negatives for Windows Phones: https://github.com/reactjs/react-router/issues/586\n */\n\nfunction supportsHistory() {\n    var ua = window.navigator.userAgent;\n    if ((ua.indexOf('Android

2.') !== -1 || ua.indexOf('Android 4.0') !== -1) && ua.indexOf('Mobile Safari') !== -1 && ua.indexOf('Chrome') === -1 && ua.indexOf('Windows Phone') === -1) return false;\n    return window.history && 'pushState' in window.history;\n}\n\n/**\n * Returns true if browser fires popstate on hash change.\n * IE10 and IE11 do not.\n */\n\nfunction supportsPopStateOnHashChange() {\n    return window.navigator.userAgent.indexOf('Trident') === -1;\n}\n\n/**\n * Returns false if using go(n) with hash history causes a full page reload.\n */\n\nfunction supportsGoWithoutReloadUsingHash() {\n    return window.navigator.userAgent.indexOf('Firefox') === -1;\n}\n\n/**\n * Returns true if a given popstate event is an extraneous WebKit event.\n * Accounts for the fact that Chrome on iOS fires real popstate events\n * containing undefined state when pressing the back button.\n */\n\nfunction isExtraneousPopstateEvent(event) {\n    event.state === undefined && navigator.userAgent.indexOf('CriOS') ===

-1;\n}\n\nvar PopStateEvent = 'popstate';\nvar HashChangeEvent = 'hashchange';\n\nfunction getHistoryState() {\n    try {\n    return window.history.state || {};\n    } catch (e) {\n    // IE 11 sometimes throws when accessing window.history.state\n    // See https://github.com/ReactTraining/history/pull/289\n    return {};\n    }\n}\n\n/**\n * Creates a history object that uses the HTML5 history API including\n * pushState, replaceState, and the popstate event.\n */\n\nfunction createBrowserHistory(props) {\n    if (props === void 0) {\n    props = {};\n    }\n\n    !canUseDOM ? process.env.NODE_ENV !== \"production\" ? invariant(false, 'Browser history needs a DOM') : invariant(false) : void 0;\n    var globalHistory = window.history;\n    var canUseHistory = supportsHistory();\n    var needsHashChangeListener = !supportsPopStateOnHashChange();\n    var _props = props,\n    _props$forceRefresh = _props.forceRefresh,\n    forceRefresh = _props$forceRefresh === void 0 ? false : _props$forceRefresh,\n    _props$getUserConfirm = _props.getUserConfirmation,\n    getUserConfirmation = _props$getUserConfirm === void 0 ? getConfirmation : _props$getUserConfirm,\n    _props$keyLength = _props.keyLength,\n    keyLength = _props$keyLength === void 0 ? 6 : _props$keyLength;\n    var basename = props.basename ? stripTrailingSlash(addLeadingSlash(props.basename)) : '';\n\n    function getDOMLocation(historyState) {\n    var _ref = historyState || {},\n    key = _ref.key,\n    state = _ref.state;\n\n    var _window$location = window.location,\n    pathname = _window$location.pathname,\n    search = _window$location.search,\n    hash = _window$location.hash;\n    var path = pathname + search + hash;\n    process.env.NODE_ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin ' + 'with the basename. Expected path \"' + path + '\" to begin with \"' + basename + '\".') : void 0;\n

    if (basename) path = stripBasename(path, basename);\n    return createLocation(path, state, key);\n    }\n\n    function createKey() {\n    return Math.random().toString(36).substr(2, keyLength);\n    }\n\n    var transitionManager = createTransitionManager();\n\n    function setState(nextState) {\n    _extends(history, nextState);\n\n    history.length = globalHistory.length;\n    transitionManager.notifyListeners(history.location, history.action);\n

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}\n\n function handlePopState(event) {\n    // Ignore extraneous popstate events in WebKit.\n    if (isExtraneousPopstateEvent(event)) return;\n    handlePop(getDOMLocation(event.state));\n  }\n\n function handleHashChange() {\n    handlePop(getDOMLocation(getHistoryState()));\n  }\n\n var forceNextPop = false;\n\n function handlePop(location) {\n    if (forceNextPop) {\n      forceNextPop = false;\n      setState();\n    } else {\n      var action = 'POP';\n      transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n        if (ok) {\n          setState({\n            action: action,\n            location: location\n          });\n        } else {\n          revertPop(location);\n        }\n      });\n    }\n  }\n\n function revertPop(fromLocation) {\n    var toLocation = history.location; // TODO: We could probably make this more reliable by\n    // keeping a list of keys we've seen in sessionStorage.\n    // Instead, we just default to 0 for keys we don't know.\n\n    var toIndex = allKeys.indexOf(toLocation.key);\n    if (toIndex === -1) toIndex = 0;\n    var fromIndex = allKeys.indexOf(fromLocation.key);\n    if (fromIndex === -1) fromIndex = 0;\n    var delta = toIndex - fromIndex;\n\n    if (delta) {\n      forceNextPop = true;\n      go(delta);\n    }\n  }\n\n var initialLocation = getDOMLocation(getHistoryState());\n  var allKeys = [initialLocation.key]; // Public interface\n\n function createHref(location) {\n    return basename + createPath(location);\n  }\n\n function push(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to push when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'PUSH';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var href = createHref(location);\n      var key = location.key,\n          state = location.state;\n\n      if (canUseHistory) {\n        globalHistory.pushState({\n          key: key,\n          state: state\n        }, null, href);\n\n        if (forceRefresh) {\n          window.location.href = href;\n        } else {\n          var prevIndex = allKeys.indexOf(history.location.key);\n          var nextKeys = allKeys.slice(0, prevIndex === -1 ? 0 : prevIndex + 1);\n          nextKeys.push(location.key);\n          allKeys = nextKeys;\n          setState({\n            action: action,\n            location: location\n          });\n        }\n      } else {\n        process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot push state in browsers that do not support HTML5 history') : void 0;\n        window.location.href = href;\n      }\n    });\n  }\n\n function replace(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'REPLACE';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var href = createHref(location);\n      var key = location.key,\n          state = location.state;\n\n      if (canUseHistory) {\n        globalHistory.replaceState({\n          key: key,\n          state: state\n        }, null, href);\n\n        if (forceRefresh) {\n          window.location.replace(href);\n        } else {\n          var prevIndex = allKeys.indexOf(history.location.key);\n          if (prevIndex !== -1) allKeys[prevIndex] = location.key;\n          setState({\n            action: action,\n            location: location\n          });\n        }\n      } else {\n        process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot replace state in browsers that do not support HTML5 history') : void 0;\n        window.location.replace(href);\n      }\n    });\n  }\n\n function go(n) {\n    globalHistory.go(n);\n  }\n\n function goBack() {\n    go(-1);\n  }\n\n function goForward() {\n    go(1);\n  }\n\n var listenerCount = 0;\n\n function checkDOMListeners(delta) {\n    listenerCount += delta;\n\n    if (listenerCount === 1 && delta === 1) {\n      window.addEventListener(PopStateEvent, handlePopState);\n      if (needsHashChangeListener) window.addEventListener(HashChangeEvent, handleHashChange);\n    } else if (listenerCount === 0) {\n      window.removeEventListener(PopStateEvent, handlePopState);\n      if (needsHashChangeListener) window.removeEventListener(HashChangeEvent, handleHashChange);\n    }\n  }\n\n var isBlocked = false;\n\n function block(prompt) {\n    if (prompt === void 0) {\n      prompt = false;\n    }\n\n    var unblock = transitionManager.setPrompt(prompt);\n\n    if (!isBlocked) {\n      checkDOMListeners(1);\n
```

isBlocked = true;\n    }\n\n    return function () {\n        if (isBlocked) {\n            isBlocked = false;\n    checkDOMListeners(-1);\n        }\n\n        return unblock();\n    };\n  }\n\n  function listen(listener) {\n    var unlisten = transitionManager.appendListener(listener);\n

   checkDOMListeners(1);\n    return function () {\n        checkDOMListeners(-1);\n        unlisten();\n    };\n  }\n\n  var history = {\n    length: globalHistory.length,\n    action: 'POP',\n    location: initialLocation,\n    createHref: createHref,\n    push: push,\n    replace: replace,\n    go: go,\n    goBack: goBack,\n    goForward: goForward,\n    block: block,\n    listen: listen\n  };\n    return history;\n}\n\nvar HashChangeEvent$1 = 'hashchange';\nvar HashPathCoders = {\n    hashbang: {\n        encodePath: function encodePath(path) {\n            return path.charAt(0) === '!' ? path : '!/' + stripLeadingSlash(path);\n    },\n    decodePath: function decodePath(path) {\n        return path.charAt(0) === '!' ? path.substr(1) : path;\n    }\n  },\n    noslash: {\n        encodePath: stripLeadingSlash,\n        decodePath: addLeadingSlash\n  },\n    slash: {\n        encodePath: addLeadingSlash,\n        decodePath: addLeadingSlash\n  }\n};\n\nfunction getHashPath() {\n    //

 We can't use window.location.hash here because it's not\n    // consistent across browsers - Firefox will pre-decode it!\n    var href = window.location.href;\n    var hashIndex = href.indexOf('#');\n    return hashIndex === -1 ? '' : href.substring(hashIndex + 1);\n}\n\nfunction pushHashPath(path) {\n    window.location.hash = path;\n}\n\nfunction replaceHashPath(path) {\n    var hashIndex = window.location.href.indexOf('#');\n    window.location.replace(window.location.href.slice(0, hashIndex >= 0 ? hashIndex : 0) + '#' + path);\n}\n\nfunction createHashHistory(props) {\n    if (props === void 0) {\n        props = {};\n    }\n\n    !canUseDOM ? process.env.NODE_ENV !== \"production\" ? invariant(false, 'Hash history needs a DOM') : invariant(false) : void 0;\n    var globalHistory = window.history;\n    var canGoWithoutReload = supportsGoWithoutReloadUsingHash();\n    var _props = props,\n        _props$getUserConfirm = _props.getUserConfirmation,\n        getUserConfirmation = _props$getUserConfirm === void 0 ? getConfirmation

 : _props$getUserConfirm,\n        _props$hashType = _props.hashType,\n        hashType = _props$hashType === void 0 ? 'slash' : _props$hashType;\n    var basename = props.basename ? stripTrailingSlash(addLeadingSlash(props.basename)) : '';\n    var _HashPathCoders$hashT = HashPathCoders[hashType],\n        encodePath = _HashPathCoders$hashT.encodePath,\n        decodePath = _HashPathCoders$hashT.decodePath;\n\n    function getDOMLocation() {\n        var path = decodePath(getHashPath());\n    process.env.NODE_ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin ' + 'with the basename. Expected path \"' + path + '\" to begin with \"' + basename + '\".') : void 0;\n        if (basename) path = stripBasename(path, basename);\n        return createLocation(path);\n    }\n\n    var transitionManager = createTransitionManager();\n\n    function setState(nextState) {\n        _extends(history, nextState);\n\n        history.length
 = globalHistory.length;\n        transitionManager.notifyListeners(history.location, history.action);\n    }\n\n    var forceNextPop = false;\n    var ignorePath = null;\n\n    function handleHashChange() {\n        var path = getHashPath();\n        var encodedPath = encodePath(path);\n\n        if (path !== encodedPath) {\n            // Ensure we always have a properly-encoded hash.\n            replaceHashPath(encodedPath);\n        } else {\n            var location = getDOMLocation();\n            var prevLocation = history.location;\n            if (!forceNextPop && locationsAreEqual(prevLocation, location)) return; // A hashchange doesn't always == location change.\n            if (ignorePath === createPath(location)) return; // Ignore this change; we already setState in push/replace.\n\n            ignorePath = null;\n            handlePop(location);\n        }\n    }\n\n    function handlePop(location) {\n        if (forceNextPop) {\n            forceNextPop = false;\n            setState();\n        } else {\n    var action = 'POP';\n            transitionManager.confirmTransitionTo(location,

 action, getUserConfirmation, function (ok) {\n                if (ok) {\n                    setState({\n                        action: action,\n    location: location\n                    });\n                } else {\n                    revertPop(location);\n                }\n            });\n        }\n    }\n\n    function revertPop(fromLocation) {\n        var toLocation = history.location; // TODO: We could probably make this more reliable by\n        // keeping a list of paths we've seen in sessionStorage.\n        // Instead, we just default to 0 for paths we don't know.\n\n        var toIndex = allPaths.lastIndexOf(createPath(toLocation));\n        if (toIndex === -1) toIndex = 0;\n        var fromIndex = allPaths.lastIndexOf(createPath(fromLocation));\n        if (fromIndex === -1) fromIndex = 0;\n        var delta = toIndex - fromIndex;\n\n        if (delta) {\n            forceNextPop = true;\n            go(delta);\n        }\n    } // Ensure the hash

is encoded properly before doing anything else.\n\n\n  var path = getHashPath();\n  var encodedPath = encodePath(path);\n

  if (path !== encodedPath) replaceHashPath(encodedPath);\n  var initialLocation = getDOMLocation();\n  var allPaths = [createPath(initialLocation)]; // Public interface\n\n  function createHref(location) {\n    return '#' + encodePath(basename + createPath(location));\n  }\n\n  function push(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Hash history cannot push state; it is ignored') : void 0;\n    var action = 'PUSH';\n    var location = createLocation(path, undefined, undefined, history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var path = createPath(location);\n      var encodedPath = encodePath(basename + path);\n      var hashChanged = getHashPath() !== encodedPath;\n\n      if (hashChanged) {\n        // We cannot tell if a hashchange was caused by a PUSH, so we'd\n        // rather setState here and ignore the hashchange. The caveat here\n        // is that other hash histories in the page will consider it a POP.\n        ignorePath = path;\n        pushHashPath(encodedPath);\n        var prevIndex = allPaths.lastIndexOf(createPath(history.location));\n        var nextPaths = allPaths.slice(0, prevIndex === -1 ? 0 : prevIndex + 1);\n        nextPaths.push(path);\n        allPaths = nextPaths;\n        setState({\n          action: action,\n          location: location\n        });\n      } else {\n        process.env.NODE_ENV !== \"production\" ? warning(false, 'Hash history cannot PUSH the same path; a new entry will not be added to the history stack') : void 0;\n        setState();\n      }\n    });\n  }\n\n  function replace(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Hash history cannot replace state; it is ignored') : void 0;\n    var action = 'REPLACE';\n    var location = createLocation(path, undefined, undefined, history.location);\n    transitionManager.confirmTransitionTo(location,

 action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var path = createPath(location);\n      var encodedPath = encodePath(basename + path);\n      var hashChanged = getHashPath() !== encodedPath;\n\n      if (hashChanged) {\n        // We cannot tell if a hashchange was caused by a REPLACE, so we'd\n        // rather setState here and ignore the hashchange. The caveat here\n        // is that other hash histories in the page will consider it a POP.\n        ignorePath = path;\n        replaceHashPath(encodedPath);\n      }\n\n      var prevIndex = allPaths.indexOf(createPath(history.location));\n      if (prevIndex !== -1) allPaths[prevIndex] = path;\n      setState({\n        action: action,\n        location: location\n      });\n    });\n  }\n\n  function go(n) {\n    process.env.NODE_ENV !== \"production\" ? warning(canGoWithoutReload, 'Hash history go(n) causes a full page reload in this browser') : void 0;\n    globalHistory.go(n);\n

  }\n\n  function goBack() {\n    go(-1);\n  }\n\n  function goForward() {\n    go(1);\n  }\n\n  var listenerCount = 0;\n\n  function checkDOMListeners(delta) {\n    listenerCount += delta;\n\n    if (listenerCount === 1 && delta === 1) {\n      window.addEventListener(HashChangeEvent$1, handleHashChange);\n    } else if (listenerCount === 0) {\n      window.removeEventListener(HashChangeEvent$1, handleHashChange);\n    }\n  }\n\n  var isBlocked = false;\n\n  function block(prompt) {\n    if (prompt === void 0) {\n      prompt = false;\n    }\n\n    var unblock = transitionManager.setPrompt(prompt);\n\n    if (!isBlocked) {\n      checkDOMListeners(1);\n      isBlocked = true;\n    }\n\n    return function () {\n      if (isBlocked) {\n        isBlocked = false;\n        checkDOMListeners(-1);\n      }\n\n      return unblock();\n    };\n  }\n\n  function listen(listener) {\n    var unlisten = transitionManager.appendListener(listener);\n    checkDOMListeners(1);\n    return function

 () {\n      checkDOMListeners(-1);\n      unlisten();\n    };\n  }\n\n  var history = {\n    length: globalHistory.length,\n    action: 'POP',\n    location: initialLocation,\n    createHref: createHref,\n    push: push,\n    replace: replace,\n    go: go,\n    goBack: goBack,\n    goForward: goForward,\n    block: block,\n    listen: listen\n  };\n  return history;\n}\n\nfunction clamp(n, lowerBound, upperBound) {\n  return Math.min(Math.max(n, lowerBound), upperBound);\n}\n\n/**\n * Creates a history object that stores locations in memory.\n */\n\nfunction createMemoryHistory(props) {\n  if (props === void 0) {\n    props = {};\n  }\n\n  var _props = props,\n      getUserConfirmation = _props.getUserConfirmation,\n      _props$initialEntries = _props.initialEntries,\n      initialEntries = _props$initialEntries === void 0 ? ['/'] : _props.initialEntries,\n      _props$initialIndex = _props.initialIndex,\n      initialIndex = _props$initialIndex === void 0 ? 0 : _props$initialIndex,\n

_props$keyLength = _props.keyLength,\n    keyLength = _props$keyLength === void 0 ? 6 : _props$keyLength;\n  var transitionManager = createTransitionManager();\n\n  function setState(nextState) {\n    _extends(history, nextState);\n\n    history.length = history.entries.length;\n    transitionManager.notifyListeners(history.location, history.action);\n  }\n\n  function createKey() {\n    return Math.random().toString(36).substr(2, keyLength);\n  }\n\n  var index = clamp(initialIndex, 0, initialEntries.length - 1);\n  var entries = initialEntries.map(function (entry) {\n    return typeof entry === 'string' ? createLocation(entry, undefined, createKey()) : createLocation(entry, undefined, entry.key || createKey());\n  }); // Public interface\n\n  var createHref = createPath;\n\n  function push(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state

 argument to push when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'PUSH';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var prevIndex = history.index;\n      var nextIndex = prevIndex + 1;\n      var nextEntries = history.entries.slice(0);\n\n      if (nextEntries.length > nextIndex) {\n        nextEntries.splice(nextIndex, nextEntries.length - nextIndex, location);\n      } else {\n        nextEntries.push(location);\n      }\n\n      setState({\n        action: action,\n        location: location,\n        index: nextIndex,\n        entries: nextEntries\n      });\n    });\n  }\n\n  function replace(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You

 should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'REPLACE';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      history.entries[history.index] = location;\n      setState({\n        action: action,\n        location: location\n      });\n    });\n  }\n\n  function go(n) {\n    var nextIndex = clamp(history.index + n, 0, history.entries.length - 1);\n    var action = 'POP';\n    var location = history.entries[nextIndex];\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (ok) {\n        setState({\n          action: action,\n          location: location,\n          index: nextIndex\n        });\n      } else {\n        // Mimic the behavior of DOM histories

 by\n        // causing a render after a cancelled POP.\n        setState();\n      }\n    });\n  }\n\n  function goBack() {\n    go(-1);\n  }\n\n  function goForward() {\n    go(1);\n  }\n\n  function canGo(n) {\n    var nextIndex = history.index + n;\n    return nextIndex >= 0 && nextIndex < history.entries.length;\n  }\n\n  function block(prompt) {\n    if (prompt === void 0) {\n      prompt = false;\n    }\n\n    return transitionManager.setPrompt(prompt);\n  }\n\n  function listen(listener) {\n    return transitionManager.appendListener(listener);\n  }\n\n  var history = {\n    length: entries.length,\n    action: 'POP',\n    location: entries[index],\n    index: index,\n    entries: entries,\n    createHref: createHref,\n    push: push,\n    replace: replace,\n    go: go,\n    goBack: goBack,\n    goForward: goForward,\n    canGo: canGo,\n    block: block,\n    listen: listen\n  };\n  return history;\n}\n\nexport { createBrowserHistory, createHashHistory, createMemoryHistory,

 createLocation, locationsAreEqual, parsePath, createPath };\n","import React, { Component } from 'react';\nimport _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport PropTypes from 'prop-types';\nimport warning from 'tiny-warning';\n\nvar MAX_SIGNED_31_BIT_INT = 1073741823;\nvar commonjsGlobal = typeof globalThis !== 'undefined' ? globalThis : typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : {};\n\nfunction getUniqueId() {\n  var key = '__global_unique_id__';\n  return commonjsGlobal[key] = (commonjsGlobal[key] || 0) + 1;\n}\n\nfunction objectIs(x, y) {\n  if (x === y) {\n    return x !== 0 || 1 / x === 1 / y;\n  } else {\n    return x !== x && y !== y;\n  }\n}\n\nfunction createEventEmitter(value) {\n  var handlers = [];\n  return {\n    on: function on(handler) {\n      handlers.push(handler);\n    },\n    off: function off(handler) {\n      handlers = handlers.filter(function (h) {\n        return h !== handler;\n      });\n

    },\n    get: function get() {\n      return value;\n    },\n    set: function set(newValue, changedBits) {\n      value = newValue;\n      handlers.forEach(function (handler) {\n        return handler(value, changedBits);\n      });\n    }\n

};\n}\n\nfunction onlyChild(children) {\n  return Array.isArray(children) ? children[0] : children;\n}\n\nfunction createReactContext(defaultValue, calculateChangedBits) {\n  var _Provider$childContex, _Consumer$contextType;\n\n  var contextProp = '__create-react-context-' + getUniqueId() + '__';\n\n  var Provider = /*#__PURE__*/function (_Component) {\n    _inheritsLoose(Provider, _Component);\n\n    function Provider() {\n      var _this;\n\n      _this = _Component.apply(this, arguments) || this;\n      _this.emitter = createEventEmitter(_this.props.value);\n      return _this;\n    }\n\n    var _proto = Provider.prototype;\n    _proto.getChildContext = function getChildContext() {\n      var _ref;\n\n      return _ref = {}, _ref[contextProp] = this.emitter, _ref;\n    };\n\n    _proto.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n      if (this.props.value !== nextProps.value) {\n        var oldValue = this.props.value;\n        var newValue = nextProps.value;\n        var changedBits;\n        if (objectIs(oldValue, newValue)) {\n          changedBits = 0;\n        } else {\n          changedBits = typeof calculateChangedBits === 'function' ? calculateChangedBits(oldValue, newValue) : MAX_SIGNED_31_BIT_INT;\n\n          if (process.env.NODE_ENV !== 'production') {\n            warning((changedBits & MAX_SIGNED_31_BIT_INT) === changedBits, 'calculateChangedBits: Expected the return value to be a ' + '31-bit integer. Instead received: ' + changedBits);\n          }\n\n          changedBits |= 0;\n\n          if (changedBits !== 0) {\n            this.emitter.set(nextProps.value, changedBits);\n          }\n        }\n      }\n    };\n\n    _proto.render = function render() {\n      return this.props.children;\n    };\n\n    return Provider;\n  }(Component);\n\n  Provider.childContextTypes = (_Provider$childContex = {}, _Provider$childContex[contextProp] = PropTypes.object.isRequired, _Provider$childContex);\n\n  var Consumer = /*#__PURE__*/function (_Component2) {\n    _inheritsLoose(Consumer, _Component2);\n\n    function Consumer() {\n      var _this2;\n\n      _this2 = _Component2.apply(this, arguments) || this;\n      _this2.state = {\n        value: _this2.getValue()\n      };\n      _this2.onUpdate = function (newValue, changedBits) {\n        var observedBits = _this2.observedBits | 0;\n\n        if ((observedBits & changedBits) !== 0) {\n          _this2.setState({\n            value: _this2.getValue()\n          });\n        }\n      };\n\n      return _this2;\n    }\n\n    var _proto2 = Consumer.prototype;\n\n    _proto2.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n      var observedBits = nextProps.observedBits;\n      this.observedBits = observedBits === undefined || observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n    };\n\n    _proto2.componentDidMount = function componentDidMount() {\n      if (this.context[contextProp]) {\n        this.context[contextProp].on(this.onUpdate);\n      }\n\n      var observedBits = this.props.observedBits;\n      this.observedBits = observedBits === undefined || observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n    };\n\n    _proto2.componentWillUnmount = function componentWillUnmount() {\n      if (this.context[contextProp]) {\n        this.context[contextProp].off(this.onUpdate);\n      }\n    };\n\n    _proto2.getValue = function getValue() {\n      if (this.context[contextProp]) {\n        return this.context[contextProp].get();\n      } else {\n        return defaultValue;\n      }\n    };\n\n    _proto2.render = function render() {\n      return onlyChild(this.props.children)(this.state.value);\n    };\n\n    return Consumer;\n  }(Component);\n\n  Consumer.contextTypes = (_Consumer$contextType = {}, _Consumer$contextType[contextProp] = PropTypes.object, _Consumer$contextType);\n  return {\n    Provider: Provider,\n    Consumer: Consumer\n  };\n}\n\nvar index = React.createContext || createReactContext;\n\nexport default index;\n","var isarray = require('isarray')\n\n/**\n * Expose `pathToRegexp`.\n */\nmodule.exports = pathToRegexp\nmodule.exports.parse = parse\nmodule.exports.compile = compile\nmodule.exports.tokensToFunction = tokensToFunction\nmodule.exports.tokensToRegExp = tokensToRegExp\n\n/**\n * The main path matching regexp utility.\n *\n * @type {RegExp}\n */\nvar PATH_REGEXP = new RegExp([\n  // Match escaped characters that would otherwise appear in future matches.\n  // This allows the user to escape special characters that won't transform.\n  '(\\\\\\\\\\\\\\\\.)',\n  // Match Express-style parameters and un-named parameters with a prefix\n  // and optional suffixes. Matches appear as:\n  //\n  // \"/:test(\\\\\\\\d+)?\"

=> [\"/\", \"test\", \"\\d+\", undefined, \"?\", undefined]\n  // \"/route(\\\\d+)\"  => [undefined, undefined, undefined, \"\\d+\", undefined, undefined]\n  // \"/*\"           => [\"/\", undefined, undefined, undefined, undefined, \"*\"]\n '([\\\\/.])?(?:(?:\\\\:(\\\\w+)(?:\\\\(((?:\\\\\\.|[^\\\\\\\()])+))\\\\))?|\\\\(((?:\\\\\\.|[^\\\\\\\()])+))\\\\))([+*?])?|(\\\\*))'\n].join('|'), 'g')\n\n/**\n * Parse a string for the raw tokens.\n *\n * @param  {string} str\n * @param  {Object=} options\n * @return {!Array}\n */\nfunction parse (str, options) {\n  var tokens = []\n  var key = 0\n  var index = 0\n  var path = ''\n  var defaultDelimiter = options && options.delimiter || '/'\n  var res\n\n  while ((res = PATH_REGEXP.exec(str)) != null) {\n    var m = res[0]\n    var escaped = res[1]\n    var offset = res.index\n    path += str.slice(index, offset)\n    index = offset + m.length\n\n    // Ignore already escaped sequences.\n    if (escaped) {\n      path += escaped[1]\n      continue\n    }\n\n    var next = str[index]\n    var prefix = res[2]\n    var name = res[3]\n    var capture = res[4]\n    var group = res[5]\n    var modifier = res[6]\n    var asterisk = res[7]\n\n    // Push the current path onto the tokens.\n    if (path) {\n      tokens.push(path)\n      path = ''\n    }\n\n    var partial = prefix != null && next != null && next !== prefix\n    var repeat = modifier === '+' || modifier === '*'\n    var optional = modifier === '?' || modifier === '*'\n    var delimiter = res[2] || defaultDelimiter\n    var pattern = capture || group\n\n    tokens.push({\n      name: name || key++,\n      prefix: prefix || '',\n      delimiter: delimiter,\n      optional: optional,\n      repeat: repeat,\n      partial: partial,\n      asterisk: !!asterisk,\n      pattern: pattern ? escapeGroup(pattern) : (asterisk ? '.*' : '[^' + escapeString(delimiter) + ']+?')\n    })\n  }\n\n  // Match any characters still remaining.\n  if (index < str.length) {\n    path += str.substr(index)\n  }\n\n  // If the path exists, push it onto the end.\n  if (path) {\n    tokens.push(path)\n  }\n\n  return tokens\n}\n\n/**\n * Compile a string to a template function for the path.\n *\n * @param  {string}             str\n * @param  {Object=}            options\n * @return {!function(Object=, Object=)}\n */\nfunction compile (str, options) {\n  return tokensToFunction(parse(str, options))\n}\n\n/**\n * Prettier encoding of URI path segments.\n *\n * @param  {string}\n * @return {string}\n */\nfunction encodeURIComponentPretty (str) {\n  return encodeURI(str).replace(/[\\/?#]/g, function (c) {\n    return '%' + c.charCodeAt(0).toString(16).toUpperCase()\n  })\n}\n\n/**\n * Encode the asterisk parameter. Similar to `pretty`, but allows slashes.\n *\n * @param  {string}\n * @return {string}\n */\nfunction encodeAsterisk (str) {\n  return encodeURI(str).replace(/[?#]/g, function (c) {\n    return '%' + c.charCodeAt(0).toString(16).toUpperCase()\n  })\n}\n\n/**\n * Expose a method for transforming tokens into the path function.\n */\nfunction tokensToFunction (tokens) {\n  // Compile all the tokens into regexps.\n  var matches = new Array(tokens.length)\n\n  // Compile all the patterns before compilation.\n  for (var i = 0; i < tokens.length; i++) {\n    if (typeof tokens[i] === 'object') {\n      matches[i] = new RegExp('^(?:' + tokens[i].pattern + ')$')\n    }\n  }\n\n  return function (obj, opts) {\n    var path = ''\n    var data = obj || {}\n    var options = opts || {}\n    var encode = options.pretty ? encodeURIComponentPretty : encodeURIComponent\n\n    for (var i = 0; i < tokens.length; i++) {\n      var token = tokens[i]\n\n      if (typeof token === 'string') {\n        path += token\n\n        continue\n      }\n\n      var value = data[token.name]\n      var segment\n\n      if (value == null) {\n        if (token.optional) {\n          // Prepend partial segment prefixes.\n          if (token.partial) {\n            path += token.prefix\n          }\n\n          continue\n        } else {\n          throw new TypeError('Expected \"' + token.name + '\" to be defined')\n        }\n      }\n\n      if (isarray(value)) {\n        if (!token.repeat) {\n          throw new TypeError('Expected \"' + token.name + '\" to not repeat, but received `' + JSON.stringify(value) + '`')\n        }\n\n        if (value.length === 0) {\n          if (token.optional) {\n            continue\n          } else {\n            throw new TypeError('Expected \"' + token.name + '\" to not be empty')\n          }\n        }\n\n        for (var j = 0; j < value.length; j++) {\n          segment = encode(value[j])\n\n          if (!matches[i].test(segment)) {\n            throw new TypeError('Expected all \"' + token.name + '\" to match \"' + token.pattern + '\", but received `' + JSON.stringify(segment) + '`')\n          }\n\n          path += (j === 0 ? token.prefix : token.delimiter) + segment\n        }\n\n        continue\n      }\n\n      segment = token.asterisk ? encodeAsterisk(value) : encode(value)\n\n      if (!matches[i].test(segment)) {\n        throw new TypeError('Expected \"' + token.name + '\" to match \"' + token.pattern + '\", but received \"' + segment + '\"')\n      }\n\n      path += token.prefix + segment\n    }\n\n    return path\n  }\n}\n\n/**\n * Escape a regular expression string.\n *\n * @param  {string} str\n * @return {string}\n */\nfunction escapeString (str) {\n  return

str.replace(/([.+*?=^!:${}()[\\]|\/\\\\])/g, '\\\\$1')\n}\n\n/**\n * Escape the capturing group by escaping special characters and meaning.\n *\n * @param  {string} group\n * @return {string}\n */\nfunction escapeGroup (group) {\n  return group.replace(/([=!:$\/\\()])/g, '\\\\$1')\n}\n\n/**\n * Attach the keys as a property of the regexp.\n *\n * @param  {!RegExp} re\n * @param  {Array}   keys\n * @return {!RegExp}\n */\nfunction attachKeys (re, keys) {\n  re.keys = keys\n  return re\n}\n\n/**\n * Get the flags for a regexp from the options.\n *\n * @param  {Object} options\n * @return {string}\n */\nfunction flags (options) {\n  return options.sensitive ? '' : 'i'\n}\n\n/**\n * Pull out keys from a regexp.\n *\n * @param  {!RegExp} path\n * @param  {!Array}  keys\n * @return {!RegExp}\n */\nfunction regexpToRegexp (path, keys) {\n  // Use a negative lookahead to match only capturing groups.\n  var groups = path.source.match(/\\((?!\\?)/g)\n\n  if (groups) {\n    for (var i = 0; i < groups.length; i++) {\n      keys.push({\n        name: i,\n        prefix: null,\n        delimiter: null,\n        optional: false,\n        repeat: false,\n        partial: false,\n        asterisk: false,\n        pattern: null\n      })\n    }\n  }\n\n  return attachKeys(path, keys)\n}\n\n/**\n * Transform an array into a regexp.\n *\n * @param  {!Array}  path\n * @param  {Array}   keys\n * @param  {!Object} options\n * @return {!RegExp}\n */\nfunction arrayToRegexp (path, keys, options) {\n  var parts = []\n\n  for (var i = 0; i < path.length; i++) {\n    parts.push(pathToRegexp(path[i], keys, options).source)\n  }\n\n  var regexp = new RegExp('(?:' + parts.join('|') + ')', flags(options))\n\n  return attachKeys(regexp, keys)\n}\n\n/**\n * Create a path regexp from string input.\n *\n * @param  {string}  path\n * @param  {!Array}  keys\n * @param  {!Object} options\n * @return {!RegExp}\n */\nfunction stringToRegexp (path, keys, options) {\n  return tokensToRegExp(parse(path, options), keys, options)\n}\n\n/**\n * Expose a function for taking tokens and returning a RegExp.\n *\n * @param  {!Array}          tokens\n * @param  {(Array|Object)=} keys\n * @param  {Object=}         options\n * @return {!RegExp}\n */\nfunction tokensToRegExp (tokens, keys, options) {\n  if (!isarray(keys)) {\n    options = /** @type {!Object} */ (keys || options)\n    keys = []\n  }\n\n  options = options || {}\n\n  var strict = options.strict\n  var end = options.end !== false\n  var route = ''\n\n  // Iterate over the tokens and create our regexp string.\n  for (var i = 0; i < tokens.length; i++) {\n    var token = tokens[i]\n\n    if (typeof token === 'string') {\n      route += escapeString(token)\n    } else {\n      var prefix = escapeString(token.prefix)\n      var capture = '(?:' + token.pattern + ')'\n\n      keys.push(token)\n\n      if (token.repeat) {\n        capture += '(?:' + prefix + capture + ')*'\n      }\n\n      if (token.optional) {\n        if (!token.partial) {\n          capture = '(?:' + prefix + '(' + capture + '))?'\n        } else {\n          capture = prefix + '(' + capture + ')?'\n        }\n      } else {\n        capture = prefix + '(' + capture + ')'\n      }\n\n      route += capture\n    }\n  }\n\n  var delimiter = escapeString(options.delimiter || '/')\n  var endsWithDelimiter = route.slice(-delimiter.length) === delimiter\n\n  // In non-strict mode we allow a slash at the end of match. If the path to\n  // match already ends with a slash, we remove it for consistency. The slash\n  // is valid at the end of a path match, not in the middle. This is important\n  // in non-ending mode, where \"/test/\" shouldn't match \"/test//route\".\n  if (!strict) {\n    route = (endsWithDelimiter ? route.slice(0, -delimiter.length) : route) + '(?:' + delimiter + '(?=$))?'\n  }\n\n  if (end) {\n    route += '$'\n  } else {\n    // In non-ending mode, we need the capturing groups to match as much as\n    // possible by using a positive lookahead to the end or next path segment.\n    route += strict && endsWithDelimiter ? '' : '(?=' + delimiter + '|$)'\n  }\n\n  return attachKeys(new RegExp('^' + route, flags(options)), keys)\n}\n\n/**\n * Normalize the given path string, returning a regular expression.\n *\n * An empty array can be passed in for the keys, which will hold the\n * placeholder key descriptions. For example, using `/user/:id`, `keys` will\n * contain `[{ name: 'id', delimiter: '/', optional: false, repeat: false }]`.\n *\n * @param  {(string|RegExp|Array)} path\n * @param  {(Array|Object)=}       keys\n * @param  {Object=}               options\n * @return {!RegExp}\n */\nfunction pathToRegexp (path, keys, options) {\n  if (!isarray(keys)) {\n    options = /** @type {!Object} */ (keys || options)\n    keys = []\n  }\n\n  options = options || {}\n\n  if (path instanceof RegExp) {\n    return regexpToRegexp(path, /** @type {!Array} */ (keys))\n  }\n\n  if (isarray(path)) {\n    return arrayToRegexp(/** @type {!Array} */ (path), /** @type {!Array} */ (keys), options)\n  }\n\n  return stringToRegexp(/** @type {string} */ (path), /** @type {!Array} */ (keys), options)\n}\n","module.exports = Array.isArray || function (arr) {\n  return Object.prototype.toString.call(arr) == '[object Array]';\n};\n","export default function

_objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length; i++) {\n key = sourceKeys[i];\n

 if (excluded.indexOf(key) >= 0) continue;\n target[key] = source[key];\n }\n\n return target;\n}","'use strict';\n\n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms.\n */\nvar ReactIs = require('react-is');\nvar REACT_STATICS = {\n childContextTypes: true,\n contextType: true,\n contextTypes: true,\n defaultProps: true,\n displayName: true,\n getDefaultProps: true,\n getDerivedStateFromError: true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\n\nvar KNOWN_STATICS = {\n name: true,\n length: true,\n prototype: true,\n caller: true,\n callee: true,\n arguments: true,\n arity: true\n};\n\nvar FORWARD_REF_STATICS = {\n '$$typeof': true,\n render: true,\n defaultProps: true,\n displayName: true,\n propTypes: true\n};\n\nvar MEMO_STATICS = {\n '$$typeof': true,\n compare: true,\n defaultProps: true,\n displayName: true,\n propTypes: true,\n type: true\n};\n\nvar TYPE_STATICS = {};\nTYPE_STATICS[ReactIs.ForwardRef] = FORWARD_REF_STATICS;\n\nfunction getStatics(component) {\n if (ReactIs.isMemo(component)) {\n return MEMO_STATICS;\n }\n return TYPE_STATICS[component['$$typeof']] || REACT_STATICS;\n}\n\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames = Object.getOwnPropertyNames;\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nvar getPrototypeOf = Object.getPrototypeOf;\nvar objectPrototype = Object.prototype;\n\nfunction hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n // don't hoist over string (html) components\n\n if (objectPrototype) {\n var inheritedComponent = getPrototypeOf(sourceComponent);\n if (inheritedComponent && inheritedComponent

 !== objectPrototype) {\n hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n }\n }\n\n var keys = getOwnPropertyNames(sourceComponent);\n\n if (getOwnPropertySymbols) {\n keys = keys.concat(getOwnPropertySymbols(sourceComponent));\n }\n\n var targetStatics = getStatics(targetComponent);\n var sourceStatics = getStatics(sourceComponent);\n\n for (var i = 0; i < keys.length; ++i) {\n var key = keys[i];\n if (!KNOWN_STATICS[key] && !(blacklist && blacklist[key]) && !(sourceStatics && sourceStatics[key]) && !(targetStatics && targetStatics[key])) {\n var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n try {\n // Avoid failures from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) {}\n }\n }\n\n

 return targetComponent;\n }\n\n return targetComponent;\n}\n\nmodule.exports = hoistNonReactStatics;\n","import _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport React from 'react';\nimport PropTypes from 'prop-types';\nimport { createMemoryHistory, createLocation, locationsAreEqual, createPath } from 'history';\nimport warning from 'tiny-warning';\nimport createContext from 'mini-create-react-context';\nimport invariant from 'tiny-invariant';\nimport _extends from '@babel/runtime/helpers/esm/extends';\nimport pathToRegexp from 'path-to-regexp';\nimport { isValidElementType } from 'react-is';\nimport _objectWithoutPropertiesLoose from '@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';\nimport hoistStatics from 'hoist-non-react-statics';\n\n// TODO: Replace with React.createContext once we can assume React 16+\n\nvar createNamedContext = function createNamedContext(name) {\n var context = createContext();\n context.displayName = name;\n return context;\n};\n\nvar historyContext = /*#__PURE__*/createNamedContext(\"Router-History\");\n\nvar context = /*#__PURE__*/createNamedContext(\"Router\");\n\n/**\n * The public API for putting history on context.\n */\n\nvar Router = /*#__PURE__*/function (_React$Component) {\n _inheritsLoose(Router, _React$Component);\n\n Router.computeRootMatch = function computeRootMatch(pathname) {\n return {\n path: \"/\",\n url: \"/\",\n params: {},\n isExact: pathname === \"/\"\n };\n };\n\n function Router(props) {\n var _this;\n\n _this = _React$Component.call(this, props) || this;\n _this.state = {\n location:

props.history.location\n    }; // This is a bit of a hack. We have to start listening for location\n    // changes here in the constructor in case there are any <Redirect>s\n    // on the initial render. If there are, they will replace/push when\n    // they mount and since cDM fires in children before parents, we may\n    // get a new location before the <Router> is mounted.\n\n    _this._isMounted = false;\n    _this._pendingLocation = null;\n\n    if (!props.staticContext) {\n      _this.unlisten = props.history.listen(function (location) {\n        if (_this._isMounted) {\n          _this.setState({\n            location: location\n          });\n        } else {\n          _this._pendingLocation = location;\n        }\n      });\n    }\n\n    return _this;\n  }\n\n  var _proto = Router.prototype;\n\n  _proto.componentDidMount = function componentDidMount() {\n    this._isMounted = true;\n\n    if (this._pendingLocation) {\n      this.setState({\n        location: this._pendingLocation\n      });\n    }\n  };\n\n  _proto.componentWillUnmount = function componentWillUnmount() {\n    if (this.unlisten) {\n      this.unlisten();\n      this._isMounted = false;\n      this._pendingLocation = null;\n    }\n  };\n\n  _proto.render = function render() {\n    return /*#__PURE__*/React.createElement(context.Provider, {\n      value: {\n        history: this.props.history,\n        location: this.state.location,\n        match: Router.computeRootMatch(this.state.location.pathname),\n        staticContext: this.props.staticContext\n      }\n    }, /*#__PURE__*/React.createElement(historyContext.Provider, {\n      children: this.props.children || null,\n      value: this.props.history\n    }));\n  };\n\n  return Router;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  Router.propTypes = {\n    children: PropTypes.node,\n    history: PropTypes.object.isRequired,\n    staticContext: PropTypes.object\n  };\n\n  Router.prototype.componentDidUpdate = function (prevProps) {\n    process.env.NODE_ENV !== \"production\" ? warning(prevProps.history === this.props.history, \"You cannot change <Router history>\") : void 0;\n  };\n}\n\n/**\n * The public API for a <Router> that stores location in memory.\n */\n\nvar MemoryRouter = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(MemoryRouter, _React$Component);\n\n  function MemoryRouter() {\n    var _this;\n\n    for (var _len = arguments.length, args = new Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    _this = _React$Component.call.apply(_React$Component, [this].concat(args)) || this;\n    _this.history = createMemoryHistory(_this.props);\n    return _this;\n  }\n\n  var _proto = MemoryRouter.prototype;\n\n  _proto.render = function render() {\n    return /*#__PURE__*/React.createElement(Router, {\n      history: this.history,\n      children: this.props.children\n    });\n  };\n\n  return MemoryRouter;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  MemoryRouter.propTypes = {\n    initialEntries: PropTypes.array,\n    initialIndex: PropTypes.number,\n    getUserConfirmation: PropTypes.func,\n    keyLength: PropTypes.number,\n    children: PropTypes.node\n  };\n\n  MemoryRouter.prototype.componentDidMount = function () {\n    process.env.NODE_ENV

!== \"production\" ? warning(!this.props.history, \"<MemoryRouter> ignores the history prop. To use a custom history, \" + \"use `import { Router }` instead of `import { MemoryRouter as Router }`.\") : void 0;\n  };\n}\n\nvar Lifecycle = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(Lifecycle, _React$Component);\n\n  function Lifecycle() {\n    return _React$Component.apply(this, arguments) || this;\n  }\n\n  var _proto = Lifecycle.prototype;\n\n  _proto.componentDidMount = function componentDidMount() {\n    if (this.props.onMount) this.props.onMount.call(this, this);\n  };\n\n  _proto.componentDidUpdate = function componentDidUpdate(prevProps) {\n    if (this.props.onUpdate) this.props.onUpdate.call(this, this, prevProps);\n  };\n\n  _proto.componentWillUnmount = function componentWillUnmount() {\n    if (this.props.onUnmount) this.props.onUnmount.call(this, this);\n  };\n\n  _proto.render = function render() {\n    return null;\n  };\n\n  return Lifecycle;\n}(React.Component);\n\n/**\n

* The public API for prompting the user before navigating away from a screen.\n */\n\nfunction Prompt(_ref) {\n  var message = _ref.message,\n      _ref$when = _ref.when,\n      when = _ref$when === void 0 ? true : _ref$when;\n  return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n    !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Prompt> outside a <Router>\") : invariant(false) : void 0;\n    if (!when || context.staticContext) return null;\n    var method = context.history.block;\n    return /*#__PURE__*/React.createElement(Lifecycle, {\n      onMount: function

onMount(self) {\n        self.release = method(message);\n    },\n    onUpdate: function onUpdate(self, prevProps) {\n        if (prevProps.message !== message) {\n            self.release();\n            self.release = method(message);\n        }\n    },\n    onUnmount: function onUnmount(self) {\n        self.release();\n    },\n    message: message\n    });\n    });\n}\n\nif (process.env.NODE_ENV !== \"production\") {\n    var messageType = PropTypes.oneOfType([PropTypes.func, PropTypes.string]);\n    Prompt.propTypes = {\n    when: PropTypes.bool,\n    message: messageType.isRequired\n    };\n}\n\nvar cache = {};\nvar cacheLimit = 10000;\nvar cacheCount = 0;\n\nfunction compilePath(path) {\n    if (cache[path]) return cache[path];\n    var generator = pathToRegexp.compile(path);\n\n    if (cacheCount < cacheLimit) {\n        cache[path] = generator;\n        cacheCount++;\n    }\n\n    return generator;\n}\n/**\n * Public API for generating a URL pathname from a path and parameters.\n */\n\nfunction generatePath(path, params) {\n    if (path === void 0) {\n        path = \"/\";\n    }\n\n    if (params === void 0) {\n        params = {};\n    }\n\n    return path === \"/\" ? path : compilePath(path)(params, {\n    pretty: true\n    });\n}\n\n/**\n * The public API for navigating programmatically with a component.\n */\n\nfunction Redirect(_ref)

 {\n    var computedMatch = _ref.computedMatch,\n        to = _ref.to,\n        _ref$push = _ref.push,\n        push = _ref$push === void 0 ? false : _ref$push;\n    return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n        !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Redirect> outside a <Router>\") : invariant(false) : void 0;\n        var history = context.history,\n            staticContext = context.staticContext;\n        var method = push ? history.push : history.replace;\n        var location = createLocation(computedMatch ? typeof to === \"string\" ? generatePath(to, computedMatch.params) : _extends({},\n        to, {\n            pathname: generatePath(to.pathname, computedMatch.params)\n        }) : to); // When rendering in a static context,\n        // set the new location immediately.\n\n        if (staticContext) {\n            method(location);\n            return null;\n        }\n\n        return /*#__PURE__*/React.createElement(Lifecycle, {\n            onMount:

 function onMount() {\n            method(location);\n        },\n        onUpdate: function onUpdate(self, prevProps) {\n            var prevLocation = createLocation(prevProps.to);\n\n            if (!locationsAreEqual(prevLocation, _extends({},\n            location, {\n                key: prevLocation.key\n            }))) {\n                method(location);\n            }\n        },\n        to: to\n        });\n    });\n}\n\nif (process.env.NODE_ENV !== \"production\") {\n    Redirect.propTypes = {\n        push: PropTypes.bool,\n        from: PropTypes.string,\n        to: PropTypes.oneOfType([PropTypes.string, PropTypes.object]).isRequired\n    };\n}\n\nvar cache$1 = {};\nvar cacheLimit$1 = 10000;\nvar cacheCount$1 = 0;\n\nfunction compilePath$1(path, options) {\n    var cacheKey = \"\" + options.end + options.strict + options.sensitive;\n    var pathCache = cache$1[cacheKey] || (cache$1[cacheKey] = {});\n    if (pathCache[path]) return pathCache[path];\n    var keys = [];\n    var regexp = pathToRegexp(path, keys, options);\n    var result = {\n        regexp: regexp,

    keys: keys\n    };\n\n    if (cacheCount$1 < cacheLimit$1) {\n        pathCache[path] = result;\n        cacheCount$1++;\n    }\n\n    return result;\n}\n/**\n * Public API for matching a URL pathname to a path.\n */\n\nfunction matchPath(pathname, options) {\n    if (options === void 0) {\n        options = {};\n    }\n\n    if (typeof options === \"string\" || Array.isArray(options)) {\n        options = {\n            path: options\n        };\n    }\n\n    var _options = options,\n        path = _options.path,\n        _options$exact = _options.exact,\n        exact = _options$exact === void 0 ? false : _options$exact,\n        _options$strict = _options.strict,\n        strict = _options$strict === void 0 ? false : _options$strict,\n        _options$sensitive = _options.sensitive,\n        sensitive = _options$sensitive === void 0 ? false : _options$sensitive;\n    var paths = [].concat(path);\n    return paths.reduce(function (matched, path) {\n        if (!path && path !== \"\") return null;\n        if (matched) return matched;\n\n    var _compilePath = compilePath$1(path, {\n        end: exact,\n        strict: strict,\n        sensitive: sensitive\n        }),\n        regexp = _compilePath.regexp,\n        keys = _compilePath.keys;\n\n    var match = regexp.exec(pathname);\n    if (!match) return null;\n    var url = match[0],\n        values = match.slice(1);\n    var isExact = pathname === url;\n    if (exact && !isExact) return null;\n    return {\n        path: path,\n        // the path used to match\n        url: path === \"/\" && url === \"\" ? \"/\" : url,\n        // the matched portion of the URL\n        isExact: isExact,\n        // whether or not we matched exactly\n        params: keys.reduce(function (memo, key, index) {\n            memo[key.name] = values[index];\n            return memo;\n        }, {})\n    };\n    }, null);\n}\n\nfunction isEmptyChildren(children) {\n    return React.Children.count(children) === 0;\n}\n\nfunction evalChildrenDev(children, props, path) {\n    var value =

children(props);\n  process.env.NODE_ENV !==

\"production\" ? warning(value !== undefined, \"You returned `undefined` from the `children` function of \" +
(\"<Route\" + (path ? \" path=\\\"\" + path + \"\\\"\" : \"\") + \">, but you \") + \"should have returned a React element
or `null`\") : void 0;\n  return value || null;\n}\n\n/**\n * The public API for matching a single path and rendering.\n
*/\n\n\nvar Route = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(Route,
_React$Component);\n\n  function Route() {\n    return _React$Component.apply(this, arguments) || this;\n  }\n\n
var _proto = Route.prototype;\n\n  _proto.render = function render() {\n    var _this = this;\n\n    return
/*#__PURE__*/React.createElement(context.Consumer, null, function (context$1) {\n      !context$1 ?
process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Route> outside a <Router>\")
: invariant(false) : void 0;\n      var location = _this.props.location || context$1.location;\n      var match =
_this.props.computedMatch

? _this.props.computedMatch // <Switch> already computed the match for us\n      : _this.props.path ?
matchPath(location.pathname, _this.props) : context$1.match;\n\n      var props = _extends({}, context$1, {\n
location: location,\n        match: match\n      });\n\n      var _this$props = _this.props,\n          children =
_this$props.children,\n          component = _this$props.component,\n          render = _this$props.render; // Preact
uses an empty array as children by\n      // default, so use null if that's the case.\n\n      if (Array.isArray(children)
&& isEmptyChildren(children)) {\n        children = null;\n      }\n\n      return
/*#__PURE__*/React.createElement(context.Provider, {\n        value: props\n      }, props.match ? children ? typeof
children === \"function\" ? process.env.NODE_ENV !== \"production\" ? evalChildrenDev(children, props,
_this.props.path) : children(props) : children : component ? /*#__PURE__*/React.createElement(component, props)
: render ? render(props) : null : typeof children === \"function\" ? process.env.NODE_ENV !== \"production\" ?
evalChildrenDev(children, props, _this.props.path) : children(props) : null);\n    });\n  };\n\n  return
Route;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  Route.propTypes = {\n
children: PropTypes.oneOfType([PropTypes.func, PropTypes.node]),\n    component: function component(props,
propName) {\n      if (props[propName] && !isValidElementType(props[propName])) {\n        return new
Error(\"Invalid prop 'component' supplied to 'Route': the prop is not a valid React component\");\n      }\n    },\n
exact: PropTypes.bool,\n    location: PropTypes.object,\n    path: PropTypes.oneOfType([PropTypes.string,
PropTypes.arrayOf(PropTypes.string)]),\n    render: PropTypes.func,\n    sensitive: PropTypes.bool,\n    strict:
PropTypes.bool\n  };\n\n  Route.prototype.componentDidMount = function () {\n    process.env.NODE_ENV !==
\"production\" ? warning(!(this.props.children

&& !isEmptyChildren(this.props.children) && this.props.component), \"You should not use <Route component>
and <Route children> in the same route; <Route component> will be ignored\") : void 0;\n
process.env.NODE_ENV !== \"production\" ? warning(!(this.props.children &&
!isEmptyChildren(this.props.children) && this.props.render), \"You should not use <Route render> and <Route
children> in the same route; <Route render> will be ignored\") : void 0;\n    process.env.NODE_ENV !==
\"production\" ? warning(!(this.props.component && this.props.render), \"You should not use <Route component>
and <Route render> in the same route; <Route render> will be ignored\") : void 0;\n  };\n\n
Route.prototype.componentDidUpdate = function (prevProps) {\n    process.env.NODE_ENV !== \"production\" ?
warning(!(this.props.location && !prevProps.location), '<Route> elements should not change from uncontrolled to
controlled (or vice versa). You initially used no \"location\" prop and

then provided one on a subsequent render.') : void 0;\n    process.env.NODE_ENV !== \"production\" ?
warning(!(!this.props.location && prevProps.location), '<Route> elements should not change from controlled to
uncontrolled (or vice versa). You provided a \"location\" prop initially but omitted it on a subsequent render.') : void
0;\n  };\n}\n\nfunction addLeadingSlash(path) {\n  return path.charAt(0) === \"/\" ? path : \"/\" +
path;\n}\n\nfunction addBasename(basename, location) {\n  if (!basename) return location;\n  return _extends({},
location, {\n    pathname: addLeadingSlash(basename) + location.pathname\n  });\n}\n\nfunction
stripBasename(basename, location) {\n  if (!basename) return location;\n  var base = addLeadingSlash(basename);\n
if (location.pathname.indexOf(base) !== 0) return location;\n  return _extends({}, location, {\n    pathname:

location.pathname.substr(base.length)\n   });\n}\n\nfunction createURL(location) {\n   return typeof location ===
\"string\" ? location
 : createPath(location);\n}\n\nfunction staticHandler(methodName) {\n   return function () {\n
process.env.NODE_ENV !== \"production\" ? invariant(false, \"You cannot %s with <StaticRouter>\",
methodName) : invariant(false) ;\n   };\n}\n\nfunction noop() {}\n/**\n * The public top-level API for a \"static\"
<Router>, so-called because it\n * can't actually change the current location. Instead, it just records\n * location
changes in a context object. Useful mainly in testing and\n * server-rendering scenarios.\n */\n\nvar StaticRouter =
/*#__PURE__*/function (_React$Component) {\n   _inheritsLoose(StaticRouter, _React$Component);\n\n   function
StaticRouter() {\n     var _this;\n\n     for (var _len = arguments.length, args = new Array(_len), _key = 0; _key <
_len; _key++) {\n       args[_key] = arguments[_key];\n     }\n\n     _this =
_React$Component.call.apply(_React$Component, [this].concat(args)) || this;\n\n     _this.handlePush = function
(location) {\n       return _this.navigateTo(location,
 \"PUSH\");\n     };\n\n     _this.handleReplace = function (location) {\n       return _this.navigateTo(location,
\"REPLACE\");\n     };\n\n     _this.handleListen = function () {\n       return noop;\n     };\n\n     _this.handleBlock =
function () {\n       return noop;\n     };\n\n     return _this;\n   }\n\n   var _proto = StaticRouter.prototype;\n\n
_proto.navigateTo = function navigateTo(location, action) {\n     var _this$props = this.props,\n
_this$props$basename = _this$props.basename,\n       basename = _this$props$basename === void 0 ? \"\" :
_this$props$basename,\n       _this$props$context = _this$props.context,\n       context = _this$props$context ===
void 0 ? {} : _this$props$context;\n     context.action = action;\n     context.location = addBasename(basename,
createLocation(location));\n     context.url = createURL(context.location);\n   };\n\n   _proto.render = function render()
{\n     var _this$props2 = this.props,\n       _this$props2$basename = _this$props2.basename,\n
     basename = _this$props2$basename === void 0 ? \"\" : _this$props2$basename,\n       _this$props2$context =
_this$props2.context,\n       context = _this$props2$context === void 0 ? {} : _this$props2$context,\n
_this$props2$location = _this$props2.location,\n       location = _this$props2$location === void 0 ? \"/\" :
_this$props2$location,\n       rest = _objectWithoutPropertiesLoose(_this$props2, [\"basename\", \"context\",
\"location\"]);\n\n     var history = {\n       createHref: function createHref(path) {\n         return
addLeadingSlash(basename + createURL(path));\n       },\n       action: \"POP\",\n       location:
stripBasename(basename, createLocation(location)),\n       push: this.handlePush,\n       replace: this.handleReplace,\n
    go: staticHandler(\"go\"),\n       goBack: staticHandler(\"goBack\"),\n       goForward:
staticHandler(\"goForward\"),\n       listen: this.handleListen,\n       block: this.handleBlock\n     };\n     return
/*#__PURE__*/React.createElement(Router,
 _extends({}, rest, {\n       history: history,\n       staticContext: context\n     }));\n   };\n\n   return
StaticRouter;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n
StaticRouter.propTypes = {\n   basename: PropTypes.string,\n   context: PropTypes.object,\n   location:
PropTypes.oneOfType([PropTypes.string, PropTypes.object])\n   };\n\n
StaticRouter.prototype.componentDidMount = function () {\n     process.env.NODE_ENV !== \"production\" ?
warning(!this.props.history, \"<StaticRouter> ignores the history prop. To use a custom history, \" + \"use `import {
Router }` instead of `import { StaticRouter as Router }`.\") : void 0;\n   };\n}\n\n/**\n * The public API for rendering
the first <Route> that matches.\n */\n\nvar Switch = /*#__PURE__*/function (_React$Component) {\n
_inheritsLoose(Switch, _React$Component);\n\n   function Switch() {\n     return _React$Component.apply(this,
arguments) || this;\n   }\n\n   var _proto = Switch.prototype;\n\n
 _proto.render = function render() {\n     var _this = this;\n\n     return
/*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n       !context ?
process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Switch> outside a <Router>\")
: invariant(false) : void 0;\n       var location = _this.props.location || context.location;\n       var element, match; // We
use React.Children.forEach instead of React.Children.toArray().find()\n       // here because toArray adds keys to all
child elements and we do not want\n       // to trigger an unmount/remount for two <Route>s that render the same\n
// component at different URLs.\n\n       React.Children.forEach(_this.props.children, function (child) {\n         if

(match == null && /*#__PURE__*/React.isValidElement(child)) {\n          element = child;\n          var path = child.props.path || child.props.from;\n          match = path ? matchPath(location.pathname, _extends({}, child.props, {\n

          path: path\n          })) : context.match;\n        }\n      });\n      return match ? /*#__PURE__*/React.cloneElement(element, {\n        location: location,\n        computedMatch: match\n      }) : null;\n    });\n  };\n\n  return Switch;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  Switch.propTypes = {\n    children: PropTypes.node,\n    location: PropTypes.object\n  };\n\n  Switch.prototype.componentDidUpdate = function (prevProps) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(this.props.location && !prevProps.location), '<Switch> elements should not change from uncontrolled to controlled (or vice versa). You initially used no \"location\" prop and then provided one on a subsequent render.') : void 0;\n    process.env.NODE_ENV !== \"production\" ? warning(!(!this.props.location && prevProps.location), '<Switch> elements should not change from controlled to uncontrolled (or vice versa). You provided a \"location\" prop initially

 but omitted it on a subsequent render.') : void 0;\n  };\n}\n\n/**\n * A public higher-order component to access the imperative API\n */\n\nfunction withRouter(Component) {\n  var displayName = \"withRouter(\" + (Component.displayName || Component.name) + \")\";\n\n  var C = function C(props) {\n    var wrappedComponentRef = props.wrappedComponentRef,\n        remainingProps = _objectWithoutPropertiesLoose(props, [\"wrappedComponentRef\"]);\n\n    return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n      !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <\" + displayName + \" /> outside a <Router>\") : invariant(false) : void 0;\n      return /*#__PURE__*/React.createElement(Component, _extends({}, remainingProps, context, {\n        ref: wrappedComponentRef\n      }));\n    });\n  };\n\n  C.displayName = displayName;\n  C.WrappedComponent = Component;\n\n  if (process.env.NODE_ENV !== \"production\") {\n    C.propTypes

 = {\n        wrappedComponentRef: PropTypes.oneOfType([PropTypes.string, PropTypes.func, PropTypes.object])\n  };\n  }\n\n  return hoistStatics(C, Component);\n}\n\nvar useContext = React.useContext;\nfunction useHistory() {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useHistory()\") : invariant(false) : void 0;\n  }\n\n  return useContext(historyContext);\n}\nfunction useLocation() {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useLocation()\") : invariant(false) : void 0;\n  }\n\n  return useContext(context).location;\n}\nfunction useParams() {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\"

 ? invariant(false, \"You must use React >= 16.8 in order to use useParams()\") : invariant(false) : void 0;\n  }\n\n  var match = useContext(context).match;\n  return match ? match.params : {};\n}\nfunction useRouteMatch(path) {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useRouteMatch()\") : invariant(false) : void 0;\n  }\n\n  var location = useLocation();\n  var match = useContext(context).match;\n  return path ? matchPath(location.pathname, path) : match;\n}\n\nif (process.env.NODE_ENV !== \"production\") {\n  if (typeof window !== \"undefined\") {\n    var global = window;\n    var key = \"__react_router_build__\";\n    var buildNames = {\n      cjs: \"CommonJS\",\n      esm: \"ES modules\",\n      umd: \"UMD\"\n    };\n\n    if (global[key] && global[key] !== \"esm\") {\n      var initialBuildName = buildNames[global[key]];\n

    var secondaryBuildName = buildNames[\"esm\"]; // TODO: Add link to article that explains in detail how to avoid\n    // loading 2 different builds.\n\n      throw new Error(\"You are loading the \" + secondaryBuildName + \" build of React Router \" + (\"on a page that is already running the \" + initialBuildName + \" \") + \"build, so things won't work right.\");\n    }\n\n    global[key] = \"esm\";\n  }\n}\n\nexport { MemoryRouter, Prompt, Redirect, Route,

Router, StaticRouter, Switch, historyContext as __HistoryContext, context as __RouterContext, generatePath, matchPath, useHistory, useLocation, useParams, useRouteMatch, withRouter };\n//# sourceMappingURL=react-router.js.map\n","import { createLocation } from \"history\";\n\nexport const resolveToLocation = (to, currentLocation) =>\n  typeof to === \"function\" ? to(currentLocation) : to;\n\nexport const normalizeToLocation = (to, currentLocation) => {\n  return typeof to === \"string\"\n    ? createLocation(to, null, null, currentLocation)\n    : to;\n};\n","import React from \"react\";\nimport { __RouterContext as RouterContext } from \"react-router\";\nimport { createPath } from 'history';\nimport PropTypes from \"prop-types\";\nimport invariant from \"tiny-invariant\";\nimport {\n  resolveToLocation,\n  normalizeToLocation\n} from \"./utils/locationUtils.js\";\n\n// React 15 compat\nconst forwardRefShim = C => C;\nlet { forwardRef } = React;\nif (typeof forwardRef === \"undefined\") {\n  forwardRef = forwardRefShim;\n}\n\nfunction isModifiedEvent(event) {\n  return !!(event.metaKey || event.altKey || event.ctrlKey || event.shiftKey);\n}\n\nconst LinkAnchor = forwardRef(\n  (\n    {\n      innerRef, // TODO: deprecate\n      navigate,\n      onClick,\n      ...rest\n    },\n    forwardedRef\n  ) => {\n    const { target } = rest;\n\n    let props = {\n      ...rest,\n      onClick: event => {\n        try {\n          if (onClick) onClick(event);\n        } catch (ex) {\n          event.preventDefault();\n          throw ex;\n        }\n\n        if (\n          !event.defaultPrevented && // onClick prevented default\n          event.button === 0 && // ignore everything but left clicks\n          (!target || target === \"_self\") && // let browser handle \"target=_blank\" etc.\n          !isModifiedEvent(event) // ignore clicks with modifier keys\n        ) {\n          event.preventDefault();\n          navigate();\n        }\n      }\n    };\n\n    // React 15 compat\n    if (forwardRefShim !== forwardRef) {\n      props.ref = forwardedRef || innerRef;\n    } else {\n      props.ref = innerRef;\n    }\n\n    /* eslint-disable-next-line jsx-a11y/anchor-has-content */\n    return <a {...props} />;\n  });\n\nif (__DEV__) {\n  LinkAnchor.displayName = \"LinkAnchor\";\n}\n\n/**\n * The public API for rendering a history-aware <a>.\n */\nconst Link = forwardRef(\n  (\n    {\n      component = LinkAnchor,\n      replace,\n      to,\n      innerRef, // TODO: deprecate\n      ...rest\n    },\n    forwardedRef\n  ) => {\n    return (\n      <RouterContext.Consumer>\n        {context => {\n          invariant(context, \"You should not use <Link> outside a <Router>\");\n\n          const { history } = context;\n\n          const location = normalizeToLocation(\n            resolveToLocation(to, context.location),\n            context.location\n          );\n\n          const href = location ? history.createHref(location) : \"\";\n          const props = {\n            ...rest,\n            href,\n            navigate() {\n              const location = resolveToLocation(to, context.location);\n              const isDuplicateNavigation = createPath(context.location) === createPath(normalizeToLocation(location));\n              const method = (replace || isDuplicateNavigation) ? history.replace : history.push;\n\n              method(location);\n            }\n          };\n\n          // React 15 compat\n          if (forwardRefShim !== forwardRef) {\n            props.ref = forwardedRef || innerRef;\n          } else {\n            props.innerRef = innerRef;\n          }\n\n          return React.createElement(component, props);\n        }}\n      </RouterContext.Consumer>\n    );\n  });\n\nif (__DEV__) {\n  const toType = PropTypes.oneOfType([\n    PropTypes.string,\n    PropTypes.object,\n    PropTypes.func\n  ]);\n  const refType = PropTypes.oneOfType([\n    PropTypes.string,\n    PropTypes.func,\n    PropTypes.shape({ current: PropTypes.any })\n  ]);\n\n  Link.displayName = \"Link\";\n\n  Link.propTypes = {\n    innerRef: refType,\n    onClick: PropTypes.func,\n    replace: PropTypes.bool,\n    target: PropTypes.string,\n    to: toType.isRequired\n  };\n}\n\nexport default Link;\n","import React from \"react\";\nimport { Router } from \"react-router\";\nimport { createBrowserHistory as createHistory } from \"history\";\nimport PropTypes from \"prop-types\";\nimport warning from \"tiny-warning\";\n\n/**\n * The public API for a <Router> that uses HTML5 history.\n */\nclass BrowserRouter extends React.Component {\n  history = createHistory(this.props);\n\n  render() {\n    return <Router history={this.history} children={this.props.children} />;\n  }\n}\n\nif (__DEV__) {\n  BrowserRouter.propTypes = {\n    basename: PropTypes.string,\n    children: PropTypes.node,\n    forceRefresh: PropTypes.bool,\n    getUserConfirmation: PropTypes.func,\n    keyLength: PropTypes.number\n  };\n\n  BrowserRouter.prototype.componentDidMount = function() {\n    warning(\n      !this.props.history,\n      \"<BrowserRouter> ignores the history prop. To use a custom history, \" +\n        \"use `import { Router }` instead of `import { BrowserRouter as Router }`.\"\n    );\n  };\n}\n\nexport default BrowserRouter;\n","import React from \"react\";\nimport { Router } from \"react-router\";\nimport {

createHashHistory as createHistory } from \"history\";\nimport PropTypes from \"prop-types\";\nimport warning from \"tiny-warning\";\n\n/**\n * The public

 API for a <Router> that uses window.location.hash.\n */\nclass HashRouter extends React.Component {\n  history = createHistory(this.props);\n\n  render() {\n    return <Router history={this.history} children={this.props.children} />;\n  }\n}\n\nif (__DEV__) {\n  HashRouter.propTypes = {\n    basename: PropTypes.string,\n    children: PropTypes.node,\n    getUserConfirmation: PropTypes.func,\n    hashType: PropTypes.oneOf([\"hashbang\", \"noslash\", \"slash\"])\n  };\n\n  HashRouter.prototype.componentDidMount = function() {\n    warning(\n      !this.props.history,\n      \"<HashRouter> ignores the history prop. To use a custom history, \" +\n        \"use `import { Router }` instead of `import { HashRouter as Router }`.\"\n    );\n  };\n}\n\nexport default HashRouter;\n","import React from \"react\";\nimport { __RouterContext as RouterContext, matchPath } from \"react-router\";\nimport PropTypes from \"prop-types\";\nimport invariant from \"tiny-invariant\";\nimport Link from \"./Link.js\";\nimport {\n  resolveToLocation,\n  normalizeToLocation\n} from \"./utils/locationUtils.js\";\n\n// React 15 compat\nconst forwardRefShim = C => C;\nlet { forwardRef } = React;\nif (typeof forwardRef === \"undefined\") {\n  forwardRef = forwardRefShim;\n}\n\nfunction joinClassnames(...classnames) {\n  return classnames.filter(i => i).join(\" \");\n}\n\n/**\n * A <Link> wrapper that knows if it's \"active\" or not.\n */\nconst NavLink = forwardRef(\n  (\n    {\n      \"aria-current\": ariaCurrent = \"page\",\n      activeClassName = \"active\", // TODO: deprecate\n      activeStyle, // TODO: deprecate\n      className: classNameProp,\n      exact,\n      isActive: isActiveProp,\n      location: locationProp,\n      sensitive,\n      strict,\n      style: styleProp,\n      to,\n      innerRef, // TODO: deprecate\n      ...rest\n    },\n    forwardedRef\n  ) => {\n    return (\n      <RouterContext.Consumer>\n        {context => {\n          invariant(context, \"You should not

 use <NavLink> outside a <Router>\");\n\n          const currentLocation = locationProp || context.location;\n          const toLocation = normalizeToLocation(\n            resolveToLocation(to, currentLocation),\n            currentLocation\n          );\n          const { pathname: path } = toLocation;\n          // Regex taken from: https://github.com/pillarjs/path-to-regexp/blob/master/index.js#L202\n          const escapedPath =\n            path &&\n            path.replace(/([.+*?=^!:${}()[\\]|/\\\\])/g, \"\\\\$1\");\n\n          const match = escapedPath\n            ? matchPath(currentLocation.pathname, {\n                path: escapedPath,\n                exact,\n                sensitive,\n                strict\n              })\n            : null;\n          const isActive = !!(isActiveProp\n            ? isActiveProp(match, currentLocation)\n            : match);\n\n          let className =\n            typeof classNameProp === \"function\"\n              ? classNameProp(isActive)

            : classNameProp;\n\n          let style =\n            typeof styleProp === \"function\" ? styleProp(isActive) : styleProp;\n\n          if (isActive) {\n            className = joinClassnames(className, activeClassName);\n            style = { ...style, ...activeStyle };\n          }\n\n          const props = {\n            \"aria-current\": (isActive && ariaCurrent) || null,\n            className,\n            style,\n            to: toLocation,\n            ...rest\n          };\n\n          // React 15 compat\n          if (forwardRefShim !== forwardRef) {\n            props.ref = forwardedRef || innerRef;\n          } else {\n            props.innerRef = innerRef;\n          }\n\n          return <Link {...props} />;\n        }}\n      </RouterContext.Consumer>\n    );\n  });\n\nif (__DEV__) {\n  NavLink.displayName = \"NavLink\";\n\n  const ariaCurrentType = PropTypes.oneOf([\n    \"page\",\n    \"step\",\n    \"location\",\n    \"date\",\n    \"time\",\n    \"true\",\n

    \"false\"\n  ]);\n\n  NavLink.propTypes = {\n    ...Link.propTypes,\n    \"aria-current\": ariaCurrentType,\n    activeClassName: PropTypes.string,\n    activeStyle: PropTypes.object,\n    className: PropTypes.oneOfType([PropTypes.string, PropTypes.func]),\n    exact: PropTypes.bool,\n    isActive: PropTypes.func,\n    location: PropTypes.object,\n    sensitive: PropTypes.bool,\n    strict: PropTypes.bool,\n    style: PropTypes.oneOfType([PropTypes.object, PropTypes.func])\n  };\n}\n\nexport default NavLink;\n"],"names":["_setPrototypeOf","o","p","Object","setPrototypeOf","__proto__","_inheritsLoose","subClass","superClass","prototype","create","constructor","defineProperty","exports","value","b","Symbol","for","c","d","e","f","g","h","k","l","m","n","q","r","t","v","w","x","a","u","$$typeof","type","y","module","require$$0","getOwnPropertySymbols","hasOwnProperty","propIsEnumerable","propertyIsEnumerable","assign","test1","String","getOwnPropertyNames","test2","i","fromCharCode","map","join","test3","split","forEach","letter","keys","err","should

UseNative","Function","call","bind","emptyFunction","emptyFunctionWithReset","resetWarningCache","shim","props","propName","componentName","location","propFullName","secret","Error","name","getShim","ReactPropTypes","array","isRequired","bool","func","number","object","string","symbol","any","arrayOf","element","elementType","instanceOf","node","objectOf","oneOf","oneOfType","shape","exact","checkPropTypes","PropTypes","require$$2","_extends","target","arguments","length","source","key","apply","this","isAbsolute","pathname","charAt","spliceOne","list","index","pop","_typeof","iterator","obj","prefix","invariant","condition","addLeadingSlash","path","stripLeadingSlash","substr","stripBasename","RegExp","test","hasBasename","stripTrailingSlash","slice","createPath","search","hash","createLocation","state","currentLocation","hashIndex","indexOf","searchIndex","parsePath","undefined","decodeURI","URIError","to","from","toParts","fromParts","isToAbs","isFromAbs","mustEndAbs","concat","hasTrailingSlash","last","up","part","unshift","result","resolvePathname","locationsAreEqual","valueEqual","Array","isArray","every","item","aType","aValue","valueOf","bValue","aKeys","bKeys","createTransitionManager","prompt","listeners","setPrompt","nextPrompt","confirmTransitionTo","action","getUserConfirmation","callback","appendListener","fn","isActive","listener","push","filter","notifyListeners","_len","args","_key","canUseDOM","window","document","createElement","getConfirmation","message","confirm","PopStateEvent","HashChangeEvent","getHistoryState","history","createBrowserHistory","globalHistory","canUseHistory","ua","navigator","userAgent","supportsHistory","needsHashChangeListener","_props","_props$forceRefresh","forceRefresh","_props$getUserConfirm","_props$keyLength","keyLength","basename","getDOMLocation","historyState","_ref","_window$location","createKey","Math","random","toString","transitionManager","setState","nextState","handlePopState","event","isExtraneousPopstateEvent","handlePop","handleHashChange","forceNextPop","ok","fromLocation","toLocation","toIndex","allKeys","fromIndex","delta","go","revertPop","initialLocation","createHref","listenerCount","checkDOMListeners","addEventListener","removeEventListener","isBlocked","href","pushState","prevIndex","nextKeys","replace","replaceState","goBack","goForward","block","unblock","listen","unlisten","HashChangeEvent$1","HashPathCoders","hashbang","encodePath","decodePath","noslash","slash","getHashPath","substring","replaceHashPath","createHashHistory","_props$hashType","hashType","_HashPathCoders$hashT","ignorePath","encodedPath","prevLocation","allPaths","lastIndexOf","pushHashPath","nextPaths","clamp","lowerBound","upperBound","min","max","MAX_SIGNED_31_BIT_INT","commonjsGlobal","globalThis","global","str","options","tokensToFunction","parse","React","createContext","defaultValue","calculateChangedBits","_Provider$childContex","_Consumer$contextType","contextProp","getUniqueId","Provider","_Component","_this","emitter","handlers","on","handler","off","get","set","newValue","changedBits","createEventEmitter","_proto","getChildContext","componentWillReceiveProps","nextProps","oldValue","objectIs","render","children","Component","childContextTypes","Consumer","_Component2","_this2","getValue","onUpdate","observedBits","_proto2","componentDidMount","context","componentWillUnmount","onlyChild","contextTypes","arr","pathToRegexp","tokensToRegExp","PATH_REGEXP","res","group","tokens","defaultDelimiter","delimiter","exec","escaped","offset","next","capture","modifier","asterisk","partial","repeat","optional","pattern","escapeString","encodeURIComponentPretty","encodeURI","charCodeAt","toUpperCase","matches","opts","data","encode","pretty","encodeURIComponent","token","segment","TypeError","isarray","JSON","stringify","j","attachKeys","re","flags","sensitive","strict","end","route","endsWithDelimiter","groups","match","regexpToRegexp","parts","arrayToRegexp","stringToRegexp","_objectWithoutPropertiesLoose","excluded","sourceKeys","REACT_STATICS","contextType","defaultProps","displayName","getDefaultProps","getDerivedStateFromError","getDerivedStateFromProps","mixins","propTypes","KNOWN_STATICS","caller","callee","arity","MEMO_STATICS","compare","TYPE_STATICS","getStatics","component","ReactIs","isMemo","ForwardRef","getOwnPropertyDescriptor","getPrototypeOf","objectPrototype","createNamedContext","hoistNonReactStatics","targetComponent","sourceComponent","blacklist","inheritedComponent","targetStatics","sourceStatics","descriptor","_props$initialEntries","initialEntries","_props$initialIndex","initialIndex","entries","entry","nextIndex","nextEntries","splice","canGo","resolveToLocation","normalizeToLocation","forwardRefShim","C","BrowserRouter","createHistory","Router","HashRouter","forwardRef","LinkAnchor","forwardedRef","innerRef","navigate","onClick","rest","ex","preventDefault","defaultPrevented","button","metaKey","altKey","ctrlKey","shiftKey","isModifiedEvent","ref","Link","RouterContext","isDuplicateNavigation","NavLink","ariaCurrent","activeClassName","activeStyle","classNameProp","className","isActiveProp","locationProp","styleProp","style","escapedPath","matchPath","classnames","joinCl

assnames"],"mappings":"8QAAe,SAASA,EAAgBC,EAAGC,GAMzC,OALAF,EAAkBG,OAAOC,gBAAkB,SAAy
BH,EAAGC,GAErE,OADAD,EAAEI,UAAYH,EACPD,IAGcA,EAAGC,GCLb,SAASI,EAaeC,EAAUC,GAC/CD
,EAASE,UAAYN,OAAOO,OAAOF,EAAWC,WAE9CL,EADAG,EAASE,UAAUE,YAAcJ,EACRC,0LCKdL,OA
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* /opt/cola/permits/1202765739_1631616632.02/0/react-router-dom-5-3-0-tgz/package/umd/react-router-dom.min.js.map
No license file was found, but licenses were detected in source scan.

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 */

Found in path(s):
* /opt/cola/permits/1202765739_1631616632.02/0/react-router-dom-5-3-0-tgz/package/umd/react-router-dom.js
No license file was found, but licenses were detected in source scan.

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router.js","../modules/BrowserRouter.js","../modules/HashRouter.js","../modules/utils/locationUtils.js","../modules/Link.js","../modules/NavLink.js"],"sourcesContent":["export

 default function _setPrototypeOf(o, p) {\n _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n o.__proto__ = p;\n return o;\n };\n\n return _setPrototypeOf(o, p);\n}","import setPrototypeOf from \"@babel/runtime/helpers/esm/setPrototypeOf\";\nexport default function _inheritsLoose(subClass, superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n setPrototypeOf(subClass, superClass);\n}","/**

 @license React v16.9.0\n * react-is.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';Object.defineProperty(exports,\"__esModule\",{value:!0});\nvar b=\"function\"===typeof Symbol&&Symbol.for,c=b?Symbol.for(\"react.element\"):60103,d=b?Symbol.for(\"react.portal\"):60106,e=b?Symbol.for(\"react.fragment\"):60107,f=b?Symbol.for(\"react.strict_mode\"):60108,g=b?Symbol.for(\"react.profiler\"):60114,h=b?Symbol.for(\"react.provider\"):60109,k=b?Symbol.for(\"react.context\"):60110,l=b?Symbol.for(\"react.async_mode\"):60111,m=b?Symbol.for(\"react.concurrent_mode\"):60111,n=b?Symbol.for(\"react.forward_ref\"):60112,p=b?Symbol.for(\"react.suspense\"):60113,q=b?Symbol.for(\"react.suspense_list\"):\n60120,r=b?Symbol.for(\"react.memo\"):60115,t=b?Symbol.for(\"react.lazy\"):60116,v=b?Symbol.for(\"react.fundamental\"):60117,w=b?Symbol.for(\"react.responder\"):60118;function

 x(a){if(\"object\"===typeof a&&null!==a){var u=a.$$typeof;switch(u){case c:switch(a=a.type,a){case l:case m:case e:case g:case f:case p:return a;default:switch(a=a&&a.$$typeof,a){case k:case n:case h:return a;default:return u}}case t:case r:case d:return u}}}function y(a){return

x(a)===m}exports.typeOf=x;exports.AsyncMode=l;\nexports.ConcurrentMode=m;exports.ContextConsumer=k;exports.ContextProvider=h;exports.Element=c;exports.ForwardRef=n;exports.Fragment=e;exports.Lazy=t;exports.Memo=r;exports.Portal=d;exports.Profiler=g;exports.StrictMode=f;exports.Suspense=p;\nexports.isValidElementType=function(a){return\"string\"===typeof a||\"function\"===typeof

a||a===e||a===m||a===g||a===f||a===p||a===q||\"object\"===typeof a&&null!==a&&(a.$$typeof===t||a.$$typeof===r||a.$$typeof===h||a.$$typeof===k||a.$$typeof===n||a.$$typeof===v||a.$$typeof===w)};exports.isAsyncMode=function(a){return

y(a)||x(a)===l};exports.isConcurrentMode=y;exports.isContextConsumer=function(a){return

 x(a)===k};exports.isContextProvider=function(a){return

x(a)===h};\nexports.isElement=function(a){return\"object\"===typeof

a&&null!==a&&a.$$typeof===c};exports.isForwardRef=function(a){return

x(a)===n};exports.isFragment=function(a){return x(a)===e};exports.isLazy=function(a){return

x(a)===t};exports.isMemo=function(a){return x(a)===r};exports.isPortal=function(a){return

x(a)===d};exports.isProfiler=function(a){return x(a)===g};exports.isStrictMode=function(a){return

x(a)===f};exports.isSuspense=function(a){return x(a)===p};\n","/** @license React v16.9.0\n * react-is.development.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\n\n\nif (process.env.NODE_ENV !== \"production\") {\n (function() {\n'use strict';\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\n//

 The Symbol used to tag the ReactElement-like types. If there is no native Symbol\n// nor polyfill, then a plain number is used for performance.\nvar hasSymbol = typeof Symbol === 'function' && Symbol.for;\n\nvar REACT_ELEMENT_TYPE = hasSymbol ? Symbol.for('react.element') : 0xeac7;\nvar REACT_PORTAL_TYPE = hasSymbol ? Symbol.for('react.portal') : 0xeaca;\nvar REACT_FRAGMENT_TYPE = hasSymbol ? Symbol.for('react.fragment') : 0xeacb;\nvar REACT_STRICT_MODE_TYPE = hasSymbol ? Symbol.for('react.strict_mode') : 0xeacc;\nvar REACT_PROFILER_TYPE = hasSymbol ? Symbol.for('react.profiler') : 0xead2;\nvar REACT_PROVIDER_TYPE = hasSymbol ? Symbol.for('react.provider') : 0xeacd;\nvar REACT_CONTEXT_TYPE = hasSymbol ? Symbol.for('react.context') : 0xeace;\n// TODO: We don't use AsyncMode or ConcurrentMode anymore. They were temporary\n// (unstable) APIs that have been

removed. Can we remove the symbols?\nvar REACT_ASYNC_MODE_TYPE = hasSymbol ? Symbol.for('react.async_mode') : 0xeacf;\nvar REACT_CONCURRENT_MODE_TYPE = hasSymbol ? Symbol.for('react.concurrent_mode') : 0xeacf;\nvar REACT_FORWARD_REF_TYPE = hasSymbol ? Symbol.for('react.forward_ref') : 0xead0;\nvar REACT_SUSPENSE_TYPE = hasSymbol ? Symbol.for('react.suspense') : 0xead1;\nvar REACT_SUSPENSE_LIST_TYPE = hasSymbol ? Symbol.for('react.suspense_list') : 0xead8;\nvar REACT_MEMO_TYPE = hasSymbol ? Symbol.for('react.memo') : 0xead3;\nvar REACT_LAZY_TYPE = hasSymbol ? Symbol.for('react.lazy') : 0xead4;\nvar REACT_FUNDAMENTAL_TYPE = hasSymbol ? Symbol.for('react.fundamental') : 0xead5;\nvar REACT_RESPONDER_TYPE = hasSymbol ? Symbol.for('react.responder') : 0xead6;\n\nfunction isValidElementType(type) {\n return typeof type === 'string' || typeof type === 'function' ||\n // Note: its typeof might be other than 'symbol' or 'number' if it's a polyfill.\n type === REACT_FRAGMENT_TYPE || type === REACT_CONCURRENT_MODE_TYPE || type === REACT_PROFILER_TYPE || type === REACT_STRICT_MODE_TYPE || type === REACT_SUSPENSE_TYPE || type === REACT_SUSPENSE_LIST_TYPE || typeof type === 'object' && type !== null && (type.$$typeof === REACT_LAZY_TYPE || type.$$typeof === REACT_MEMO_TYPE || type.$$typeof === REACT_PROVIDER_TYPE || type.$$typeof === REACT_CONTEXT_TYPE || type.$$typeof === REACT_FORWARD_REF_TYPE || type.$$typeof === REACT_FUNDAMENTAL_TYPE || type.$$typeof === REACT_RESPONDER_TYPE);\n}\n\n/**\n * Forked from fbjs/warning:\n * https://github.com/facebook/fbjs/blob/e66ba20ad5be433eb54423f2b097d829324d9de6/packages/fbjs/src/__forks__/warning.js\n *\n * Only change is we use console.warn instead of console.error,\n * and do nothing when 'console' is not supported.\n * This really simplifies the code.\n * ---\n * Similar to invariant but only logs a warning if the condition is not met.\n * This can be used to log issues in development environments in critical\n * paths. Removing the logging code for production environments will keep the\n * same logic and follow the same code paths.\n */\n\nvar lowPriorityWarning = function () {};\n\n{\n var printWarning = function (format) {\n for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n args[_key - 1] = arguments[_key];\n }\n\n var argIndex = 0;\n var message = 'Warning: ' + format.replace(/%s/g, function () {\n return args[argIndex++];\n });\n if (typeof console !== 'undefined') {\n console.warn(message);\n }\n try {\n // --- Welcome to debugging React ---\n // This error was thrown as a convenience so that you can use this stack\n // to find the callsite that caused this warning to fire.\n throw new Error(message);\n } catch (x) {}\n };\n\n lowPriorityWarning = function (condition, format) {\n if (format === undefined) {\n throw new Error('`lowPriorityWarning(condition, format, ...args)` requires a warning ' + 'message argument');\n }\n if (!condition) {\n for (var _len2 = arguments.length, args = Array(_len2 > 2 ? _len2 - 2 : 0), _key2 = 2; _key2 < _len2; _key2++) {\n args[_key2 - 2] = arguments[_key2];\n }\n\n printWarning.apply(undefined, [format].concat(args));\n }\n };\n}\n\nvar lowPriorityWarning$1 = lowPriorityWarning;\n\nfunction typeOf(object) {\n if (typeof object === 'object' && object !== null) {\n var $$typeof = object.$$typeof;\n switch ($$typeof) {\n case REACT_ELEMENT_TYPE:\n var type = object.type;\n\n switch (type) {\n case REACT_ASYNC_MODE_TYPE:\n case REACT_CONCURRENT_MODE_TYPE:\n case REACT_FRAGMENT_TYPE:\n case REACT_PROFILER_TYPE:\n case REACT_STRICT_MODE_TYPE:\n case REACT_SUSPENSE_TYPE:\n return type;\n default:\n var $$typeofType = type && type.$$typeof;\n\n switch ($$typeofType) {\n case REACT_CONTEXT_TYPE:\n case REACT_FORWARD_REF_TYPE:\n case REACT_PROVIDER_TYPE:\n return $$typeofType;\n default:\n return $$typeof;\n }\n }\n case REACT_LAZY_TYPE:\n case REACT_MEMO_TYPE:\n case REACT_PORTAL_TYPE:\n return $$typeof;\n }\n }\n\n return undefined;\n}\n\n\n// AsyncMode is deprecated along with isAsyncMode\nvar AsyncMode = REACT_ASYNC_MODE_TYPE;\nvar ConcurrentMode = REACT_CONCURRENT_MODE_TYPE;\nvar ContextConsumer = REACT_CONTEXT_TYPE;\nvar

ContextProvider = REACT_PROVIDER_TYPE;\nvar Element = REACT_ELEMENT_TYPE;\nvar ForwardRef = REACT_FORWARD_REF_TYPE;\nvar Fragment = REACT_FRAGMENT_TYPE;\nvar Lazy = REACT_LAZY_TYPE;\nvar Memo = REACT_MEMO_TYPE;\nvar Portal = REACT_PORTAL_TYPE;\nvar Profiler = REACT_PROFILER_TYPE;\nvar StrictMode = REACT_STRICT_MODE_TYPE;\nvar Suspense = REACT_SUSPENSE_TYPE;\n\nvar hasWarnedAboutDeprecatedIsAsyncMode = false;\n\n// AsyncMode should be deprecated\nfunction isAsyncMode(object) {\n {\n if (!hasWarnedAboutDeprecatedIsAsyncMode) {\n hasWarnedAboutDeprecatedIsAsyncMode
= true;\n lowPriorityWarning$1(false, 'The ReactIs.isAsyncMode() alias has been deprecated, ' + 'and will be removed in React 17+. Update your code to use ' + 'ReactIs.isConcurrentMode() instead. It has the exact same API.');\n }\n }\n return isConcurrentMode(object) || typeOf(object) === REACT_ASYNC_MODE_TYPE;\n}\nfunction isConcurrentMode(object) {\n return typeOf(object) === REACT_CONCURRENT_MODE_TYPE;\n}\nfunction isContextConsumer(object) {\n return typeOf(object) === REACT_CONTEXT_TYPE;\n}\nfunction isContextProvider(object) {\n return typeOf(object) === REACT_PROVIDER_TYPE;\n}\nfunction isElement(object) {\n return typeof object === 'object' && object !== null && object.$$typeof === REACT_ELEMENT_TYPE;\n}\nfunction isForwardRef(object) {\n return typeOf(object) === REACT_FORWARD_REF_TYPE;\n}\nfunction isFragment(object) {\n return typeOf(object) === REACT_FRAGMENT_TYPE;\n}\nfunction isLazy(object) {\n return typeOf(object) === REACT_LAZY_TYPE;\n}\nfunction
isMemo(object) {\n return typeOf(object) === REACT_MEMO_TYPE;\n}\nfunction isPortal(object) {\n return typeOf(object) === REACT_PORTAL_TYPE;\n}\nfunction isProfiler(object) {\n return typeOf(object) === REACT_PROFILER_TYPE;\n}\nfunction isStrictMode(object) {\n return typeOf(object) === REACT_STRICT_MODE_TYPE;\n}\nfunction isSuspense(object) {\n return typeOf(object) === REACT_SUSPENSE_TYPE;\n}\n\nexports.typeOf = typeOf;\nexports.AsyncMode = AsyncMode;\nexports.ConcurrentMode = ConcurrentMode;\nexports.ContextConsumer = ContextConsumer;\nexports.ContextProvider = ContextProvider;\nexports.Element = Element;\nexports.ForwardRef = ForwardRef;\nexports.Fragment = Fragment;\nexports.Lazy = Lazy;\nexports.Memo = Memo;\nexports.Portal = Portal;\nexports.Profiler = Profiler;\nexports.StrictMode = StrictMode;\nexports.Suspense = Suspense;\nexports.isValidElementType = isValidElementType;\nexports.isAsyncMode = isAsyncMode;\nexports.isConcurrentMode = isConcurrentMode;\nexports.isContextConsumer
= isContextConsumer;\nexports.isContextProvider = isContextProvider;\nexports.isElement = isElement;\nexports.isForwardRef = isForwardRef;\nexports.isFragment = isFragment;\nexports.isLazy = isLazy;\nexports.isMemo = isMemo;\nexports.isPortal = isPortal;\nexports.isProfiler = isProfiler;\nexports.isStrictMode = isStrictMode;\nexports.isSuspense = isSuspense;\n })();\n}\n",'"use strict';\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-is.production.min.js');\n} else {\n module.exports = require('./cjs/react-is.development.js');\n}\n","/*\nobject-assign\n(c) Sindre Sorhus\n@license MIT\n*/\n\n'use strict';\n/* eslint-disable no-unused-vars */\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val) {\n\tif (val === null || val === undefined) {\n\t\tthrow new TypeError('Object.assign
cannot be called with null or undefined');\n\t}\n\n\treturn Object(val);\n}\n\nfunction shouldUseNative() {\n\ttry {\n\t\tif (!Object.assign) {\n\t\t\treturn false;\n\t\t}\n\n\t\t// Detect buggy property enumeration order in older V8 versions.\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=4118\n\t\tvar test1 = new String('abc'); // eslint-disable-line no-new-wrappers\n\t\ttest1[5] = 'de';\n\t\tif (Object.getOwnPropertyNames(test1)[0] === '5') {\n\t\t\treturn false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test2 = {};\n\t\tfor (var i = 0; i < 10; i++) {\n\t\ttest2['_' + String.fromCharCode(i)] = i;\n\t\t}\n\t\tvar order2 = Object.getOwnPropertyNames(test2).map(function (n) {\n\t\t\treturn test2[n];\n\t\t});\n\t\tif (order2.join('') !== '0123456789') {\n\t\t\treturn false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test3

= {};\n\t\t'abcdefghijklmnopqrst'.split('').forEach(function (letter)
 {\n\t\t\ttest3[letter] = letter;\n\t\t});\n\t\tif (Object.keys(Object.assign({}, test3)).join('')
!==\n\t\t\t'abcdefghijklmnopqrst') {\n\t\t\treturn false;\n\t\t}\n\n\t\treturn true;\n\t} catch (err) {\n\t\t/// We don't
expect any of the above to throw, but better to be safe.\n\t\treturn false;\n\t}\n}\n\nmodule.exports =
shouldUseNative() ? Object.assign : function (target, source) {\n\tvar from;\n\tvar to = toObject(target);\n\tvar
symbols;\n\n\tfor (var s = 1; s < arguments.length; s++) {\n\t\tfrom = Object(arguments[s]);\n\n\t\tfor (var key in
from) {\n\t\t\tif (hasOwnProperty.call(from, key)) {\n\t\t\t\tto[key] = from[key];\n\t\t\t}\n\t\t}\n\n\t\tif
(getOwnPropertySymbols) {\n\t\t\tsymbols = getOwnPropertySymbols(from);\n\t\t\tfor (var i = 0; i <
symbols.length; i++) {\n\t\t\t\tif (propIsEnumerable.call(from, symbols[i])) {\n\t\t\t\t\tto[symbols[i]] =
from[symbols[i]];\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn to;\n};\n","/**\n * Copyright (c) 2013-present, Facebook,
Inc.\n

 *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret =
'SECRET_DO_NOT_PASS_THIS_OR_YOU_WILL_BE_FIRED';\n\nmodule.exports =
ReactPropTypesSecret;\n","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use
strict';\n\nvar printWarning = function() {};\n\nif (process.env.NODE_ENV !== 'production') {\n  var
ReactPropTypesSecret = require('./lib/ReactPropTypesSecret');\n  var loggedTypeFailures = {};\n  var has =
Function.call.bind(Object.prototype.hasOwnProperty);\n\n  printWarning = function(text) {\n    var message =
'Warning: ' + text;\n    if (typeof console !== 'undefined') {\n      console.error(message);\n    }\n    try {\n      // ---
Welcome to debugging React ---\n      // This error was thrown as a convenience so that
 you can use this stack\n      // to find the callsite that caused this warning to fire.\n      throw new Error(message);\n
} catch (x) {}\n  };\n}\n\n/**\n * Assert that the values match with the type specs.\n * Error messages are
memorized and will only be shown once.\n *\n * @param {object} typeSpecs Map of name to a ReactPropType\n *
@param {object} values Runtime values that need to be type-checked\n * @param {string} location e.g. \"prop\",
\"context\", \"child context\"\n * @param {string} componentName Name of the component for error messages.\n *
@param {?Function} getStack Returns the component stack.\n * @private\n */\nfunction
checkPropTypes(typeSpecs, values, location, componentName, getStack) {\n  if (process.env.NODE_ENV !==
'production') {\n    for (var typeSpecName in typeSpecs) {\n      if (has(typeSpecs, typeSpecName)) {\n        var
error;\n        // Prop type validation may throw. In case they do, we don't want to\n        // fail the render phase where
it didn't
 fail before. So we log it.\n        // After these have been cleaned up, we'll let them throw.\n        try {\n          // This
is intentionally an invariant that gets caught. It's the same\n          // behavior as without this statement except with a
better message.\n          if (typeof typeSpecs[typeSpecName] !== 'function') {\n            var err = Error(\n
(componentName || 'React class') + ': ' + location + ' type `' + typeSpecName + '` is invalid; ' +\n            'it must be a
function, usually from the `prop-types` package, but received `' + typeof typeSpecs[typeSpecName] + '`.'\n
);\n            err.name = 'Invariant Violation';\n            throw err;\n          }\n          error =
typeSpecs[typeSpecName](values, typeSpecName, componentName, location, null, ReactPropTypesSecret);\n
} catch (ex) {\n          error = ex;\n        }\n        if (error && !(error instanceof Error)) {\n          printWarning(\n
(componentName ||
 'React class') + ': type specification of ' +\n          location + ' `' + typeSpecName + '` is invalid; the type checker '
+\n          'function must return `null` or an `Error` but returned a ' + typeof error + '. ' +\n          'You may have
forgotten to pass an argument to the type checker ' +\n          'creator (arrayOf, instanceOf, objectOf, oneOf,
oneOfType, and ' +\n          'shape all require an argument).'\n          );\n        }\n        if (error instanceof Error &&
!(error.message in loggedTypeFailures)) {\n          // Only monitor this failure once because there tends to be a lot of
the\n          // same error.\n          loggedTypeFailures[error.message] = true;\n\n          var stack = getStack ?
getStack() : '';\n\n          printWarning(\n          'Failed ' + location + ' type: ' + error.message + (stack != null ? stack
: '')\n          );\n        }\n      }\n    }\n  }\n}\n\n/**\n * Resets warning cache when testing.\n *\n * @private\n

*/\ncheckPropTypes.resetWarningCache

 = function() {\n  if (process.env.NODE_ENV !== 'production') {\n    loggedTypeFailures = {};\n

}\n}\n\nmodule.exports = checkPropTypes;\n","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactIs = require('react-is');\n\nvar assign = require('object-assign');\n\nvar ReactPropTypesSecret = require('./lib/ReactPropTypesSecret');\n\nvar checkPropTypes = require('./checkPropTypes');\n\nvar has = Function.call.bind(Object.prototype.hasOwnProperty);\n\nvar printWarning = function() {};\n\nif (process.env.NODE_ENV !== 'production') {\n  printWarning = function(text) {\n    var message = 'Warning: ' + text;\n    if (typeof console !== 'undefined') {\n      console.error(message);\n    }\n    try {\n      // --- Welcome to debugging React ---\n      // This error was thrown as a convenience so that you can use this stack\n      // to find the callsite that caused this warning to fire.\n      throw new Error(message);\n    } catch (x) {}\n  };\n}\n\nfunction emptyFunctionThatReturnsNull() {\n  return null;\n}\n\nmodule.exports = function(isValidElement, throwOnDirectAccess) {\n  /* global Symbol */\n  var ITERATOR_SYMBOL = typeof Symbol === 'function' && Symbol.iterator;\n  var FAUX_ITERATOR_SYMBOL = '@@iterator'; // Before Symbol spec.\n\n  /**\n   * Returns the iterator method function contained on the iterable object.\n   *\n   * Be sure to invoke the function with the iterable as context:\n   *\n   *     var iteratorFn = getIteratorFn(myIterable);\n   *     if (iteratorFn) {\n   *       var iterator = iteratorFn.call(myIterable);\n   *       ...\n   *     }\n   *\n   * @param {?object} maybeIterable\n   * @return {?function}\n   */\n  function getIteratorFn(maybeIterable) {\n    var iteratorFn = maybeIterable && (ITERATOR_SYMBOL && maybeIterable[ITERATOR_SYMBOL] || maybeIterable[FAUX_ITERATOR_SYMBOL]);\n

    if (typeof iteratorFn === 'function') {\n      return iteratorFn;\n    }\n  }\n\n  /**\n   * Collection of methods that allow declaration and validation of props that are\n   * supplied to React components. Example usage:\n   *\n   *   var Props = require('ReactPropTypes');\n   *   var MyArticle = React.createClass({\n   *     propTypes: {\n   *       // An optional string prop named \"description\".\n   *       description: Props.string,\n   *\n   *       // A required enum prop named \"category\".\n   *       category: Props.oneOf(['News','Photos']).isRequired,\n   *\n   *       // A prop named \"dialog\" that requires an instance of Dialog.\n   *       dialog: Props.instanceOf(Dialog).isRequired\n   *     },\n   *     render: function() { ... }\n   *   });\n   *\n   * A more formal specification of how these methods are used:\n   *\n   *   type := array|bool|func|object|number|string|oneOf([...])|instanceOf(...)\n   *   decl := ReactPropTypes.{type}(.isRequired)?\n

   *\n   * Each and every declaration produces a function with the same signature. This\n   * allows the creation of custom validation functions. For example:\n   *\n   *   var MyLink = React.createClass({\n   *     propTypes: {\n   *       // An optional string or URI prop named \"href\".\n   *       href: function(props, propName, componentName) {\n   *         var propValue = props[propName];\n   *         if (propValue != null && typeof propValue !== 'string' &&\n   *             !(propValue instanceof URI)) {\n   *           return new Error(\n   *             'Expected a string or an URI for ' + propName + ' in ' +\n   *             componentName\n   *           );\n   *         }\n   *       }\n   *     },\n   *     render: function() {...}\n   *   });\n   *\n   * @internal\n   */\n\n  var ANONYMOUS = '<<anonymous>>';\n\n  // Important!\n  // Keep this list in sync with production version in `./factoryWithThrowingShims.js`.\n  var ReactPropTypes = {\n    array: createPrimitiveTypeChecker('array'),\n

    bool: createPrimitiveTypeChecker('boolean'),\n    func: createPrimitiveTypeChecker('function'),\n    number: createPrimitiveTypeChecker('number'),\n    object: createPrimitiveTypeChecker('object'),\n    string: createPrimitiveTypeChecker('string'),\n    symbol: createPrimitiveTypeChecker('symbol'),\n\n    any: createAnyTypeChecker(),\n    arrayOf: createArrayOfTypeChecker,\n    element: createElementTypeChecker(),\n    elementType: createElementTypeTypeChecker(),\n    instanceOf: createInstanceTypeChecker,\n    node: createNodeChecker(),\n    objectOf: createObjectOfTypeChecker,\n    oneOf: createEnumTypeChecker,\n    oneOfType: createUnionTypeChecker,\n    shape: createShapeTypeChecker,\n    exact: createStrictShapeTypeChecker,\n  };\n\n  /**\n   * inlined Object.is polyfill to avoid requiring consumers ship their own\n   * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n   */\n  /*eslint-disable no-self-compare*/\n  function is(x,

y) {\n    // SameValue algorithm\n    if (x === y) {\n        // Steps 1-5, 7-10\n        // Steps 6.b-6.e: +0 != -0\n        return x !== 0 || 1 / x === 1 / y;\n    } else {\n        // Step 6.a: NaN == NaN\n        return x !== x && y !== y;\n    }\n }\n /*eslint-enable no-self-compare*/\n\n /**\n  * We use an Error-like object for backward compatibility as people may call\n  * PropTypes directly and inspect their output. However, we don't use real\n  * Errors anymore. We don't inspect their stack anyway, and creating them\n  * is prohibitively expensive if they are created too often, such as what\n  * happens in oneOfType() for any type before the one that matched.\n  */\n function PropTypeError(message) {\n    this.message = message;\n    this.stack = '';\n }\n // Make `instanceof Error` still work for returned errors.\n PropTypeError.prototype = Error.prototype;\n\n function createChainableTypeChecker(validate) {\n    if (process.env.NODE_ENV !== 'production') {\n        var manualPropTypeCallCache

= {};\n        var manualPropTypeWarningCount = 0;\n    }\n    function checkType(isRequired, props, propName, componentName, location, propFullName, secret) {\n        componentName = componentName || ANONYMOUS;\n        propFullName = propFullName || propName;\n\n        if (secret !== ReactPropTypesSecret) {\n            if (throwOnDirectAccess) {\n                // New behavior only for users of `prop-types` package\n                var err = new Error(\n                    'Calling PropTypes validators directly is not supported by the `prop-types` package. ' +\n                    'Use `PropTypes.checkPropTypes()` to call them. ' +\n                    'Read more at http://fb.me/use-check-prop-types'\n                );\n                err.name = 'Invariant Violation';\n                throw err;\n            } else if (process.env.NODE_ENV !== 'production' && typeof console !== 'undefined') {\n                // Old behavior for people using React.PropTypes\n                var cacheKey = componentName + ':' + propName;\n                if (\n                    !manualPropTypeCallCache[cacheKey] &&\n                    // Avoid spamming the console because they are often not actionable except for lib authors\n                    manualPropTypeWarningCount < 3\n                ) {\n                    printWarning(\n                        'You are manually calling a React.PropTypes validation ' +\n                        'function for the `' + propFullName + '` prop on `' + componentName + '`. This is deprecated ' +\n                        'and will throw in the standalone `prop-types` package. ' +\n                        'You may be seeing this warning due to a third-party PropTypes ' +\n                        'library. See https://fb.me/react-warning-dont-call-proptypes ' + 'for details.'\n                    );\n                    manualPropTypeCallCache[cacheKey] = true;\n                    manualPropTypeWarningCount++;\n                }\n            }\n        }\n        if (props[propName] == null) {\n            if (isRequired) {\n                if (props[propName] === null) {\n                    return new PropTypeError('The ' + location + ' `'
+ propFullName + '` is marked as required ' + ('in `' + componentName + '`, but its value is `null`.'));\n                }\n                return new PropTypeError('The ' + location + ' `' + propFullName + '` is marked as required in ' + ('`' + componentName + '`, but its value is `undefined`.'));\n            }\n            return null;\n        } else {\n            return validate(props, propName, componentName, location, propFullName);\n        }\n    }\n\n    var chainedCheckType = checkType.bind(null, false);\n    chainedCheckType.isRequired = checkType.bind(null, true);\n\n    return chainedCheckType;\n }\n\n function createPrimitiveTypeChecker(expectedType) {\n    function validate(props, propName, componentName, location, propFullName, secret) {\n        var propValue = props[propName];\n        var propType = getPropType(propValue);\n        if (propType !== expectedType) {\n            // `propValue` being instance of, say, date/regexp, pass the 'object'\n            // check, but we can offer a more precise error
message here rather than\n            // 'of type `object`'.\n            var preciseType = getPreciseType(propValue);\n\n            return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type ' + ('`' + preciseType + '` supplied to `' + componentName + '`, expected ') + ('`' + expectedType + '`.'));\n        }\n        return null;\n    }\n    return createChainableTypeChecker(validate);\n }\n\n function createAnyTypeChecker() {\n    return createChainableTypeChecker(emptyFunctionThatReturnsNull);\n }\n\n function createArrayOfTypeChecker(typeChecker) {\n    function validate(props, propName, componentName, location, propFullName) {\n        if (typeof typeChecker !== 'function') {\n            return new PropTypeError('Property `' + propFullName + '` of component `' + componentName + '` has invalid PropType notation inside arrayOf.');\n        }\n        var propValue = props[propName];\n        if (!Array.isArray(propValue)) {\n            var propType = getPropType(propValue);\n

```
return new PropTypeError('Invalid ' + location + '`' + propFullName + '` of type ' + ('`' + propType + '` supplied
to `' + componentName + '`, expected an array.'));\n      }\n      for (var i = 0; i < propValue.length; i++) {\n        var
error = typeChecker(propValue, i, componentName, location, propFullName + '[' + i + ']', ReactPropTypesSecret);\n
    if (error instanceof Error) {\n          return error;\n        }\n      }\n      return null;\n    }\n    return
createChainableTypeChecker(validate);\n  }\n\n  function createElementTypeChecker() {\n    function
validate(props, propName, componentName, location, propFullName) {\n      var propValue = props[propName];\n
  if (!isValidElement(propValue)) {\n        var propType = getPropType(propValue);\n        return new
PropTypeError('Invalid ' + location + '`' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' +
componentName + '`, expected a single ReactElement.'));\n      }\n      return null;\n    }\n
    return createChainableTypeChecker(validate);\n  }\n\n  function createElementTypeTypeChecker() {\n    function
validate(props, propName, componentName, location, propFullName) {\n      var propValue = props[propName];\n
  if (!ReactIs.isValidElementType(propValue)) {\n        var propType = getPropType(propValue);\n        return new
PropTypeError('Invalid ' + location + '`' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' +
componentName + '`, expected a single ReactElement type.'));\n      }\n      return null;\n    }\n    return
createChainableTypeChecker(validate);\n  }\n\n  function createInstanceTypeChecker(expectedClass) {\n    function
validate(props, propName, componentName, location, propFullName) {\n      if (!(props[propName] instanceof
expectedClass)) {\n        var expectedClassName = expectedClass.name || ANONYMOUS;\n        var
actualClassName = getClassName(props[propName]);\n        return new PropTypeError('Invalid ' + location + '`' +
propFullName
 + '` of type ' + ('`' + actualClassName + '` supplied to `' + componentName + '`, expected ') + ('instance of `' +
expectedClassName + '`.'));\n      }\n      return null;\n    }\n    return createChainableTypeChecker(validate);\n  }\n\n
function createEnumTypeChecker(expectedValues) {\n    if (!Array.isArray(expectedValues)) {\n      if
(process.env.NODE_ENV !== 'production') {\n        if (arguments.length > 1) {\n          printWarning(\n
'Invalid arguments supplied to oneOf, expected an array, got ' + arguments.length + ' arguments. ' +\n          'A
common mistake is to write oneOf(x, y, z) instead of oneOf([x, y, z]).'\n          );\n        } else {\n
printWarning('Invalid argument supplied to oneOf, expected an array.');\n        }\n      }\n      return
emptyFunctionThatReturnsNull;\n    }\n\n    function validate(props, propName, componentName, location,
propFullName) {\n      var propValue = props[propName];\n      for (var i = 0; i < expectedValues.length;
i++) {\n        if (is(propValue, expectedValues[i])) {\n          return null;\n        }\n      }\n\n      var valuesString =
JSON.stringify(expectedValues, function replacer(key, value) {\n        var type = getPreciseType(value);\n        if
(type === 'symbol') {\n          return String(value);\n        }\n        return value;\n      });\n      return new
PropTypeError('Invalid ' + location + '`' + propFullName + '` of value `' + String(propValue) + '` ' + ('supplied to `'
+ componentName + '`, expected one of ' + valuesString + '.'));\n    }\n    return
createChainableTypeChecker(validate);\n  }\n\n  function createObjectOfTypeChecker(typeChecker) {\n    function
validate(props, propName, componentName, location, propFullName) {\n      if (typeof typeChecker !== 'function')
{\n        return new PropTypeError('Property `' + propFullName + '` of component `' + componentName + '` has
invalid PropType notation inside objectOf.');\n      }\n      var propValue = props[propName];\n
    var propType = getPropType(propValue);\n      if (propType !== 'object') {\n        return new
PropTypeError('Invalid ' + location + '`' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' +
componentName + '`, expected an object.'));\n      }\n      for (var key in propValue) {\n        if (has(propValue, key))
{\n          var error = typeChecker(propValue, key, componentName, location, propFullName + '.' + key,
ReactPropTypesSecret);\n          if (error instanceof Error) {\n            return error;\n          }\n        }\n      }\n
return null;\n    }\n    return createChainableTypeChecker(validate);\n  }\n\n  function
createUnionTypeChecker(arrayOfTypeCheckers) {\n    if (!Array.isArray(arrayOfTypeCheckers)) {\n
process.env.NODE_ENV !== 'production' ? printWarning('Invalid argument supplied to oneOfType, expected an
instance of array.') : void 0;\n      return emptyFunctionThatReturnsNull;\n    }\n\n    for (var i = 0; i <
arrayOfTypeCheckers.length;
```

i++) {\n    var checker = arrayOfTypeCheckers[i];\n    if (typeof checker !== 'function') {\n        printWarning(\n    'Invalid argument supplied to oneOfType. Expected an array of check functions, but ' +\n    'received ' + getPostfixForTypeWarning(checker) + ' at index ' + i + '.'\n        );\n        return emptyFunctionThatReturnsNull;\n    }\n    }\n\n    function validate(props, propName, componentName, location, propFullName) {\n    for (var i = 0; i < arrayOfTypeCheckers.length; i++) {\n        var checker = arrayOfTypeCheckers[i];\n        if (checker(props, propName, componentName, location, propFullName, ReactPropTypesSecret) == null) {\n            return null;\n        }\n    }\n\n    return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` supplied to ' + ('`' + componentName + '`.'));\n    }\n    return createChainableTypeChecker(validate);\n    }\n\n    function createNodeChecker() {\n    function validate(props, propName, componentName, location, propFullName) {\n    if (!isNode(props[propName])) {\n        return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` supplied to ' + ('`' + componentName + '`, expected a ReactNode.'));\n    }\n    return null;\n    }\n    return createChainableTypeChecker(validate);\n    }\n\n    function createShapeTypeChecker(shapeTypes) {\n    function validate(props, propName, componentName, location, propFullName) {\n    var propValue = props[propName];\n    var propType = getPropType(propValue);\n    if (propType !== 'object') {\n        return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type `' + propType + '` ' + ('supplied to `' + componentName + '`, expected `object`.'));\n    }\n    for (var key in shapeTypes) {\n        var checker = shapeTypes[key];\n        if (!checker) {\n            continue;\n        }\n        var error = checker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n        if (error) {\n            return error;\n        }\n    }\n    return null;\n    }\n    return createChainableTypeChecker(validate);\n    }\n\n    function createStrictShapeTypeChecker(shapeTypes) {\n    function validate(props, propName, componentName, location, propFullName) {\n    var propValue = props[propName];\n    var propType = getPropType(propValue);\n    if (propType !== 'object') {\n        return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type `' + propType + '` ' + ('supplied to `' + componentName + '`, expected `object`.'));\n    }\n    // We need to check all keys in case some are required but missing from\n    // props.\n    var allKeys = assign({}, props[propName], shapeTypes);\n    for (var key in allKeys) {\n        var checker = shapeTypes[key];\n        if (!checker) {\n            return new PropTypeError(\n    'Invalid ' + location + ' `' + propFullName + '` key `' + key + '` supplied
to `' + componentName + '`.' +\n            '\\nBad object: ' + JSON.stringify(props[propName], null, ' ') +\n    '\\nValid keys: ' + JSON.stringify(Object.keys(shapeTypes), null, ' ')\n            );\n        }\n        var error = checker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n        if (error) {\n            return error;\n        }\n    }\n    return null;\n    }\n\n    return createChainableTypeChecker(validate);\n    }\n\n    function isNode(propValue) {\n    switch (typeof propValue) {\n    case 'number':\n    case 'string':\n    case 'undefined':\n        return true;\n    case 'boolean':\n        return !propValue;\n    case 'object':\n        if (Array.isArray(propValue)) {\n            return propValue.every(isNode);\n    }\n        if (propValue === null || isValidElement(propValue)) {\n            return true;\n        }\n\n        var iteratorFn = getIteratorFn(propValue);\n        if (iteratorFn) {\n
        var iterator = iteratorFn.call(propValue);\n            var step;\n            if (iteratorFn !== propValue.entries) {\n    while (!(step = iterator.next()).done) {\n            if (!isNode(step.value)) {\n                return false;\n            }\n    }\n        } else {\n            // Iterator will provide entry [k,v] tuples rather than values.\n            while (!(step = iterator.next()).done) {\n                var entry = step.value;\n                if (entry) {\n                    if (!isNode(entry[1])) {\n            return false;\n                }\n            }\n        }\n    }\n        } else {\n            return false;\n        }\n\n        return true;\n    default:\n        return false;\n    }\n    }\n\n    function isSymbol(propType, propValue) {\n    // Native Symbol.\n    if (propType === 'symbol') {\n        return true;\n    }\n\n    // falsy value can't be a Symbol\n    if (!propValue) {\n        return false;\n    }\n\n    //
    19.4.3.5 Symbol.prototype[@@toStringTag] === 'Symbol'\n    if (propValue['@@toStringTag'] === 'Symbol') {\n    return true;\n    }\n\n    // Fallback for non-spec compliant Symbols which are polyfilled.\n    if (typeof Symbol === 'function' && propValue instanceof Symbol) {\n        return true;\n    }\n\n    return false;\n    }\n\n    // Equivalent of `typeof` but with special handling for array and regexp.\n    function getPropType(propValue) {\n    var propType =

typeof propValue;\n    if (Array.isArray(propValue)) {\n      return 'array';\n    }\n    if (propValue instanceof RegExp) {\n      // Old webkits (at least until Android 4.0) return 'function' rather than\n      // 'object' for typeof a RegExp. We'll normalize this here so that /bla/\n      // passes PropTypes.object.\n      return 'object';\n    }\n    if (isSymbol(propType, propValue)) {\n      return 'symbol';\n    }\n    return propType;\n  }\n\n  // This handles more types than `getPropType`. Only used for error messages.\n

  // See `createPrimitiveTypeChecker`.\n  function getPreciseType(propValue) {\n    if (typeof propValue === 'undefined' || propValue === null) {\n      return '' + propValue;\n    }\n    var propType = getPropType(propValue);\n    if (propType === 'object') {\n      if (propValue instanceof Date) {\n        return 'date';\n      } else if (propValue instanceof RegExp) {\n        return 'regexp';\n      }\n    }\n    return propType;\n  }\n\n  // Returns a string that is postfixed to a warning about an invalid type.\n  // For example, \"undefined\" or \"of type array\"\n  function getPostfixForTypeWarning(value) {\n    var type = getPreciseType(value);\n    switch (type) {\n      case 'array':\n      case 'object':\n        return 'an ' + type;\n      case 'boolean':\n      case 'date':\n      case 'regexp':\n        return 'a ' + type;\n      default:\n        return type;\n    }\n  }\n\n  // Returns class name of the object, if any.\n  function getClassName(propValue) {\n    if (!propValue.constructor

  || !propValue.constructor.name) {\n      return ANONYMOUS;\n    }\n    return propValue.constructor.name;\n  }\n\n  ReactPropTypes.checkPropTypes = checkPropTypes;\n  ReactPropTypes.resetWarningCache = checkPropTypes.resetWarningCache;\n  ReactPropTypes.PropTypes = ReactPropTypes;\n\n  return ReactPropTypes;\n};\n","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\nif (process.env.NODE_ENV !== 'production') {\n  var ReactIs = require('react-is');\n\n  // By explicitly using `prop-types` you are opting into new development behavior.\n  // http://fb.me/prop-types-in-prod\n  var throwOnDirectAccess = true;\n  module.exports = require('./factoryWithTypeCheckers')(ReactIs.isElement, throwOnDirectAccess);\n} else {\n  // By explicitly using `prop-types` you are opting into new production behavior.\n  // http://fb.me/prop-types-in-prod\n

  module.exports = require('./factoryWithThrowingShims')();\n}\n","export default function _extends() {\n  _extends = Object.assign || function (target) {\n    for (var i = 1; i < arguments.length; i++) {\n      var source = arguments[i];\n\n      for (var key in source) {\n        if (Object.prototype.hasOwnProperty.call(source, key)) {\n          target[key] = source[key];\n        }\n      }\n    }\n\n    return target;\n  };\n\n  return _extends.apply(this, arguments);\n}","function isAbsolute(pathname) {\n  return pathname.charAt(0) === '/';\n}\n\n// About 1.5x faster than the two-arg version of Array#splice()\nfunction spliceOne(list, index) {\n  for (var i = index, k = i + 1, n = list.length; k < n; i += 1, k += 1) {\n    list[i] = list[k];\n  }\n\n  list.pop();\n}\n\n// This implementation is based heavily on node's url.parse\nfunction resolvePathname(to) {\n  var from = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : '';\n\n  var toParts = to && to.split('/')

 || [];\n  var fromParts = from && from.split('/') || [];\n\n  var isToAbs = to && isAbsolute(to);\n  var isFromAbs = from && isAbsolute(from);\n  var mustEndAbs = isToAbs || isFromAbs;\n\n  if (to && isAbsolute(to)) {\n    // to is absolute\n    fromParts = toParts;\n  } else if (toParts.length) {\n    // to is relative, drop the filename\n    fromParts.pop();\n    fromParts = fromParts.concat(toParts);\n  }\n\n  if (!fromParts.length) return '/';\n\n  var hasTrailingSlash = void 0;\n  if (fromParts.length) {\n    var last = fromParts[fromParts.length - 1];\n    hasTrailingSlash = last === '.' || last === '..' || last === '';\n  } else {\n    hasTrailingSlash = false;\n  }\n\n  var up = 0;\n  for (var i = fromParts.length; i >= 0; i--) {\n    var part = fromParts[i];\n\n    if (part === '.') {\n      spliceOne(fromParts, i);\n    } else if (part === '..') {\n      spliceOne(fromParts, i);\n      up++;\n    } else if (up) {\n      spliceOne(fromParts, i);\n      up--;\n    }\n  }\n\n

  if (!mustEndAbs) for (; up--; up) {\n    fromParts.unshift('..');\n  }if (mustEndAbs && fromParts[0] !== '' && (!fromParts[0] || !isAbsolute(fromParts[0]))) fromParts.unshift('');\n\n  var result = fromParts.join('/');\n\n  if (hasTrailingSlash && result.substr(-1) !== '/') result += '/';\n\n  return result;\n}\n\nexport default resolvePathname;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nfunction valueEqual(a,

b) {\n  if (a === b) return true;\n\n  if (a == null || b == null) return false;\n\n  if (Array.isArray(a)) {\n    return Array.isArray(b) && a.length === b.length && a.every(function (item, index) {\n      return valueEqual(item, b[index]);\n    });\n  }\n\n  var aType = typeof a === 'undefined' ? 'undefined' : _typeof(a);\n  var bType = typeof b === 'undefined' ? 'undefined' : _typeof(b);\n\n  if (aType !== bType) return false;\n\n  if (aType === 'object') {\n    var aValue = a.valueOf();\n    var bValue = b.valueOf();\n\n    if (aValue !== a || bValue !== b) return valueEqual(aValue, bValue);\n\n    var aKeys = Object.keys(a);\n    var bKeys = Object.keys(b);\n\n    if (aKeys.length !== bKeys.length) return false;\n\n    return aKeys.every(function (key) {\n      return valueEqual(a[key], b[key]);\n    });\n  }\n\n  return false;\n}\n\nexport default valueEqual;","var isProduction = process.env.NODE_ENV === 'production';\nfunction warning(condition, message) {\n  if (!isProduction) {\n    if (condition) {\n      return;\n    }\n\n    var text = \"Warning: \" + message;\n\n    if (typeof console !== 'undefined') {\n      console.warn(text);\n    }\n\n    try {\n      throw Error(text);\n    } catch (x) {}\n  }\n}\n\nexport default warning;\n","var isProduction = process.env.NODE_ENV === 'production';\nvar prefix = 'Invariant failed';\nfunction invariant(condition, message) {\n  if (condition) {\n    return;\n  }\n\n  if (isProduction) {\n    throw new Error(prefix);\n  } else {\n    throw new Error(prefix + \": \" + (message || ''));\n  }\n}\n\nexport default invariant;\n","import _extends from '@babel/runtime/helpers/esm/extends';\nimport resolvePathname from 'resolve-pathname';\nimport valueEqual from 'value-equal';\nimport warning from 'tiny-warning';\nimport invariant from 'tiny-invariant';\n\nfunction addLeadingSlash(path) {\n  return path.charAt(0) === '/' ? path : '/' + path;\n}\nfunction stripLeadingSlash(path) {\n  return path.charAt(0) === '/' ? path.substr(1) : path;\n}\nfunction hasBasename(path, prefix) {\n  return new RegExp('^' + prefix + '(\\\\/|\\\\?|#|$)', 'i').test(path);\n}\nfunction stripBasename(path, prefix) {\n  return hasBasename(path, prefix) ? path.substr(prefix.length) : path;\n}\nfunction stripTrailingSlash(path) {\n  return path.charAt(path.length - 1) === '/' ? path.slice(0, -1) : path;\n}\nfunction parsePath(path) {\n  var pathname = path || '/';\n  var search = '';\n  var hash = '';\n  var hashIndex = pathname.indexOf('#');\n\n  if (hashIndex !== -1) {\n    hash = pathname.substr(hashIndex);\n    pathname = pathname.substr(0, hashIndex);\n  }\n\n  var searchIndex = pathname.indexOf('?');\n\n  if (searchIndex !== -1) {\n    search = pathname.substr(searchIndex);\n    pathname = pathname.substr(0, searchIndex);\n  }\n\n  return {\n    pathname: pathname,\n    search: search === '?' ? '' : search,\n    hash: hash === '#' ? '' : hash\n  };\n}\nfunction createPath(location) {\n  var pathname = location.pathname,\n      search = location.search,\n      hash = location.hash;\n  var path = pathname || '/';\n  if (search && search !== '?') path += search.charAt(0) === '?' ? search : \"?\" + search;\n  if (hash && hash !== '#') path += hash.charAt(0) === '#' ? hash : \"#\" + hash;\n  return path;\n}\n\nfunction createLocation(path, state, key, currentLocation) {\n  var location;\n\n  if (typeof path === 'string') {\n    // Two-arg form: push(path, state)\n    location = parsePath(path);\n    location.state = state;\n  } else {\n    // One-arg form: push(location)\n    location = _extends({}, path);\n    if (location.pathname === undefined) location.pathname = '';\n\n    if (location.search) {\n      if (location.search.charAt(0) !== '?') location.search = '?' + location.search;\n    } else {\n      location.search = '';\n    }\n\n    if (location.hash) {\n      if (location.hash.charAt(0) !== '#') location.hash = '#' + location.hash;\n    } else {\n      location.hash = '';\n    }\n\n    if (state !== undefined && location.state === undefined) location.state = state;\n  }\n\n  try {\n    location.pathname = decodeURI(location.pathname);\n  } catch (e) {\n    if (e instanceof URIError) {\n      throw new URIError('Pathname \"' + location.pathname + '" could not be decoded. ' + 'This is likely caused by an invalid percent-encoding.');\n    } else {\n      throw e;\n    }\n  }\n\n  if (key) location.key = key;\n\n  if (currentLocation) {\n    // Resolve incomplete/relative pathname relative to current location.\n    if (!location.pathname) {\n      location.pathname = currentLocation.pathname;\n    } else if (location.pathname.charAt(0) !== '/') {\n      location.pathname = resolvePathname(location.pathname, currentLocation.pathname);\n    }\n  } else {\n    // When there is no prior location and pathname is empty, set it to /\n    if (!location.pathname) {\n      location.pathname = '/';\n    }\n  }\n\n  return location;\n}\nfunction locationsAreEqual(a, b) {\n  return a.pathname === b.pathname && a.search === b.search && a.hash === b.hash && a.key === b.key && valueEqual(a.state, b.state);\n}\n\nfunction createTransitionManager() {\n  var prompt = null;\n\n  function setPrompt(nextPrompt) {\n    process.env.NODE_ENV !== \"production\" ? warning(prompt == null, 'A history supports only one prompt at a

time') : void 0;\n

   prompt = nextPrompt;\n    return function () {\n    if (prompt === nextPrompt) prompt = null;\n   };\n }\n\n function confirmTransitionTo(location, action, getUserConfirmation, callback) {\n   // TODO: If another transition starts while we're still confirming\n   // the previous one, we may end up in a weird state. Figure out the\n   // best way to handle this.\n   if (prompt != null) {\n    var result = typeof prompt === 'function' ? prompt(location, action) : prompt;\n\n    if (typeof result === 'string') {\n     if (typeof getUserConfirmation === 'function') {\n getUserConfirmation(result, callback);\n   } else {\n     process.env.NODE_ENV !== \"production\" ? warning(false, 'A history needs a getUserConfirmation function in order to use a prompt message') : void 0;\n callback(true);\n   }\n   } else {\n    // Return false from a transition hook to cancel the transition.\n callback(result !== false);\n   }

  } else {\n   callback(true);\n  }\n }\n\n var listeners = [];\n\n function appendListener(fn) {\n  var isActive = true;\n\n  function listener() {\n   if (isActive) fn.apply(void 0, arguments);\n  }\n\n  listeners.push(listener);\n return function () {\n   isActive = false;\n   listeners = listeners.filter(function (item) {\n    return item !== listener;\n  });\n };\n }\n\n function notifyListeners() {\n  for (var _len = arguments.length, args = new Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n  }\n\n listeners.forEach(function (listener) {\n   return listener.apply(void 0, args);\n  });\n }\n return {\n setPrompt: setPrompt,\n  confirmTransitionTo: confirmTransitionTo,\n  appendListener: appendListener,\n notifyListeners: notifyListeners\n };\n}\n\nvar canUseDOM = !!(typeof window !== 'undefined' && window.document && window.document.createElement);\nfunction getConfirmation(message,\n callback) {\n callback(window.confirm(message)); // eslint-disable-line no-alert\n}\n\n/**\n * Returns true if the HTML5 history API is supported. Taken from Modernizr.\n *\n * https://github.com/Modernizr/Modernizr/blob/master/LICENSE\n * https://github.com/Modernizr/Modernizr/blob/master/feature-detects/history.js\n * changed to avoid false negatives for Windows Phones: https://github.com/reactjs/react-router/issues/586\n */\n\nfunction supportsHistory() {\n var ua = window.navigator.userAgent;\n if ((ua.indexOf('Android 2.') !== -1 || ua.indexOf('Android 4.0') !== -1) && ua.indexOf('Mobile Safari') !== -1 && ua.indexOf('Chrome') === -1 && ua.indexOf('Windows Phone') === -1) return false;\n return window.history && 'pushState' in window.history;\n}\n\n/**\n * Returns true if browser fires popstate on hash change.\n * IE10 and IE11 do not.\n */\nfunction supportsPopStateOnHashChange() {\n return window.navigator.userAgent.indexOf('Trident') === -1;\n}\n\n/**\n * Returns false if

 using go(n) with hash history causes a full page reload.\n */\nfunction supportsGoWithoutReloadUsingHash() {\n return window.navigator.userAgent.indexOf('Firefox') === -1;\n}\n\n/**\n * Returns true if a given popstate event is an extraneous WebKit event.\n * Accounts for the fact that Chrome on iOS fires real popstate events\n * containing undefined state when pressing the back button.\n */\n\nfunction isExtraneousPopstateEvent(event) {\n event.state === undefined && navigator.userAgent.indexOf('CriOS') === -1;\n}\n\nvar PopStateEvent = 'popstate';\nvar HashChangeEvent = 'hashchange';\n\nfunction getHistoryState() {\n try {\n  return window.history.state || {};\n } catch (e) {\n  // IE 11 sometimes throws when accessing window.history.state\n  // See https://github.com/ReactTraining/history/pull/289\n  return {};\n }\n}\n\n/**\n * Creates a history object that uses the HTML5 history API including\n * pushState, replaceState, and the popstate event.\n */\n\nfunction createBrowserHistory(props)

 {\n if (props === void 0) {\n  props = {};\n }\n\n !canUseDOM ? process.env.NODE_ENV !== \"production\" ? invariant(false, 'Browser history needs a DOM') : invariant(false) : void 0;\n var globalHistory = window.history;\n var canUseHistory = supportsHistory();\n var needsHashChangeListener = !supportsPopStateOnHashChange();\n var _props = props,\n   _props$forceRefresh = _props.forceRefresh,\n   forceRefresh = _props$forceRefresh === void 0 ? false : _props$forceRefresh,\n   _props$getUserConfirm = _props.getUserConfirmation,\n  getUserConfirmation = _props$getUserConfirm === void 0 ? getConfirmation : _props$getUserConfirm,\n   _props$keyLength = _props.keyLength,\n   keyLength = _props$keyLength === void 0 ? 6 : _props$keyLength;\n var basename = props.basename ? stripTrailingSlash(addLeadingSlash(props.basename)) : '';\n\n function getDOMLocation(historyState) {\n  var _ref = historyState || {},\n    key = _ref.key,\n

state = _ref.state;\n\n    var _window$location = window.location,\n        pathname = _window$location.pathname,\n        search = _window$location.search,\n        hash = _window$location.hash;\n var path = pathname + search + hash;\n    process.env.NODE_ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin ' + 'with the basename. Expected path \"' + path + '\" to begin with \"' + basename + '".') : void 0;\n    if (basename) path = stripBasename(path, basename);\n    return createLocation(path, state, key);\n  }\n\n  function createKey() {\n    return Math.random().toString(36).substr(2, keyLength);\n  }\n\n  var transitionManager = createTransitionManager();\n\n  function setState(nextState) {\n    _extends(history, nextState);\n\n    history.length = globalHistory.length;\n    transitionManager.notifyListeners(history.location, history.action);\n  }\n\n  function handlePopState(event)

 {\n    // Ignore extraneous popstate events in WebKit.\n    if (isExtraneousPopstateEvent(event)) return;\n    handlePop(getDOMLocation(event.state));\n  }\n\n  function handleHashChange() {\n    handlePop(getDOMLocation(getHistoryState()));\n  }\n\n  var forceNextPop = false;\n\n  function handlePop(location) {\n    if (forceNextPop) {\n      forceNextPop = false;\n      setState();\n    } else {\n      var action = 'POP';\n      transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n        if (ok) {\n          setState({\n            action: action,\n            location: location\n          });\n        } else {\n          revertPop(location);\n        }\n      });\n    }\n  }\n\n  function revertPop(fromLocation) {\n    var toLocation = history.location; // TODO: We could probably make this more reliable by\n    // keeping a list of keys we've seen in sessionStorage.\n    // Instead, we just default to 0 for keys we don't know.\n\n    var toIndex = allKeys.indexOf(toLocation.key);\n    if (toIndex === -1) toIndex = 0;\n    var fromIndex = allKeys.indexOf(fromLocation.key);\n    if (fromIndex === -1) fromIndex = 0;\n    var delta = toIndex - fromIndex;\n\n    if (delta) {\n      forceNextPop = true;\n      go(delta);\n    }\n  }\n\n  var initialLocation = getDOMLocation(getHistoryState());\n  var allKeys = [initialLocation.key]; // Public interface\n\n  function createHref(location) {\n    return basename + createPath(location);\n  }\n\n  function push(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to push when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'PUSH';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action,

 getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var href = createHref(location);\n      var key = location.key,\n          state = location.state;\n\n      if (canUseHistory) {\n        globalHistory.pushState({\n          key: key,\n          state: state\n        }, null, href);\n\n        if (forceRefresh) {\n          window.location.href = href;\n        } else {\n          var prevIndex = allKeys.indexOf(history.location.key);\n          var nextKeys = allKeys.slice(0, prevIndex === -1 ? 0 : prevIndex + 1);\n          nextKeys.push(location.key);\n          allKeys = nextKeys;\n          setState({\n            action: action,\n            location: location\n          });\n        }\n      } else {\n        process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot push state in browsers that do not support HTML5 history') : void 0;\n        window.location.href = href;\n      }\n    });\n  }\n\n  function replace(path,

 state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'REPLACE';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var href = createHref(location);\n      var key = location.key,\n          state = location.state;\n\n      if (canUseHistory) {\n        globalHistory.replaceState({\n          key: key,\n          state: state\n        }, null, href);\n\n        if (forceRefresh) {\n          window.location.replace(href);\n        } else {\n          var prevIndex = allKeys.indexOf(history.location.key);\n          if (prevIndex !== -1) allKeys[prevIndex] = location.key;\n

setState({\n          action: action,\n          location: location\n        });\n      }\n    } else {\n      process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot replace state in browsers that do not support HTML5 history') : void 0;\n      window.location.replace(href);\n    }\n  });\n  }\n\n\n  function go(n) {\n    globalHistory.go(n);\n  }\n\n  function goBack() {\n    go(-1);\n  }\n\n  function goForward() {\n    go(1);\n  }\n\n  var listenerCount = 0;\n\n  function checkDOMListeners(delta) {\n    listenerCount += delta;\n\n    if (listenerCount === 1 && delta === 1) {\n      window.addEventListener(PopStateEvent, handlePopState);\n      if (needsHashChangeListener) window.addEventListener(HashChangeEvent, handleHashChange);\n    } else if (listenerCount === 0) {\n      window.removeEventListener(PopStateEvent, handlePopState);\n      if (needsHashChangeListener) window.removeEventListener(HashChangeEvent, handleHashChange);\n    }\n  }\n\n  var isBlocked = false;\n\n  function block(prompt) {\n    if (prompt === void 0) {\n      prompt = false;\n    }\n\n    var unblock = transitionManager.setPrompt(prompt);\n\n    if (!isBlocked) {\n      checkDOMListeners(1);\n      isBlocked = true;\n    }\n\n    return function () {\n      if (isBlocked) {\n        isBlocked = false;\n        checkDOMListeners(-1);\n      }\n\n      return unblock();\n    };\n  }\n\n  function listen(listener) {\n    var unlisten = transitionManager.appendListener(listener);\n    checkDOMListeners(1);\n    return function () {\n      checkDOMListeners(-1);\n      unlisten();\n    };\n  }\n\n  var history = {\n    length: globalHistory.length,\n    action: 'POP',\n    location: initialLocation,\n    createHref: createHref,\n    push: push,\n    replace: replace,\n    go: go,\n    goBack: goBack,\n    goForward: goForward,\n    block: block,\n    listen: listen\n  };\n  return history;\n}\n\nvar HashChangeEvent$1

= 'hashchange';\nvar HashPathCoders = {\n  hashbang: {\n    encodePath: function encodePath(path) {\n      return path.charAt(0) === '!' ? path : '!/' + stripLeadingSlash(path);\n    },\n    decodePath: function decodePath(path) {\n      return path.charAt(0) === '!' ? path.substr(1) : path;\n    }\n  },\n  noslash: {\n    encodePath: stripLeadingSlash,\n    decodePath: addLeadingSlash\n  },\n  slash: {\n    encodePath: addLeadingSlash,\n    decodePath: addLeadingSlash\n  }\n};\n\nfunction getHashPath() {\n  // We can't use window.location.hash here because it's not\n  // consistent across browsers - Firefox will pre-decode it!\n  var href = window.location.href;\n  var hashIndex = href.indexOf('#');\n  return hashIndex === -1 ? '' : href.substring(hashIndex + 1);\n}\n\nfunction pushHashPath(path) {\n  window.location.hash = path;\n}\n\nfunction replaceHashPath(path) {\n  var hashIndex = window.location.href.indexOf('#');\n  window.location.replace(window.location.href.slice(0, hashIndex

>= 0 ? hashIndex : 0) + '#' + path);\n}\n\nfunction createHashHistory(props) {\n  if (props === void 0) {\n    props = {};\n  }\n\n  !canUseDOM ? process.env.NODE_ENV !== \"production\" ? invariant(false, 'Hash history needs a DOM') : invariant(false) : void 0;\n  var globalHistory = window.history;\n  var canGoWithoutReload = supportsGoWithoutReloadUsingHash();\n  var _props = props,\n      _props$getUserConfirm = _props.getUserConfirmation,\n      getUserConfirmation = _props$getUserConfirm === void 0 ? getConfirmation : _props$getUserConfirm,\n      _props$hashType = _props.hashType,\n      hashType = _props$hashType === void 0 ? 'slash' : _props$hashType;\n  var basename = props.basename ? stripTrailingSlash(addLeadingSlash(props.basename)) : '';\n  var _HashPathCoders$hashT = HashPathCoders[hashType],\n      encodePath = _HashPathCoders$hashT.encodePath,\n      decodePath = _HashPathCoders$hashT.decodePath;\n\n  function getDOMLocation() {\n    var path = decodePath(getHashPath());\n

  process.env.NODE_ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin ' + 'with the basename. Expected path \"' + path + '\" to begin with \"' + basename + '\".') : void 0;\n    if (basename) path = stripBasename(path, basename);\n    return createLocation(path);\n  }\n\n  var transitionManager = createTransitionManager();\n\n  function setState(nextState) {\n    _extends(history, nextState);\n\n    history.length = globalHistory.length;\n    transitionManager.notifyListeners(history.location, history.action);\n  }\n\n  var forceNextPop = false;\n  var ignorePath = null;\n\n  function handleHashChange() {\n    var path = getHashPath();\n    var encodedPath = encodePath(path);\n\n    if (path !== encodedPath) {\n      // Ensure we always have a properly-encoded hash.\n      replaceHashPath(encodedPath);\n    } else {\n      var location = getDOMLocation();\n      var prevLocation

= history.location;\n    if (!forceNextPop && locationsAreEqual(prevLocation, location)) return; // A hashchange doesn't always == location change.\n\n    if (ignorePath === createPath(location)) return; // Ignore this change; we already setState in push/replace.\n\n    ignorePath = null;\n    handlePop(location);\n  }\n }\n\n function handlePop(location) {\n   if (forceNextPop) {\n     forceNextPop = false;\n     setState();\n   } else {\n     var action = 'POP';\n     transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n       if (ok) {\n         setState({\n           action: action,\n           location: location\n         });\n       } else {\n         revertPop(location);\n       }\n     });\n   }\n }\n\n function revertPop(fromLocation) {\n   var toLocation = history.location; // TODO: We could probably make this more reliable by\n   // keeping a list of paths we've seen in sessionStorage.\n   // Instead,

we just default to 0 for paths we don't know.\n\n   var toIndex = allPaths.lastIndexOf(createPath(toLocation));\n   if (toIndex === -1) toIndex = 0;\n   var fromIndex = allPaths.lastIndexOf(createPath(fromLocation));\n   if (fromIndex === -1) fromIndex = 0;\n   var delta = toIndex - fromIndex;\n\n   if (delta) {\n     forceNextPop = true;\n     go(delta);\n   }\n } // Ensure the hash is encoded properly before doing anything else.\n\n\n var path = getHashPath();\n var encodedPath = encodePath(path);\n if (path !== encodedPath) replaceHashPath(encodedPath);\n var initialLocation = getDOMLocation();\n var allPaths = [createPath(initialLocation)]; // Public interface\n\n function createHref(location) {\n   return '#' + encodePath(basename + createPath(location));\n }\n\n function push(path, state) {\n   process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Hash history cannot push state; it is ignored') : void 0;\n   var action = 'PUSH';\n   var

location = createLocation(path, undefined, undefined, history.location);\n   transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n     if (!ok) return;\n     var path = createPath(location);\n     var encodedPath = encodePath(basename + path);\n     var hashChanged = getHashPath() !== encodedPath;\n\n     if (hashChanged) {\n       // We cannot tell if a hashchange was caused by a PUSH, so we'd\n       // rather setState here and ignore the hashchange. The caveat here\n       // is that other hash histories in the page will consider it a POP.\n       ignorePath = path;\n       pushHashPath(encodedPath);\n       var prevIndex = allPaths.lastIndexOf(createPath(history.location));\n       var nextPaths = allPaths.slice(0, prevIndex === -1 ? 0 : prevIndex + 1);\n       nextPaths.push(path);\n       allPaths = nextPaths;\n       setState({\n         action: action,\n         location: location\n       });\n     } else {\n

process.env.NODE_ENV !== \"production\" ? warning(false, 'Hash history cannot PUSH the same path; a new entry will not be added to the history stack') : void 0;\n       setState();\n     }\n   });\n }\n\n function replace(path, state) {\n   process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Hash history cannot replace state; it is ignored') : void 0;\n   var action = 'REPLACE';\n   var location = createLocation(path, undefined, undefined, history.location);\n   transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n     if (!ok) return;\n     var path = createPath(location);\n     var encodedPath = encodePath(basename + path);\n     var hashChanged = getHashPath() !== encodedPath;\n\n     if (hashChanged) {\n       // We cannot tell if a hashchange was caused by a REPLACE, so we'd\n       // rather setState here and ignore the hashchange. The caveat here\n       // is that other hash histories in the page will

consider it a POP.\n       ignorePath = path;\n       replaceHashPath(encodedPath);\n     }\n\n     var prevIndex = allPaths.indexOf(createPath(history.location));\n     if (prevIndex !== -1) allPaths[prevIndex] = path;\n     setState({\n       action: action,\n       location: location\n     });\n   });\n }\n\n function go(n) {\n   process.env.NODE_ENV !== \"production\" ? warning(canGoWithoutReload, 'Hash history go(n) causes a full page reload in this browser') : void 0;\n   globalHistory.go(n);\n }\n\n function goBack() {\n   go(-1);\n }\n\n function goForward() {\n   go(1);\n }\n\n var listenerCount = 0;\n\n function checkDOMListeners(delta) {\n   listenerCount += delta;\n\n   if (listenerCount === 1 && delta === 1) {\n     window.addEventListener(HashChangeEvent$1, handleHashChange);\n   } else if (listenerCount === 0) {\n     window.removeEventListener(HashChangeEvent$1, handleHashChange);\n   }\n }\n\n var isBlocked = false;\n\n function block(prompt)

{\n    if (prompt === void 0) {\n      prompt = false;\n    }\n\n    var unblock = transitionManager.setPrompt(prompt);\n\n    if (!isBlocked) {\n      checkDOMListeners(1);\n      isBlocked = true;\n    }\n\n    return function () {\n      if (isBlocked) {\n        isBlocked = false;\n        checkDOMListeners(-1);\n      }\n\n      return unblock();\n    };\n  }\n\n  function listen(listener) {\n    var unlisten = transitionManager.appendListener(listener);\n    checkDOMListeners(1);\n    return function () {\n      checkDOMListeners(-1);\n      unlisten();\n    };\n  }\n\n  var history = {\n    length: globalHistory.length,\n    action: 'POP',\n    location: initialLocation,\n    createHref: createHref,\n    push: push,\n    replace: replace,\n    go: go,\n    goBack: goBack,\n    goForward: goForward,\n    block: block,\n    listen: listen\n  };\n  return history;\n}\n\nfunction clamp(n, lowerBound, upperBound) {\n  return Math.min(Math.max(n, lowerBound), upperBound);\n}\n/**\n

 * Creates a history object that stores locations in memory.\n */\n\nfunction createMemoryHistory(props) {\n  if (props === void 0) {\n    props = {};\n  }\n\n  var _props = props,\n      getUserConfirmation = _props.getUserConfirmation,\n      _props$initialEntries = _props.initialEntries,\n      initialEntries = _props$initialEntries === void 0 ? ['/'] : _props$initialEntries,\n      _props$initialIndex = _props.initialIndex,\n      initialIndex = _props$initialIndex === void 0 ? 0 : _props$initialIndex,\n      _props$keyLength = _props.keyLength,\n      keyLength = _props$keyLength === void 0 ? 6 : _props$keyLength;\n  var transitionManager = createTransitionManager();\n\n  function setState(nextState) {\n    _extends(history, nextState);\n\n    history.length = history.entries.length;\n    transitionManager.notifyListeners(history.location, history.action);\n  }\n\n  function createKey() {\n    return Math.random().toString(36).substr(2, keyLength);\n  }\n\n  var index = clamp(initialIndex,
 0, initialEntries.length - 1);\n  var entries = initialEntries.map(function (entry) {\n    return typeof entry === 'string' ? createLocation(entry, undefined, createKey()) : createLocation(entry, undefined, entry.key || createKey());\n  }); // Public interface\n\n  var createHref = createPath;\n\n  function push(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to push when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'PUSH';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      var prevIndex = history.index;\n      var nextIndex = prevIndex + 1;\n      var nextEntries = history.entries.slice(0);\n\n
    if (nextEntries.length > nextIndex) {\n        nextEntries.splice(nextIndex, nextEntries.length - nextIndex, location);\n      } else {\n        nextEntries.push(location);\n      }\n\n      setState({\n        action: action,\n        location: location,\n        index: nextIndex,\n        entries: nextEntries\n      });\n    });\n  }\n\n  function replace(path, state) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n    var action = 'REPLACE';\n    var location = createLocation(path, state, createKey(), history.location);\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (!ok) return;\n      history.entries[history.index] = location;\n      setState({\n        action: action,\n
        location: location\n      });\n    });\n  }\n\n  function go(n) {\n    var nextIndex = clamp(history.index + n, 0, history.entries.length - 1);\n    var action = 'POP';\n    var location = history.entries[nextIndex];\n    transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n      if (ok) {\n        setState({\n          action: action,\n          location: location,\n          index: nextIndex\n        });\n      } else {\n        // Mimic the behavior of DOM histories by\n        // causing a render after a cancelled POP.\n        setState();\n      }\n    });\n  }\n\n  function goBack() {\n    go(-1);\n  }\n\n  function goForward() {\n    go(1);\n  }\n\n  function canGo(n) {\n    var nextIndex = history.index + n;\n    return nextIndex >= 0 && nextIndex < history.entries.length;\n  }\n\n  function block(prompt) {\n    if (prompt === void 0) {\n      prompt = false;\n    }\n\n    return transitionManager.setPrompt(prompt);\n  }\n\n  function

listen(listener) {\n return transitionManager.appendListener(listener);\n }\n\n var history = {\n length: entries.length,\n action: 'POP',\n location: entries[index],\n index: index,\n entries: entries,\n createHref: createHref,\n push: push,\n replace: replace,\n go: go,\n goBack: goBack,\n goForward: goForward,\n canGo: canGo,\n block: block,\n listen: listen\n };\n return history;\n}\n\nexport { createBrowserHistory, createHashHistory, createMemoryHistory, createLocation, locationsAreEqual, parsePath, createPath };\n","import React, { Component } from 'react';\nimport _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport PropTypes from 'prop-types';\nimport warning from 'tiny-warning';\n\nvar MAX_SIGNED_31_BIT_INT = 1073741823;\nvar commonjsGlobal = typeof globalThis !== 'undefined' ? globalThis : typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : {};\n\nfunction getUniqueId() {\n var key = '__global_unique_id__';\n return commonjsGlobal[key] = (commonjsGlobal[key] || 0) + 1;\n}\n\nfunction objectIs(x, y) {\n if (x === y) {\n return x !== 0 || 1 / x === 1 / y;\n } else {\n return x !== x && y !== y;\n }\n}\n\nfunction createEventEmitter(value) {\n var handlers = [];\n return {\n on: function on(handler) {\n handlers.push(handler);\n },\n off: function off(handler) {\n handlers = handlers.filter(function (h) {\n return h !== handler;\n });\n },\n get: function get() {\n return value;\n },\n set: function set(newValue, changedBits) {\n value = newValue;\n handlers.forEach(function (handler) {\n return handler(value, changedBits);\n });\n }\n };\n}\n\nfunction onlyChild(children) {\n return Array.isArray(children) ? children[0] : children;\n}\n\nfunction createReactContext(defaultValue, calculateChangedBits) {\n var _Provider$childContex, _Consumer$contextType;\n\n var contextProp = '__create-react-context-' + getUniqueId() + '__';\n\n var Provider = /*#__PURE__*/function (_Component) {\n _inheritsLoose(Provider, _Component);\n\n function Provider() {\n var _this;\n\n _this = _Component.apply(this, arguments) || this;\n _this.emitter = createEventEmitter(_this.props.value);\n return _this;\n }\n\n var _proto = Provider.prototype;\n\n _proto.getChildContext = function getChildContext() {\n var _ref;\n\n return _ref = {}, _ref[contextProp] = this.emitter, _ref;\n };\n\n _proto.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n if (this.props.value !== nextProps.value) {\n var oldValue = this.props.value;\n var newValue = nextProps.value;\n var changedBits;\n\n if (objectIs(oldValue, newValue)) {\n changedBits = 0;\n } else {\n changedBits = typeof calculateChangedBits === 'function' ? calculateChangedBits(oldValue, newValue) : MAX_SIGNED_31_BIT_INT;\n\n if (process.env.NODE_ENV !== 'production') {\n warning((changedBits & MAX_SIGNED_31_BIT_INT) === changedBits, 'calculateChangedBits: Expected the return value to be a ' + '31-bit integer. Instead received: ' + changedBits);\n }\n\n changedBits |= 0;\n\n if (changedBits !== 0) {\n this.emitter.set(nextProps.value, changedBits);\n }\n }\n }\n };\n\n _proto.render = function render() {\n return this.props.children;\n };\n\n return Provider;\n}(Component);\n\n Provider.childContextTypes = (_Provider$childContex = {}, _Provider$childContex[contextProp] = PropTypes.object.isRequired, _Provider$childContex);\n\n var Consumer = /*#__PURE__*/function (_Component2) {\n _inheritsLoose(Consumer, _Component2);\n\n function Consumer() {\n var _this2;\n\n _this2 = _Component2.apply(this, arguments) || this;\n _this2.state = {\n value: _this2.getValue()\n };\n\n _this2.onUpdate = function (newValue, changedBits) {\n var observedBits = _this2.observedBits | 0;\n\n if ((observedBits & changedBits) !== 0) {\n _this2.setState({\n value: _this2.getValue()\n });\n }\n };\n\n return _this2;\n }\n\n var _proto2 = Consumer.prototype;\n\n _proto2.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n var observedBits = nextProps.observedBits;\n this.observedBits = observedBits === undefined || observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n };\n\n _proto2.componentDidMount = function componentDidMount() {\n if (this.context[contextProp]) {\n this.context[contextProp].on(this.onUpdate);\n }\n\n var observedBits = this.props.observedBits;\n this.observedBits = observedBits === undefined || observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n };\n\n _proto2.componentWillUnmount

= function componentWillUnmount() {\n    if (this.context[contextProp]) {\n      this.context[contextProp].off(this.onUpdate);\n    }\n  };\n\n  _proto2.getValue = function getValue() {\n    if (this.context[contextProp]) {\n      return this.context[contextProp].get();\n    } else {\n      return defaultValue;\n    }\n  };\n\n  _proto2.render = function render() {\n    return onlyChild(this.props.children)(this.state.value);\n  };\n\n  return Consumer;\n  }(Component);\n\n Consumer.contextTypes = (_Consumer$contextType = {}, _Consumer$contextType[contextProp] = PropTypes.object, _Consumer$contextType);\n  return {\n    Provider: Provider,\n    Consumer: Consumer\n  };\n}\n\nvar index = React.createContext || createReactContext;\n\nexport default index;\n","module.exports = Array.isArray || function (arr) {\n  return Object.prototype.toString.call(arr) == '[object Array]';\n};\n","var isarray = require('isarray')\n\n/**\n * Expose `pathToRegexp`.\n */\nmodule.exports = pathToRegexp\nmodule.exports.parse = parse\nmodule.exports.compile = compile\nmodule.exports.tokensToFunction = tokensToFunction\nmodule.exports.tokensToRegExp = tokensToRegExp\n\n/**\n * The main path matching regexp utility.\n *\n * @type {RegExp}\n */\nvar PATH_REGEXP = new RegExp([\n  // Match escaped characters that would otherwise appear in future matches.\n  // This allows the user to escape special characters that won't transform.\n  '(\\\\\\\\\\\\.)',\n  // Match Express-style parameters and un-named parameters with a prefix\n  // and optional suffixes. Matches appear as:\n  //\n  // \"/:test(\\\\d+)?\" => [\"/\", \"test\", \"\\d+\", undefined, \"?\", undefined]\n  // \"/route(\\\\d+)\"  => [undefined, undefined, undefined, \"\\d+\", undefined, undefined]\n  // \"/*\"            => [\"/\", undefined, undefined, undefined, undefined, \"*\"]\n  '([\\\\/.])?(?:(?:\\\\:(\\\\w+)(?:\\\\(((?:\\\\\\\\.|[^\\\\\\\\()])+)\\\\))?|\\\\(((?:\\\\\\\\.|[^\\\\\\\\()])+)\\\\))([+*?])?|(\\\\*))'\n].join('|'), 'g')\n\n/**\n * Parse a string for the raw tokens.\n *\n * @param  {string}  str\n * @param  {Object=} options\n * @return {!Array}\n */\nfunction parse (str, options) {\n  var tokens = []\n  var key = 0\n  var index = 0\n  var path = ''\n  var defaultDelimiter = options && options.delimiter || '/'\n  var res\n\n  while ((res = PATH_REGEXP.exec(str)) != null) {\n    var m = res[0]\n    var escaped = res[1]\n    var offset = res.index\n    path += str.slice(index, offset)\n    index = offset + m.length\n\n    // Ignore already escaped sequences.\n    if (escaped) {\n      path += escaped[1]\n      continue\n    }\n\n    var next = str[index]\n    var prefix = res[2]\n    var name = res[3]\n    var capture = res[4]\n    var group = res[5]\n    var modifier = res[6]\n    var asterisk = res[7]\n\n    // Push the current path onto the tokens.\n    if (path) {\n      tokens.push(path)\n      path = ''\n    }\n\n    var partial = prefix != null && next != null && next !== prefix\n    var repeat = modifier === '+' || modifier === '*'\n    var optional = modifier === '?' || modifier === '*'\n    var delimiter = res[2] || defaultDelimiter\n    var pattern = capture || group\n\n    tokens.push({\n      name: name || key++,\n      prefix: prefix || '',\n      delimiter: delimiter,\n      optional: optional,\n      repeat: repeat,\n      partial: partial,\n      asterisk: !!asterisk,\n      pattern: pattern ? escapeGroup(pattern) : (asterisk ? '.*' : '[^' + escapeString(delimiter) + ']+?')\n    })\n  }\n\n  // Match any characters still remaining.\n  if (index < str.length) {\n    path += str.substr(index)\n  }\n\n  // If the path exists, push it onto the end.\n  if (path) {\n    tokens.push(path)\n  }\n\n  return tokens\n}\n\n/**\n * Compile a string to a template function for the path.\n *\n * @param  {string}             str\n * @param  {Object=}            options\n * @return {!function(Object=, Object=)}\n */\nfunction compile (str, options) {\n  return tokensToFunction(parse(str, options))\n}\n\n/**\n * Prettier encoding of URI path segments.\n *\n * @param  {string}\n * @return {string}\n */\nfunction encodeURIComponentPretty (str) {\n  return encodeURI(str).replace(/[\\/?#]/g, function (c) {\n    return '%' + c.charCodeAt(0).toString(16).toUpperCase()\n  })\n}\n\n/**\n * Encode the asterisk parameter. Similar to `pretty`, but allows slashes.\n *\n * @param  {string}\n * @return {string}\n */\nfunction encodeAsterisk (str) {\n  return encodeURI(str).replace(/[?#]/g, function (c) {\n    return '%' + c.charCodeAt(0).toString(16).toUpperCase()\n  })\n}\n\n/**\n * Expose a method for transforming tokens into the path function.\n */\nfunction tokensToFunction (tokens) {\n  // Compile all the tokens into regexps.\n  var matches = new Array(tokens.length)\n\n  // Compile all the patterns before compilation.\n  for (var i = 0; i < tokens.length; i++) {\n    if (typeof tokens[i] === 'object') {\n      matches[i] = new RegExp('^(?:' + tokens[i].pattern + ')$')\n    }\n  }\n\n  return function (obj, opts) {\n    var path = ''\n    var data = obj || {}\n    var options = opts || {}\n    var encode = options.pretty ? encodeURIComponentPretty :

encodeURIComponent\n\n    for (var i = 0; i < tokens.length; i++) {\n      var token = tokens[i]\n\n      if (typeof token === 'string') {\n        path += token\n\n        continue\n      }\n\n      var value = data[token.name]\n      var segment\n\n      if (value == null) {\n        if (token.optional) {\n          // Prepend partial segment prefixes.\n          if (token.partial) {\n            path += token.prefix\n          }\n\n          continue\n        } else {\n          throw new TypeError('Expected \'" + token.name + "\' to be defined')\n        }\n      }\n\n      if (isarray(value)) {\n        if (!token.repeat) {\n          throw new TypeError('Expected \'" + token.name + "\' to not repeat, but received `' + JSON.stringify(value) + '`')\n        }\n\n        if (value.length === 0) {\n          if (token.optional) {\n            continue\n          } else {\n            throw new TypeError('Expected \'" + token.name + "\' to not be empty')\n          }\n        }\n\n        for (var j = 0; j < value.length; j++) {\n          segment = encode(value[j])\n\n          if (!matches[i].test(segment)) {\n            throw new TypeError('Expected all \'" + token.name + "\' to match \'" + token.pattern + "\', but received `' + JSON.stringify(segment) + '`')\n          }\n\n          path += (j === 0 ? token.prefix : token.delimiter) + segment\n        }\n\n        continue\n      }\n\n      segment = token.asterisk ? encodeAsterisk(value) : encode(value)\n\n      if (!matches[i].test(segment)) {\n        throw new TypeError('Expected \'" + token.name + "\' to match \'" + token.pattern + "\', but received \'" + segment + "\'')\n      }\n\n      path += token.prefix + segment\n    }\n\n    return path\n  }\n}\n\n/**\n * Escape a regular expression string.\n *\n * @param  {string} str\n * @return {string}\n */\nfunction escapeString (str) {\n  return str.replace(/([.+*?=^!:${}()[\]|\/\\])/g, '\\\\$1')\n}\n\n/**\n * Escape the capturing group by escaping special characters and meaning.\n *\n * @param  {string} group\n * @return {string}\n */\nfunction escapeGroup (group) {\n  return group.replace(/([=!:$\/()])/g, '\\\\$1')\n}\n\n/**\n * Attach the keys as a property of the regexp.\n *\n * @param  {!RegExp} re\n * @param  {Array}   keys\n * @return {!RegExp}\n */\nfunction attachKeys (re, keys) {\n  re.keys = keys\n  return re\n}\n\n/**\n * Get the flags for a regexp from the options.\n *\n * @param  {Object} options\n * @return {string}\n */\nfunction flags (options) {\n  return options.sensitive ? '' : 'i'\n}\n\n/**\n * Pull out keys from a regexp.\n *\n * @param  {!RegExp} path\n * @param  {!Array}  keys\n * @return {!RegExp}\n */\nfunction regexpToRegexp (path, keys) {\n  // Use a negative lookahead to match only capturing groups.\n  var groups = path.source.match(/\((?!\?)/g)\n\n  if (groups) {\n    for (var i = 0; i < groups.length; i++) {\n      keys.push({\n        name: i,\n        prefix: null,\n        delimiter: null,\n        optional: false,\n        repeat: false,\n        partial: false,\n        asterisk: false,\n        pattern: null\n      })\n    }\n  }\n\n  return attachKeys(path, keys)\n}\n\n/**\n * Transform an array into a regexp.\n *\n * @param  {!Array}  path\n * @param  {Array}   keys\n * @param  {!Object} options\n * @return {!RegExp}\n */\nfunction arrayToRegexp (path, keys, options) {\n  var parts = []\n\n  for (var i = 0; i < path.length; i++) {\n    parts.push(pathToRegexp(path[i], keys, options).source)\n  }\n\n  var regexp = new RegExp('(?:' + parts.join('|') + ')', flags(options))\n\n  return attachKeys(regexp, keys)\n}\n\n/**\n * Create a path regexp from string input.\n *\n * @param  {string} path\n * @param  {!Array}  keys\n * @param  {!Object} options\n * @return {!RegExp}\n */\nfunction stringToRegexp (path, keys, options) {\n  return tokensToRegExp(parse(path, options), keys, options)\n}\n\n/**\n * Expose a function for taking tokens and returning a RegExp.\n *\n * @param  {!Array}          tokens\n * @param  {(Array|Object)=} keys\n * @param  {Object=}         options\n * @return {!RegExp}\n */\nfunction tokensToRegExp (tokens, keys, options) {\n  if (!isarray(keys)) {\n    options = /** @type {!Object} */ (keys || options)\n    keys = []\n  }\n\n  options = options || {}\n\n  var strict = options.strict\n  var end = options.end !== false\n  var route = ''\n\n  // Iterate over the tokens and create our regexp string.\n  for (var i = 0; i < tokens.length; i++) {\n    var token = tokens[i]\n\n    if (typeof token === 'string') {\n      route += escapeString(token)\n    } else {\n      var prefix = escapeString(token.prefix)\n      var capture = '(?:' + token.pattern + ')'\n\n      keys.push(token)\n\n      if (token.repeat) {\n        capture += '(?:' + prefix + capture + ')*'\n      }\n\n      if (token.optional) {\n        if (!token.partial) {\n          capture = '(?:' + prefix + '(' + capture + '))?'\n        } else {\n          capture = prefix + '(' + capture + ')?'\n        }\n      } else {\n        capture = prefix + '(' + capture + ')'\n      }\n\n      route += capture\n    }\n  }\n\n  var delimiter = escapeString(options.delimiter || '/')\n  var endsWithDelimiter = route.slice(-delimiter.length) === delimiter\n\n  // In non-strict mode we allow a slash at the end of match. If the path to\n  // match already ends with a slash, we remove

it for consistency. The slash\n // is valid at the end of a path match, not in the middle. This is important\n // in non-ending mode, where \"/test/\" shouldn't match \"/test//route\".\n if (!strict) {\n route = (endsWithDelimiter ? route.slice(0, -delimiter.length) : route) + '(?:' + delimiter + '(?=$))?'\n }\n\n if (end) {\n route += '$'\n } else {\n // In

 non-ending mode, we need the capturing groups to match as much as\n // possible by using a positive lookahead to the end or next path segment.\n route += strict && endsWithDelimiter ? '' : '(?=' + delimiter + '|$)'\n }\n\n return attachKeys(new RegExp('^' + route, flags(options)), keys)\n}\n\n/**\n * Normalize the given path string, returning a regular expression.\n *\n * An empty array can be passed in for the keys, which will hold the\n * placeholder key descriptions. For example, using `/user/:id`, `keys` will\n * contain `[{ name: 'id', delimiter: '/', optional: false, repeat: false }]`.\n *\n * @param {(string|RegExp|Array)} path\n * @param {(Array|Object)=} keys\n * @param {Object=} options\n * @return {!RegExp}\n */\nfunction pathToRegexp (path, keys, options) {\n if (!isarray(keys)) {\n options = /** @type {!Object} */ (keys || options)\n keys = []\n }\n\n options = options || {}\n\n if (path instanceof RegExp) {\n return regexpToRegexp(path,

 /** @type {!Array} */ (keys))\n }\n\n if (isarray(path)) {\n return arrayToRegexp(/** @type {!Array} */ (path), /** @type {!Array} */ (keys), options)\n }\n\n return stringToRegexp(/** @type {string} */ (path), /** @type {!Array} */ (keys), options)\n}\n","export default function _objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length; i++) {\n key = sourceKeys[i];\n if (excluded.indexOf(key) >= 0) continue;\n target[key] = source[key];\n }\n\n return target;\n}","'use strict';\n\n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms.\n */\nvar ReactIs = require('react-is');\nvar REACT_STATICS = {\n childContextTypes: true,\n contextType: true,\n contextTypes: true,\n defaultProps: true,\n displayName: true,\n getDefaultProps:

 true,\n getDerivedStateFromError: true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\n\nvar KNOWN_STATICS = {\n name: true,\n length: true,\n prototype: true,\n caller: true,\n callee: true,\n arguments: true,\n arity: true\n};\n\nvar FORWARD_REF_STATICS = {\n '$$typeof': true,\n render: true,\n defaultProps: true,\n displayName: true,\n propTypes: true\n};\n\nvar MEMO_STATICS = {\n '$$typeof': true,\n compare: true,\n defaultProps: true,\n displayName: true,\n propTypes: true,\n type: true\n};\n\nvar TYPE_STATICS = {};\nTYPE_STATICS[ReactIs.ForwardRef] = FORWARD_REF_STATICS;\n\nfunction getStatics(component) {\n if (ReactIs.isMemo(component)) {\n return MEMO_STATICS;\n }\n return TYPE_STATICS[component['$$typeof']] || REACT_STATICS;\n}\n\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames = Object.getOwnPropertyNames;\nvar getOwnPropertySymbols

 = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nvar getPrototypeOf = Object.getPrototypeOf;\nvar objectPrototype = Object.prototype;\n\nfunction hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n // don't hoist over string (html) components\n\n if (objectPrototype) {\n var inheritedComponent = getPrototypeOf(sourceComponent);\n if (inheritedComponent && inheritedComponent !== objectPrototype) {\n hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n }\n }\n\n var keys = getOwnPropertyNames(sourceComponent);\n\n if (getOwnPropertySymbols) {\n keys = keys.concat(getOwnPropertySymbols(sourceComponent));\n }\n\n var targetStatics = getStatics(targetComponent);\n var sourceStatics = getStatics(sourceComponent);\n\n for (var i = 0; i < keys.length; ++i) {\n var key = keys[i];\n if (!KNOWN_STATICS[key] && !(blacklist && blacklist[key]) && !(sourceStatics && sourceStatics[key]) && !(targetStatics && targetStatics[key])) {\n var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n try {\n // Avoid failures from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) {}\n }\n }\n\n return targetComponent;\n }\n\n return targetComponent;\n}\n\nmodule.exports = hoistNonReactStatics;\n","import _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport React from 'react';\nimport PropTypes from 'prop-types';\nimport { createMemoryHistory, createLocation,

locationsAreEqual, createPath } from 'history';\nimport warning from 'tiny-warning';\nimport createContext from 'mini-create-react-context';\nimport invariant from 'tiny-invariant';\nimport _extends from '@babel/runtime/helpers/esm/extends';\nimport pathToRegexp from 'path-to-regexp';\nimport { isValidElementType } from 'react-is';\nimport _objectWithoutPropertiesLoose from '@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';\nimport hoistStatics from 'hoist-non-react-statics';\n\n// TODO: Replace with React.createContext once we can assume React 16+\n\nvar createNamedContext = function createNamedContext(name) {\n  var context = createContext();\n  context.displayName = name;\n  return context;\n};\n\nvar historyContext = /*#__PURE__*/createNamedContext(\"Router-History\");\n\nvar context = /*#__PURE__*/createNamedContext(\"Router\");\n\n/**\n * The public API for putting history on context.\n */\n\nvar Router = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(Router, _React$Component);\n\n  Router.computeRootMatch = function computeRootMatch(pathname) {\n    return {\n      path: \"/\",\n      url: \"/\",\n      params: {},\n      isExact: pathname === \"/\"\n    };\n  };\n\n  function Router(props) {\n    var _this;\n\n    _this = _React$Component.call(this, props) || this;\n    _this.state = {\n      location: props.history.location\n    }; // This is a bit of a hack. We have to start listening for location\n    // changes here in the constructor in case there are any <Redirect>s\n    // on the initial render. If there are, they will replace/push when\n    // they mount and since cDM fires in children before parents, we may\n    // get a new location before the <Router> is mounted.\n\n    _this._isMounted = false;\n    _this._pendingLocation = null;\n\n    if (!props.staticContext) {\n      _this.unlisten = props.history.listen(function (location) {\n        if (_this._isMounted) {\n          _this.setState({\n            location: location\n          });\n        } else {\n          _this._pendingLocation = location;\n        }\n      });\n    }\n\n    return _this;\n  }\n\n  var _proto = Router.prototype;\n\n  _proto.componentDidMount = function componentDidMount() {\n    this._isMounted = true;\n\n    if (this._pendingLocation) {\n      this.setState({\n        location: this._pendingLocation\n      });\n    }\n  };\n\n  _proto.componentWillUnmount = function componentWillUnmount() {\n    if (this.unlisten) {\n      this.unlisten();\n      this._isMounted = false;\n      this._pendingLocation = null;\n    }\n  };\n\n  _proto.render = function render() {\n    return /*#__PURE__*/React.createElement(context.Provider, {\n      value: {\n        history: this.props.history,\n        location: this.state.location,\n        match: Router.computeRootMatch(this.state.location.pathname),\n        staticContext: this.props.staticContext\n      }\n    }, /*#__PURE__*/React.createElement(historyContext.Provider, {\n      children: this.props.children || null,\n      value: this.props.history\n    }));\n  };\n\n  return Router;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  Router.propTypes = {\n    children: PropTypes.node,\n    history: PropTypes.object.isRequired,\n    staticContext: PropTypes.object\n  };\n\n  Router.prototype.componentDidUpdate = function (prevProps) {\n    process.env.NODE_ENV !== \"production\" ? warning(prevProps.history === this.props.history, \"You cannot change <Router history>\") : void 0;\n  };\n}\n\n/**\n * The public API for a <Router> that stores location in memory.\n */\n\nvar MemoryRouter = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(MemoryRouter, _React$Component);\n\n  function MemoryRouter() {\n    var _this;\n\n    for (var _len = arguments.length, args = new Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    _this = _React$Component.call.apply(_React$Component, [this].concat(args)) || this;\n    _this.history = createMemoryHistory(_this.props);\n    return _this;\n  }\n\n  var _proto = MemoryRouter.prototype;\n\n  _proto.render = function render() {\n    return /*#__PURE__*/React.createElement(Router, {\n      history: this.history,\n      children: this.props.children\n    });\n  };\n\n  return MemoryRouter;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  MemoryRouter.propTypes = {\n    initialEntries: PropTypes.array,\n    initialIndex: PropTypes.number,\n    getUserConfirmation: PropTypes.func,\n    keyLength: PropTypes.number,\n    children: PropTypes.node\n  };\n\n  MemoryRouter.prototype.componentDidMount = function () {\n    process.env.NODE_ENV !== \"production\" ? warning(!this.props.history, \"<MemoryRouter> ignores the history prop. To use a custom history, \" + \"use `import { Router }` instead of `import { MemoryRouter as Router }`.\") : void 0;\n  };\n}\n\nvar Lifecycle = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(Lifecycle, _React$Component);\n\n  function

Lifecycle() {\n    return _React$Component.apply(this, arguments) || this;\n  }\n\n  var _proto = Lifecycle.prototype;\n\n  _proto.componentDidMount

 = function componentDidMount() {\n    if (this.props.onMount) this.props.onMount.call(this, this);\n  };\n\n _proto.componentDidUpdate = function componentDidUpdate(prevProps) {\n    if (this.props.onUpdate) this.props.onUpdate.call(this, this, prevProps);\n  };\n\n  _proto.componentWillUnmount = function componentWillUnmount() {\n    if (this.props.onUnmount) this.props.onUnmount.call(this, this);\n  };\n\n _proto.render = function render() {\n    return null;\n  };\n\n  return Lifecycle;\n}(React.Component);\n\n/**\n * The public API for prompting the user before navigating away from a screen.\n */\n\nfunction Prompt(_ref) {\n  var message = _ref.message,\n      _ref$when = _ref.when,\n      when = _ref$when === void 0 ? true : _ref$when;\n  return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n    !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Prompt> outside a <Router>\") : invariant(false)

 : void 0;\n    if (!when || context.staticContext) return null;\n    var method = context.history.block;\n    return /*#__PURE__*/React.createElement(Lifecycle, {\n      onMount: function onMount(self) {\n        self.release = method(message);\n      },\n      onUpdate: function onUpdate(self, prevProps) {\n        if (prevProps.message !== message) {\n          self.release();\n          self.release = method(message);\n        }\n      },\n      onUnmount: function onUnmount(self) {\n        self.release();\n      },\n      message: message\n    });\n  });\n}\n\nif (process.env.NODE_ENV !== \"production\") {\n  var messageType = PropTypes.oneOfType([PropTypes.func, PropTypes.string]);\n  Prompt.propTypes = {\n    when: PropTypes.bool,\n    message: messageType.isRequired\n  };\n}\n\nvar cache = {};\nvar cacheLimit = 10000;\nvar cacheCount = 0;\nfunction compilePath(path) {\n  if (cache[path]) return cache[path];\n  var generator = pathToRegexp.compile(path);\n\n  if (cacheCount < cacheLimit) {\n    cache[path] = generator;\n    cacheCount++;\n  }\n\n  return generator;\n}\n\n/**\n * Public API for generating a URL pathname from a path and parameters.\n */\n\nfunction generatePath(path, params) {\n  if (path === void 0) {\n    path = \"/\";\n  }\n\n  if (params === void 0) {\n    params = {};\n  }\n\n  return path === \"/\" ? path : compilePath(path)(params, {\n    pretty: true\n  });\n}\n\n/**\n * The public API for navigating programmatically with a component.\n */\n\nfunction Redirect(_ref) {\n  var computedMatch = _ref.computedMatch,\n      to = _ref.to,\n      _ref$push = _ref.push,\n      push = _ref$push === void 0 ? false : _ref$push;\n  return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n    !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Redirect> outside a <Router>\") : invariant(false) : void 0;\n    var history = context.history,\n        staticContext = context.staticContext;\n

    var method = push ? history.push : history.replace;\n    var location = createLocation(computedMatch ? typeof to === \"string\" ? generatePath(to, computedMatch.params) : _extends({}, to, {\n      pathname: generatePath(to.pathname, computedMatch.params)\n    }) : to); // When rendering in a static context,\n    // set the new location immediately.\n\n    if (staticContext) {\n      method(location);\n      return null;\n    }\n\n    return /*#__PURE__*/React.createElement(Lifecycle, {\n      onMount: function onMount() {\n        method(location);\n      },\n      onUpdate: function onUpdate(self, prevProps) {\n        var prevLocation = createLocation(prevProps.to);\n\n        if (!locationsAreEqual(prevLocation, _extends({}, location, {\n          key: prevLocation.key\n        }))) {\n          method(location);\n        }\n      },\n      to: to\n    });\n  });\n}\n\nif (process.env.NODE_ENV !== \"production\") {\n  Redirect.propTypes = {\n    push: PropTypes.bool,\n

 from: PropTypes.string,\n    to: PropTypes.oneOfType([PropTypes.string, PropTypes.object]).isRequired\n  };\n}\n\nvar cache$1 = {};\nvar cacheLimit$1 = 10000;\nvar cacheCount$1 = 0;\nfunction compilePath$1(path, options) {\n  var cacheKey = \"\" + options.end + options.strict + options.sensitive;\n  var pathCache = cache$1[cacheKey] || (cache$1[cacheKey] = {});\n  if (pathCache[path]) return pathCache[path];\n  var keys = [];\n  var regexp = pathToRegexp(path, keys, options);\n  var result = {\n    regexp: regexp,\n    keys: keys\n  };\n\n  if (cacheCount$1 < cacheLimit$1) {\n    pathCache[path] = result;\n    cacheCount$1++;\n  }\n\n  return result;\n}\n\n/**\n * Public API for matching a URL pathname to a path.\n */\n\nfunction matchPath(pathname, options) {\n  if (options === void 0) {\n    options = {};\n  }\n\n  if (typeof options === \"string\" ||

Array.isArray(options)) {\n    options = {\n      path: options\n    };\n  }\n\n  var _options = options,\n      path = _options.path,\n
      _options$exact = _options.exact,\n      exact = _options$exact === void 0 ? false : _options$exact,\n      _options$strict = _options.strict,\n      strict = _options$strict === void 0 ? false : _options$strict,\n      _options$sensitive = _options.sensitive,\n      sensitive = _options$sensitive === void 0 ? false : _options$sensitive;\n  var paths = [].concat(path);\n  return paths.reduce(function (matched, path) {\n    if (!path && path !== \"\\") return null;\n    if (matched) return matched;\n\n    var _compilePath = compilePath$1(path, {\n      end: exact,\n      strict: strict,\n      sensitive: sensitive\n    }),\n        regexp = _compilePath.regexp,\n        keys = _compilePath.keys;\n\n    var match = regexp.exec(pathname);\n    if (!match) return null;\n    var url = match[0],\n        values = match.slice(1);\n    var isExact = pathname === url;\n    if (exact && !isExact) return null;\n    return {\n      path: path,\n      // the path used to match\n      url: path

=== \"/\\" && url === \"\\" ? \"/\\" : url,\n      // the matched portion of the URL\n      isExact: isExact,\n      // whether or not we matched exactly\n      params: keys.reduce(function (memo, key, index) {\n        memo[key.name] = values[index];\n        return memo;\n      }, {})\n    };\n  }, null);\n}\n\nfunction isEmptyChildren(children) {\n  return React.Children.count(children) === 0;\n}\n\nfunction evalChildrenDev(children, props, path) {\n  var value = children(props);\n  process.env.NODE_ENV !== \"production\" ? warning(value !== undefined, \"You returned `undefined` from the `children` function of \" + (\"<Route\" + (path ? \" path=\\\\\"\\" + path + \"\\\\\"\\" : \"\\") + \">, but you \") + \"should have returned a React element or `null`\") : void 0;\n  return value || null;\n}\n/**\n * The public API for matching a single path and rendering.\n */\n\nvar Route = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(Route, _React$Component);\n\n  function Route() {\n    return _React$Component.apply(this, arguments) || this;\n  }\n\n  var _proto = Route.prototype;\n\n  _proto.render = function render() {\n    var _this = this;\n\n    return /*#__PURE__*/React.createElement(context.Consumer, null, function (context$1) {\n      !context$1 ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Route> outside a <Router>\") : invariant(false) : void 0;\n      var location = _this.props.location || context$1.location;\n      var match = _this.props.computedMatch ? _this.props.computedMatch // <Switch> already computed the match for us\n      : _this.props.path ? matchPath(location.pathname, _this.props) : context$1.match;\n\n      var props = _extends({}, context$1, {\n        location: location,\n        match: match\n      });\n\n      var _this$props = _this.props,\n          children = _this$props.children,\n          component = _this$props.component,\n          render = _this$props.render; // Preact uses an empty array
 as children by\n      // default, so use null if that's the case.\n\n      if (Array.isArray(children) && isEmptyChildren(children)) {\n        children = null;\n      }\n\n      return /*#__PURE__*/React.createElement(context.Provider, {\n        value: props\n      }, props.match ? children ? typeof children === \"function\" ? process.env.NODE_ENV !== \"production\" ? evalChildrenDev(children, props, _this.props.path) : children(props) : children : component ? /*#__PURE__*/React.createElement(component, props) : render ? render(props) : null : typeof children === \"function\" ? process.env.NODE_ENV !== \"production\" ? evalChildrenDev(children, props, _this.props.path) : children(props) : null);\n      });\n  };\n\n  return Route;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  Route.propTypes = {\n    children: PropTypes.oneOfType([PropTypes.func, PropTypes.node]),\n    component: function component(props, propName) {\n      if (props[propName] && !isValidElementType(props[propName]))
 {\n        return new Error(\"Invalid prop 'component' supplied to 'Route': the prop is not a valid React component\");\n      }\n    },\n    exact: PropTypes.bool,\n    location: PropTypes.object,\n    path: PropTypes.oneOfType([PropTypes.string, PropTypes.arrayOf(PropTypes.string)]),\n    render: PropTypes.func,\n    sensitive: PropTypes.bool,\n    strict: PropTypes.bool\n  };\n\n  Route.prototype.componentDidMount = function () {\n    process.env.NODE_ENV !== \"production\" ? warning(!(this.props.children && !isEmptyChildren(this.props.children) && this.props.component), \"You should not use <Route component> and <Route children> in the same route; <Route component> will be ignored\") : void 0;\n    process.env.NODE_ENV !== \"production\" ? warning(!(this.props.children && !isEmptyChildren(this.props.children) && this.props.render), \"You should not use <Route render> and <Route children> in the same route; <Route render> will be ignored\") :

void 0;\n

  process.env.NODE_ENV !== \"production\" ? warning(!(this.props.component && this.props.render), \"You should not use <Route component> and <Route render> in the same route; <Route render> will be ignored\") : void 0;\n  };\n\n  Route.prototype.componentDidUpdate = function (prevProps) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(this.props.location && !prevProps.location), '<Route> elements should not change from uncontrolled to controlled (or vice versa). You initially used no \"location\" prop and then provided one on a subsequent render.') : void 0;\n    process.env.NODE_ENV !== \"production\" ? warning(!(!this.props.location && prevProps.location), '<Route> elements should not change from controlled to uncontrolled (or vice versa). You provided a \"location\" prop initially but omitted it on a subsequent render.') : void 0;\n  };\n}\n\nfunction addLeadingSlash(path) {\n  return path.charAt(0) === \"/\" ? path : \"/\" + path;\n}\n\nfunction addBasename(basename, location)

{\n  if (!basename) return location;\n  return _extends({}, location, {\n    pathname: addLeadingSlash(basename) + location.pathname\n  });\n}\n\nfunction stripBasename(basename, location) {\n  if (!basename) return location;\n  var base = addLeadingSlash(basename);\n  if (location.pathname.indexOf(base) !== 0) return location;\n  return _extends({}, location, {\n    pathname: location.pathname.substr(base.length)\n  });\n}\n\nfunction createURL(location) {\n  return typeof location === \"string\" ? location : createPath(location);\n}\n\nfunction staticHandler(methodName) {\n  return function () {\n    process.env.NODE_ENV !== \"production\" ? invariant(false, \"You cannot %s with <StaticRouter>\", methodName) : invariant(false) ;\n  };\n}\n\nfunction noop() {}\n/**\n * The public top-level API for a \"static\" <Router>, so-called because it\n * can't actually change the current location. Instead, it just records\n * location changes in a context object. Useful mainly in testing and\n * server-rendering scenarios.\n */\n\nvar StaticRouter = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(StaticRouter, _React$Component);\n\n  function StaticRouter() {\n    var _this;\n\n    for (var _len = arguments.length, args = new Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    _this = _React$Component.call.apply(_React$Component, [this].concat(args)) || this;\n    _this.handlePush = function (location) {\n      return _this.navigateTo(location, \"PUSH\");\n    };\n\n    _this.handleReplace = function (location) {\n      return _this.navigateTo(location, \"REPLACE\");\n    };\n\n    _this.handleListen = function () {\n      return noop;\n    };\n\n    _this.handleBlock = function () {\n      return noop;\n    };\n\n    return _this;\n  }\n\n  var _proto = StaticRouter.prototype;\n\n  _proto.navigateTo = function navigateTo(location, action) {\n    var _this$props = this.props,\n        _this$props$basename = _this$props.basename,\n        basename = _this$props$basename === void 0 ? \"\" : _this$props$basename,\n        _this$props$context = _this$props.context,\n        context = _this$props$context === void 0 ? {} : _this$props$context;\n    context.action = action;\n    context.location = addBasename(basename, createLocation(location));\n    context.url = createURL(context.location);\n  };\n\n  _proto.render = function render() {\n    var _this$props2 = this.props,\n        _this$props2$basename = _this$props2.basename,\n        basename = _this$props2$basename === void 0 ? \"\" : _this$props2$basename,\n        _this$props2$context = _this$props2.context,\n        context = _this$props2$context === void 0 ? {} : _this$props2$context,\n        _this$props2$location = _this$props2.location,\n        location = _this$props2$location === void 0 ? \"/\" : _this$props2$location,\n        rest = _objectWithoutPropertiesLoose(_this$props2, [\"basename\", \"context\", \"location\"]);\n\n    var

history = {\n      createHref: function createHref(path) {\n        return addLeadingSlash(basename + createURL(path));\n      },\n      action: \"POP\",\n      location: stripBasename(basename, createLocation(location)),\n      push: this.handlePush,\n      replace: this.handleReplace,\n      go: staticHandler(\"go\"),\n      goBack: staticHandler(\"goBack\"),\n      goForward: staticHandler(\"goForward\"),\n      listen: this.handleListen,\n      block: this.handleBlock\n    };\n    return /*#__PURE__*/React.createElement(Router, _extends({}, rest, {\n      history: history,\n      staticContext: context\n    }));\n  };\n\n  return StaticRouter;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  StaticRouter.propTypes = {\n    basename: PropTypes.string,\n    context: PropTypes.object,\n    location: PropTypes.oneOfType([PropTypes.string, PropTypes.object])\n  };\n\n

StaticRouter.prototype.componentDidMount = function () {\n    process.env.NODE_ENV !== \"production\" ? warning(!this.props.history, \"<StaticRouter> ignores the history prop. To use a custom history, \" + \"use `import { Router }` instead of `import { StaticRouter as Router }`.\") : void 0;\n  };\n}\n\n/**\n * The public API for rendering the first <Route> that matches.\n */\n\nvar Switch = /*#__PURE__*/function (_React$Component) {\n  _inheritsLoose(Switch, _React$Component);\n\n  function Switch() {\n    return _React$Component.apply(this, arguments) || this;\n  }\n\n  var _proto = Switch.prototype;\n\n  _proto.render = function render() {\n    var _this = this;\n    return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n      !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Switch> outside a <Router>\") : invariant(false) : void 0;\n      var location = _this.props.location || context.location;\n      var element, match; // We use React.Children.forEach instead of React.Children.toArray().find()\n      // here because toArray adds keys to all child elements and we do not want\n      // to trigger an unmount/remount for two <Route>s that render the same\n      // component at different URLs.\n\n      React.Children.forEach(_this.props.children, function (child) {\n        if (match == null && /*#__PURE__*/React.isValidElement(child)) {\n          element = child;\n          var path = child.props.path || child.props.from;\n          match = path ? matchPath(location.pathname, _extends({}, child.props, {\n            path: path\n          })) : context.match;\n        }\n      });\n      return match ? /*#__PURE__*/React.cloneElement(element, {\n        location: location,\n        computedMatch: match\n      }) : null;\n    });\n  };\n\n  return Switch;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n  Switch.propTypes = {\n    children: PropTypes.node,\n    location: PropTypes.object\n  };\n\n  Switch.prototype.componentDidUpdate = function (prevProps) {\n    process.env.NODE_ENV !== \"production\" ? warning(!(this.props.location && !prevProps.location), '<Switch> elements should not change from uncontrolled to controlled (or vice versa). You initially used no \"location\" prop and then provided one on a subsequent render.') : void 0;\n    process.env.NODE_ENV !== \"production\" ? warning(!(!this.props.location && prevProps.location), '<Switch> elements should not change from controlled to uncontrolled (or vice versa). You provided a \"location\" prop initially but omitted it on a subsequent render.') : void 0;\n  };\n}\n\n/**\n * A public higher-order component to access the imperative API\n */\n\nfunction withRouter(Component) {\n  var displayName = \"withRouter(\" + (Component.displayName || Component.name) + \")\";\n\n  var C = function C(props) {\n    var wrappedComponentRef = props.wrappedComponentRef,\n      remainingProps = _objectWithoutPropertiesLoose(props, [\"wrappedComponentRef\"]);\n\n    return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n      !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <\" + displayName + \" /> outside a <Router>\") : invariant(false) : void 0;\n      return /*#__PURE__*/React.createElement(Component, _extends({}, remainingProps, context, {\n        ref: wrappedComponentRef\n      }));\n    });\n  };\n\n  C.displayName = displayName;\n  C.WrappedComponent = Component;\n\n  if (process.env.NODE_ENV !== \"production\") {\n    C.propTypes = {\n      wrappedComponentRef: PropTypes.oneOfType([PropTypes.string, PropTypes.func, PropTypes.object])\n    };\n  }\n\n  return hoistStatics(C, Component);\n}\n\nvar useContext = React.useContext;\nfunction useHistory() {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useHistory()\") : invariant(false) : void 0;\n  }\n\n  return useContext(historyContext);\n}\nfunction useLocation() {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useLocation()\") : invariant(false) : void 0;\n  }\n\n  return useContext(context).location;\n}\nfunction useParams() {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useParams()\") : invariant(false) : void 0;\n  }\n\n  var match = useContext(context).match;\n  return match ? match.params : {};\n}\nfunction useRouteMatch(path) {\n  if (process.env.NODE_ENV !== \"production\") {\n    !(typeof useContext === \"function\") ?

process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useRouteMatch()\") : invariant(false) : void 0;\n

  }\n\n  var location = useLocation();\n  var match = useContext(context).match;\n  return path ? matchPath(location.pathname, path) : match;\n}\n\nif (process.env.NODE_ENV !== \"production\") {\n  if (typeof window !== \"undefined\") {\n    var global = window;\n    var key = \"__react_router_build__\";\n    var buildNames = {\n      cjs: \"CommonJS\",\n      esm: \"ES modules\",\n      umd: \"UMD\"\n    };\n\n    if (global[key] && global[key] !== \"esm\") {\n      var initialBuildName = buildNames[global[key]];\n      var secondaryBuildName = buildNames[\"esm\"]; // TODO: Add link to article that explains in detail how to avoid\n      // loading 2 different builds.\n\n      throw new Error(\"You are loading the \" + secondaryBuildName + \" build of React Router \" + (\"on a page that is already running the \" + initialBuildName + \" \") + \"build, so things won't work right.\");\n    }\n\n    global[key] = \"esm\";\n  }\n}\n\nexport { MemoryRouter, Prompt, Redirect, Route, Router, StaticRouter,

 Switch, historyContext as __HistoryContext, context as __RouterContext, generatePath, matchPath, useHistory, useLocation, useParams, useRouteMatch, withRouter };\n//# sourceMappingURL=react-router.js.map\n","import React from \"react\";\nimport { Router } from \"react-router\";\nimport { createBrowserHistory as createHistory } from \"history\";\nimport PropTypes from \"prop-types\";\nimport warning from \"tiny-warning\";\n\n/**\n * The public API for a <Router> that uses HTML5 history.\n */\nclass BrowserRouter extends React.Component {\n  history = createHistory(this.props);\n\n  render() {\n    return <Router history={this.history} children={this.props.children} />;\n  }\n\n}\n\nif (__DEV__) {\n  BrowserRouter.propTypes = {\n    basename: PropTypes.string,\n    children: PropTypes.node,\n    forceRefresh: PropTypes.bool,\n    getUserConfirmation: PropTypes.func,\n    keyLength: PropTypes.number\n  };\n\n  BrowserRouter.prototype.componentDidMount = function() {\n    warning(\n

    !this.props.history,\n      \"<BrowserRouter> ignores the history prop. To use a custom history, \" +\n      \"use `import { Router }` instead of `import { BrowserRouter as Router }`.\"\n    );\n  };\n}\n\nexport default BrowserRouter;\n","import React from \"react\";\nimport { Router } from \"react-router\";\nimport { createHashHistory as createHistory } from \"history\";\nimport PropTypes from \"prop-types\";\nimport warning from \"tiny-warning\";\n\n/**\n * The public API for a <Router> that uses window.location.hash.\n */\nclass HashRouter extends React.Component {\n  history = createHistory(this.props);\n\n  render() {\n    return <Router history={this.history} children={this.props.children} />;\n  }\n\n}\n\nif (__DEV__) {\n  HashRouter.propTypes = {\n    basename: PropTypes.string,\n    children: PropTypes.node,\n    getUserConfirmation: PropTypes.func,\n    hashType: PropTypes.oneOf([\"hashbang\", \"noslash\", \"slash\"])\n  };\n\n  HashRouter.prototype.componentDidMount

 = function() {\n    warning(\n      !this.props.history,\n      \"<HashRouter> ignores the history prop. To use a custom history, \" +\n      \"use `import { Router }` instead of `import { HashRouter as Router }`.\"\n    );\n  };\n}\n\nexport default HashRouter;\n","import { createLocation } from \"history\";\n\nexport const resolveToLocation = (to, currentLocation) =>\n  typeof to === \"function\" ? to(currentLocation) : to;\n\nexport const normalizeToLocation = (to, currentLocation) => {\n  return typeof to === \"string\"\n    ? createLocation(to, null, null, currentLocation)\n    : to;\n};\n","import React from \"react\";\nimport { __RouterContext as RouterContext } from \"react-router\";\nimport { createPath } from 'history';\nimport PropTypes from \"prop-types\";\nimport invariant from \"tiny-invariant\";\nimport {\n  resolveToLocation,\n  normalizeToLocation\n} from \"./utils/locationUtils.js\";\n\n// React 15 compat\nconst forwardRefShim = C => C;\nlet { forwardRef } = React;\nif

 (typeof forwardRef === \"undefined\") {\n  forwardRef = forwardRefShim;\n}\n\nfunction isModifiedEvent(event) {\n  return !!(event.metaKey || event.altKey || event.ctrlKey || event.shiftKey);\n}\n\nconst LinkAnchor = forwardRef(\n  (\n    {\n      innerRef, // TODO: deprecate\n      navigate,\n      onClick,\n      ...rest\n    },\n    forwardedRef\n  ) => {\n    const { target } = rest;\n\n    let props = {\n      ...rest,\n      onClick: event => {\n        try {\n          if (onClick) onClick(event);\n        } catch (ex) {\n          event.preventDefault();\n          throw ex;\n        }\n\n        if (\n          !event.defaultPrevented && // onClick prevented default\n          event.button === 0 && //\n ignore everything but left clicks\n          (!target || target === \"_self\") && // let browser handle \"target=_blank\"

etc.\n            !isModifiedEvent(event) // ignore clicks with modifier keys\n          ) {\n          event.preventDefault();\n          navigate();\n

      }\n        }\n      };\n\n      // React 15 compat\n      if (forwardRefShim !== forwardRef) {\n        props.ref = forwardedRef || innerRef;\n      } else {\n        props.ref = innerRef;\n      }\n\n      /* eslint-disable-next-line jsx-a11y/anchor-has-content */\n      return <a {...props} />;\n    }\n);\n\nif (__DEV__) {\n  LinkAnchor.displayName = \"LinkAnchor\";\n}\n\n/**\n * The public API for rendering a history-aware <a>.\n */\nconst Link = forwardRef(\n  (\n    {\n      component = LinkAnchor,\n      replace,\n      to,\n      innerRef, // TODO: deprecate\n      ...rest\n    },\n    forwardedRef\n  ) => {\n    return (\n      <RouterContext.Consumer>\n        {context => {\n          invariant(context, \"You should not use <Link> outside a <Router>\");\n\n          const { history } = context;\n\n          const location = normalizeToLocation(\n            resolveToLocation(to, context.location),\n            context.location\n          );\n\n          const href = location ? history.createHref(location)

 : \"\";\n          const props = {\n            ...rest,\n            href,\n            navigate() {\n              const location = resolveToLocation(to, context.location);\n              const isDuplicateNavigation = createPath(context.location) === createPath(normalizeToLocation(location));\n              const method = (replace || isDuplicateNavigation) ? history.replace : history.push;\n\n              method(location);\n            }\n          };\n\n          // React 15 compat\n          if (forwardRefShim !== forwardRef) {\n            props.ref = forwardedRef || innerRef;\n          } else {\n            props.innerRef = innerRef;\n          }\n\n          return React.createElement(component, props);\n        }}\n      </RouterContext.Consumer>\n    );\n  }\n);\n\nif (__DEV__) {\n  const toType = PropTypes.oneOfType([\n    PropTypes.string,\n    PropTypes.object,\n    PropTypes.func\n  ]);\n  const refType = PropTypes.oneOfType([\n    PropTypes.string,\n    PropTypes.func,\n

    PropTypes.shape({ current: PropTypes.any })\n  ]);\n\n  Link.displayName = \"Link\";\n\n  Link.propTypes = {\n    innerRef: refType,\n    onClick: PropTypes.func,\n    replace: PropTypes.bool,\n    target: PropTypes.string,\n    to: toType.isRequired\n  };\n}\n\nexport default Link;\n\",\"import React from \"react\";\nimport { __RouterContext as RouterContext, matchPath } from \"react-router\";\nimport PropTypes from \"prop-types\";\nimport invariant from \"tiny-invariant\";\nimport Link from \"./Link.js\";\nimport {\n  resolveToLocation,\n  normalizeToLocation\n} from \"./utils/locationUtils.js\";\n\n// React 15 compat\nconst forwardRefShim = C => C;\nlet { forwardRef } = React;\nif (typeof forwardRef === \"undefined\") {\n  forwardRef = forwardRefShim;\n}\n\nfunction joinClassnames(...classnames) {\n  return classnames.filter(i => i).join(\" \");\n}\n\n/**\n * A <Link> wrapper that knows if it's \"active\" or not.\n */\nconst NavLink = forwardRef(\n  (\n    {\n      \"aria-current\": ariaCurrent = \"page\",\n      activeClassName = \"active\", // TODO: deprecate\n      activeStyle, // TODO: deprecate\n      className: classNameProp,\n      exact,\n      isActive: isActiveProp,\n      location: locationProp,\n      sensitive,\n      strict,\n      style: styleProp,\n      to,\n      innerRef, // TODO: deprecate\n      ...rest\n    },\n    forwardedRef\n  ) => {\n    return (\n      <RouterContext.Consumer>\n        {context => {\n          invariant(context, \"You should not use <NavLink> outside a <Router>\");\n          const currentLocation = locationProp || context.location;\n          const toLocation = normalizeToLocation(\n            resolveToLocation(to, currentLocation),\n            currentLocation\n          );\n          const { pathname: path } = toLocation;\n          // Regex taken from: https://github.com/pillarjs/path-to-regexp/blob/master/index.js#L202\n          const escapedPath =\n            path && path.replace(/([.+*?=^!:${}()[\\]|/\\\\])/g,

 \"\\\\$1\");\n\n          const match = escapedPath\n            ? matchPath(currentLocation.pathname, {\n                path: escapedPath,\n                exact,\n                sensitive,\n                strict\n              })\n            : null;\n          const isActive = !!(isActiveProp\n            ? isActiveProp(match, currentLocation)\n            : match);\n\n          let className =\n            typeof classNameProp === \"function\"\n              ? classNameProp(isActive)\n              : classNameProp;\n\n          let style =\n            typeof styleProp === \"function\" ? styleProp(isActive) : styleProp;\n\n          if (isActive) {\n            className = joinClassnames(className, activeClassName);\n            style = { ...style, ...activeStyle };\n          }\n\n          const props = {\n            \"aria-current\": (isActive && ariaCurrent) || null,\n            className,\n            style,\n            to: toLocation,\n            ...rest\n          };\n\n          // React 15 compat\n          if (forwardRefShim !== forwardRef) {\n            props.ref = forwardedRef || innerRef;\n          } else {\n            props.innerRef = innerRef;\n          }\n\n          return <Link

{...props} />;\n        }}\n        </RouterContext.Consumer>\n  );\n  }\n);\n\n\nif (__DEV__) {\n  NavLink.displayName = \"NavLink\";\n\n  const ariaCurrentType = PropTypes.oneOf([\n    \"page\",\n    \"step\",\n    \"location\",\n    \"date\",\n    \"time\",\n    \"true\",\n    \"false\"\n  ]);\n\n  NavLink.propTypes = {\n    ...Link.propTypes,\n    \"aria-current\": ariaCurrentType,\n    activeClassName: PropTypes.string,\n    activeStyle: PropTypes.object,\n    className: PropTypes.oneOfType([PropTypes.string, PropTypes.func]),\n    exact: PropTypes.bool,\n    isActive: PropTypes.func,\n    location: PropTypes.object,\n    sensitive: PropTypes.bool,\n    strict: PropTypes.bool,\n    style: PropTypes.oneOfType([PropTypes.object, PropTypes.func])\n  };\n}\n\nexport default NavLink;\n"],"names":["setPrototypeOf","require$$1","ReactPropTypesSecret","require$$0","has","printWarning","ReactIs","assign","checkPropTypes","Component","PropTypes","React","getOwnPropertySymbols","createNamedContext","context","createContext","BrowserRouter","history","createHistory","props","render","children","propTypes","basename","string","node","forceRefresh","bool","getUserConfirmation","func","keyLength","number","prototype","componentDidMount","warning","HashRouter","hashType","oneOf","resolveToLocation","to","currentLocation","normalizeToLocation","createLocation","forwardRefShim","C","forwardRef","isModifiedEvent","event","metaKey","altKey","ctrlKey","shiftKey","LinkAnchor","forwardedRef","innerRef","navigate","onClick","rest","target","ex","preventDefault","defaultPrevented","button","ref","displayName","Link","component","replace","RouterContext","invariant","location","href","createHref","isDuplicateNavigation","createPath","method","push","createElement","toType","oneOfType","object","refType","shape","current","any","isRequired","joinClassnames","classnames","filter","i","join","NavLink","ariaCurrent","activeClassName","activeStyle","classNameProp","className","exact","isActiveProp","isActive","locationProp","sensitive","strict","styleProp","style","toLocation","path","pathname","escapedPath","match","matchPath","ariaCurrentType"],"mappings":";;;;;;;;;EAAAe,SAAS,eAAe,CAAAC,CAAAC,EAAAE,CAAAC,EAAAE;EAC9C,EAAAE,eAAe,GAAAG,MAAAM,CAAAc,cAAc,IAAAS,AAAA,eAAe,CAAAC,CAAAC,EAAAE,CAAAE;EAC5E,IAAAI,CAAAC,CAAAC,SAAAS,GAAAC,CAAAC;EACpB,IAAAICpB,IAAI,OAAAO,CAAAC,CAAAC;EACb,GAAAGAAG,CAAAC;;EAAAE,AEAJ,EAAAE,OAAAO,eAAe,CAAAC,CAAAC,EAAAE,CAAAC,CAAAC;EAC/B/B;;GAAC,DCNc,SAAS,cAAc,CAAAQ,CAAAQ,EAAAU,EAAAE;EAC7D,EAAAC7D,EAAAE,QAAAQ,CAAAS,SAAAG,GAAAMAAM,CAAAUAAU,CAAAS,SAAAG,CAAAC,CAAAC;EAClF,CAAA3D,EAAAE,QAAAQ,CAAAS,SAAAC,CAAAW,WAAAW,GAAAQ,CAAAQ,CAAAK;EAC9B;EAAA5C,EAAAEAEA,CAAAcAAc,eAAAeAAeEA,CAAAeAAeAc;EAC3C,CAAAvDC;;GAAC;EACD;EAAA7B,EAAAE,SAAAS,eAAAC,CAAAE;EACJ,IAAAE,CAAAC,CAAAE SAAS,CAAAG,GAAAAG,CAAAC,CAAAC,EAAAE,CAAAE,IAAAI CAAC,CAAAE,OAAAO,CAAAE,YAAAY,CAAAC,CAAAC;;GAAC;
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Cb,SAAS;EACT,OAAO,OAAO,CAAC;;EAER,MAAM,OAAO,MAAM,CAAC,QAAQ,EAAE;EACpB,CAAC;EAC
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AO,OAAO,CAAC;EACb,SAAS;EACT,OAAO,OAAO,CAAC;;EAER,MAAM,OAAO,MAAM,CAAC,QAAQ,EAA
E;EACpB,CAAC;;EAER,MAAM,OAAO,MAAM,CAAC,QAAQ,QAAQ,eAAS,CAAC;EACpB,KAAK;;EAEL,IAAI
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yB,GAAG;EAC9E,MAAM,OAAO,IAAI,CAAC,KAAK,CAAC,KAAK,CAAC,YAAY,CAAC,yBAAA,yBAAyB,GAA
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C,CAAC,UAAU,CAAC,CAAC,CAAC,CAAC,QAAQ,CAAC,EAAE,CAAC,CAAC,WAAW,EAAE;KACxD,CAAC;GACH;;;;;;;;EAQD,SAAS,cAAc,EAAE,GAAG,EAAE;IAC5B,OAAO,SAAS,CAAC,GAAG,CAAC,CAAC,OAAO,CAAC,OAAO,EAAE,UAAU,CAAC,EAAE;MAClD,OAAO,GAAG,GAAG,CAAC,CAAC,UAAU,CAAC,CAAC,CAAC,CAAC,QAAQ,CAAC,EAAE,CAAC,CAAC,WAAW,EAAE;KACxD,CAAC;GACH;;;;;EAKD,SAAS,gBAAgB,EAAE,MAAM,EAAE;;IAEjC,IAAI,OAAO,GAAG,IAAI,KAAK,CAAC,MAAM,CAAC,MAAM,EAAE;;;IAGtC,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;MACtC,IAAI,OAAO,MAAM,CAAC,CAAC,CAAC,KAAK,QAAQ,EAAE;QACjC,OAAO,CAAC,CAAC,CAAC,GAAG,IAAI,MAAM,CAAC,MAAM,GAAG,MAAM,CAAC,CAAC,CAAC,CAAC,CAAC,OAAO,GAAG,IAAI,EAAC;OAC3D;KACF;IAED,OAAO,UAAU,GAAG,EAAE,IAAI,EAAE;MAC1B,IAAI,IAAI,GAAG,GAAG,IAAI,GAAAE;MACb,IAAI,IAAI,GAAG,GAAG,IAAI,IAAI,GAAAE;MACpB,IAAI,OAAO,GAAG,IAAI,IAAI,GAAAE;MACxB,IAAI,MAAM,GAAG,OAAO,CAAC,MAAM,GAAG,wBAAwB,GAAG,mBAAkB;;MAE3E,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;QAC9B,IAAI,KAAK,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;QACtC,IAAI,KAAK,GAAG,GAAG,MAAM,CAAC,CAAC,EAAC;;QAErB,IAAI,OAAO,KAAK,KAAK,QAAQ,EAAE;UAC7B,IAAI,IAAI,MAAAK;;UAEb,UAAb,QAAQ;SACT;;QAED,IAAI,KAAK,GAAG,GAAG,IAAI,CAAC,KAAK,CAAC,IAAI,EAAAC;QAC5B,IAAI,QAAO;;QAEX,IAAAE,IAAI,KAAK,CAAC,CAAC,SAAS,CAAC,KAAK,CAAC,OAAAM;aACrB;;YAED,QAAAQ;WACT,MAAAM;cACL,MAAM,IAAI,SAAAA;;YAEb,IAAI,CAAC,KAAK,CAAC,OAAO,CAAC,MAAM,EAAE;;YAE3B,YAElB,IAAI,KAAK,CAAC,OAAO,EAAE;YAAAC;WACT,MAAAA;;;YAGb,IAAI,KAAK,MAAM,CAAC,KAAK,CAAC,IAAI,GAAG,iBAAib,CAAC;WACT;;WACb;;cAGL,MAAM,IAAI,SAAAA;;;WACT;;YAEb,KAAK,GAAG,GAAG,IAAI,CAAC,IAAI,KAAK,CAAC,OAAO,EAAE;;YAEnC,YAAAC;WACT;;UAGL,IAAI,IAAA;SACT,MAAAM;;UAGL,QAAO;SACT;OACF;MAED,OAAO,IAAI,CAAC,OAAO,CAAC,MAAAM;KACT;GACb;;UAGL,IAAI,KAAK,CAAC,IAAI,IAAI,CAAC,OAAO,CAAC,MAAM,EAAE;UAAAC;;;;IAGb,MAAM,IAAI,SAAAA;GACT;;UAGL,IAAI,KAAK,CAAC,IAAI,KAAK,CAAC,GAAG,KAAK,CAAC,OAAO,GAAG,cAAc,CAAC,GAAG,KAAK,CAAC,GAAG,MAAAM;UACT;;;;;;;;EAQD,SAAS,YAAY,EAAE,GAAG,EAAE;IAC1B,OAAO,GAAG,CAAC,OAAO,CAAC,4BAA4B,EAAE,MAAM,CAAC;GACzD;;;;;;;;EAQD,SAAS,WAAW,EAAE,KAAK,EAAE;IAC3B,OAAO,OAAO,CAAC,SAAS,GAAG,GAAG;GACpC;;;;;;;;;EASD,SAAS,cAAc,EAAE,IAAI,EAAE,IAAI,EAAE;IACnC,IAAI,MAAM,GAAG,QAAAO;OAC/B;;IAEb,IAAA3C,IAAI,MAAM,GAAG,GAAG,CAAC,OAAO,CAAC,OAAO,EAAE;MAClC,QAAAC,MAAM,EAAE,IAAI;KACT;UACT;;IAGb,IAAI,MAAM,GAAG,GAAG,IAAI,MAAM,GAAG,IAAAC;MAAM,EAAE,IAAAI;KACT;UACT;;UAEb,IAAAE,IAAI,MAAM,GAAG,IAAI,MAAAC;KACT;UACb;;IAGL,IAAAE,IAAI,MAAM,GAAG,GAAG,IAAI,MAAAM;KACT;UACb;;;UAGL,IAAI,MAAM,GAAG,IAAAQ,IAAAE;KAAM,EAAE,IAAI;UACT;OACH;KACF;;IAEd,OAAO,IAAI,IAAI,CAAC,MAAM,EAAE,IAAI,CAAC,MAAAC;GACT;;;;;;;;;;;EAUD,SAAS,cAAc,EAAE,IAAI,EAAE,IAAI,EAAE,IAAI,EAAE,OAAO,EAAE,EAAE;IAC1C,OAAO,SAAS,CAAC,GAAG,CAAC,CAAC,OAAO,CAAC,OAAO,EAAE;MACvC,OAAO,GAAG,GAAG,CAAC,CAAC,UAAU,CAAC,CAAC,CAAC,CAAC,QAAQ,CAAC,EAAE,CAAC,CAAC,WAAW,EAAE;KACpC;GACb;UACL,IAAI,KAAA;;;;IAGb,IAAAE,IAAI,KAAK,CAAC,CAAC,SAAS,CAAC,KAAK,CAAC,OAAAM;aACT;OAAAb;;;;;;;IAGL,OAAO,IAAI,IAAI,CAAC,OAAO,CAAC,MAAAM;GACT;

IAC5C,OAAO,cAAc,CAAC,KAAK,CAAC,IAAI,EAAE,OAAO,CAAC,EAAE,IAAI,EAAE,OAAO,CAAC;GAC3D;;;;;;;;;;EAUD,SAAS,cAAc,EAAE,MAAM,EAAE,IAAI,EAAE,OAAO,EAAE;IAC9C,IAAI,CAAC,OAAO,CAAC,IAAI,CAAC,EAAE;MAClB,OAAO,2BAA2B,IAAI,IAAI,OAAO,EAAC;MAClD,IAAI,GAAG,GAAE;KACV;;IAED,OAAO,GAAG,OAAO,IAAI,GAAE;;IAEvB,IAAI,MAAM,GAAG,OAAO,CAAC,OAAM;IAC3B,IAAI,GAAG,GAAG,OAAO,CAAC,GAAG,KAAK,MAAK;IAC/B,IAAI,KAAK,GAAG,GAAE;;;IAGd,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;MACtC,IAAI,KAAK,GAAG,MAAM,CAAC,CAAC,EAAC;;MAErB,IAAI,OAAO,KAAK,KAAK,QAAQ,EAAE;QAC7B,KAAK,IAAI,YAAY,CAAC,KAAK,EAAAC;OAC7B,MAAM;QACL,IAAI,MAAM,GAAG,YAAY,CAAC,KAAK,CAAC,MAAM,EAAAC;;QAEvC,IAAI,OAAO,GAAG,KAAK,GAAG,IAAG;;QAEzB,IAAI,CAAC,EAAE,EAAE;UACP,MAAM,GAAG,cAAc,CAAC,MAAM,EAAE,MAAM,EAAE,OAAO,EAAAC;SAChD;;QAED,KAAK,IAAI,OAAO,GAAG,MAAM,GAAG,MAAK;OAClC;;MAED,OAAO,IAAI,KAAK,CAAC,OAAM;KACxB;;IAED,OAAO,MAAK;GACb;;MAErB,IAAI,OAAO,KAAK,KAAK,QAAQ,EAAE;QAC7B,IAAI,IAAI,YAAY,GAAG,CAAC,MAAM,EAAAC;OAC/B,MAAM;QACL,IAAI,MAAM,GAAG,YAAY,CAAC,KAAK,CAAC,MAAM,EAAAC;;QAEvC,IAAI,OAAO,GAAG,KAAK,GAAG,IAAG;;QAEzB,IAAI,CAAC,EAAE,EAAE;UACP,MAAM,GAAG,cAAc,CAAC,MAAM,EAAE,MAAM,EAAE,OAAO,EAAAC;SAChD;;QAED,IAAI,IAAI,OAAO,GAAG,MAAM,GAAG,MAAK;OACjC;;MAED,IAAI,IAAI,KAAK,CAAC,OAAM;KACrB;;IAED,OAAO,IAAK;GACb;;;QAED,KAAK,IAAI,QAAAO;OACjB;KACF;;;ECzac,SAAS,6BAA6B,CAAC,MAAM,EAAE,QAAQ,EAAE;EACxE,EAAE,IAAI,MAAM,IAAI,IAAI,EAAE,OAAO,EAAAC;EAChC,EAAE,IAAI,MAAM,GAAG,EAAE,CAAC;EAClB,EAAE,IAAI,UAAU,GAAG,MAAM,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC;EACvC,EAAE,IAAI,GAAG,EAAE,CAAC,CAAC;;EAEb,EAAE,KAAK,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,UAAU,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;EAC1C,IAAI,GAAG,GAAG,UAAU,CAAC,CAAC,EAAC;EACvB,IAAI,IAAI,QAAQ,CAAC,OAAO,CAAC,GAAG,CAAC,IAAI,CAAC,EAAE,SAAS;EAC7C,IAAI,MAAM,CAAC,GAAG,CAAC,GAAG,MAAM,CAAC,GAAG,EAAC;EAC7B,IAAI;EACJ,GAAG;;EAEH,EAAE,OAAO,MAAM,CAAC;EAChB,CAAC;;;;EAEH,ECND,IAAI,aAAa,GAAG;MAChB,iBAAiB,EAAE,IAAI;MACvB,WAAW,EAAE,IAAI;MACjB,YAAY,EAAE,IAAI;MAClB,YAAY,EAAE,IAAI;MAClB,WAAW,EAAE,IAAI;MACjB,eAAe,EAAE,IAAI;MACrB,wBAAwB,EAAE,IAAI;MAC9B,wBAAwB,EAAE,IAAI;MAC9B,MAAM,EAAE,IAAI;MACf,IAAI,EAAE,IAAI;MACb,EAAE,IAAI,aAAa,GAAG;MAChB,iBAAiB,EAAE,IAAI;MACvB,WAAW,EAAE,IAAI;MACjB,MAAM,EAAE,IAAI;MACZ,SAAS,EAAE,IAAI;MACf,MAAM,EAAE,IAAI;MACZ,MAAM,EAAE,IAAI;MACf,KAAK,EAAE,IAAI;MACd,EAAE,IAAI,mBAAmB,GAAG;MACtB,UAAU,EAAE,IAAI;MAChB,MAAM,EAAE,IAAI;MACZ,YAAY,EAAE,IAAI;MAClB,WAAW,EAAE,IAAI;MACjB,SAAS,EAAE,IAAI;MACf,IAAI,EAAE,IAAI;MACb,EAAE,IAAI,YAAY,GAAG;MACf,UAAU,CAAC,OAAO,CAAC,UAAU,CAAC,GAAG,mBAAmB,CAAC;;;EAEvD,SAAS,UAAU,CAAC,SAAS,EAAE;MAC3B,IAAIA,IAAIA,OAAO,CAAC,SAAS,CAAC,EAAE;UACxB,OAAO,aAAa,CAAC;EAAC;;EAEEED,IAAI,cAAc,GAAG,MAAM,CAAC,cAAc,CAAC,OAAO,EAAC;EAC3C,IAAI,mBAAmB,GAAG;MACxB,MAAM,CAAC,MAAM,EAAC;MACf,IAAI,CAAC;MACL,cAAc,CAAC,cAAc,CAAC,MAAM,CAAC,cAAc,CAAC,OAAO,CAAC,CAAC,CAAC;MAC9D,wBAAwB,CAAC,MAAM,CAAC,cAAc,CAAC,OAAO,CAAC;MACvD,cAAc,EAAC;EAClB,CAAC;EACCzD,IAAI,wBAAwB,GAAG,MAAM,CAAC,wBAAwB;MAC1D,MAAM,CAAC,cAAc,CAAC,MAAM,CAAC,cAAc,CAAC,OAAO,CAAC,EAAC;;EAExD,SAAS,OAAO,EAAE;UACd,OAAO,SAAS,CAAC,SAAS,CAAC,OAAO,CAAC;OACvC;KACF;;;EAEH,EACtB,IAAI,cAAc,GAAG,MAAM,CAAC,cAAc,CAAC,OAAO,EAAC;EAC3C,IAAI,mBAAmB,GAAG;MACxB,MAAM,CAAC,MAAM,EAAC;MACf,IAAI,CAAC;MACL,cAAc,CAAC,cAAc,CAAC,MAAM,CAAC,cAAc,CAAC,OAAO,CAAC,CAAC,CAAC;MAC9D,cAAc,EAAC;EAClB,CAAC;EACCtD,IAAI,wBAAwB,GAAG,MAAM,CAAC,wBAAwB;MAC1D,MAAM,CAAC,cAAc,CAAC,MAAM,CAAC,cAAc,CAAC,OAAO,CAAC,EAAC;;EAExD,SAAS,OAAO,EAAE;UACd,OAAO,SAAS,CAAC,SAAS,CAAC,OAAO,CAAC;OACvC;KACF;;;EAEH,EAEvD,SAAS,UAAU,CAAACL,OAAO,CAAC,SAAS,CAAC,UAAU,EAAC;EACtB,YAAY,CAAACL,OAAO,CAAC,SAAS,CAAC,UAAU,EAAC;EACb,YAAY,CAAAC,CAAC;;;EAEED,IAAI,cAAc,GAAG,MAAM,CAAC,cAAc,CAAC,OAAO,EAAC;EAC3C,IAAIA,mBAAmB,GAAG,GAAG,MAAM,CAAC,cAAc,CAAC,OAAO,CAAC,EAAC;OAChE;KACF;;;EAEED,IAAIC,cAAc,GAAG,aAAAa;EAAC;GAC/D;;EAEH,E

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AE,SAAS,EAAE;MACvE,IAAI,OAAO,eAAe,KAAK,QAAQ,EAAE;;;UAGrC,IAAI,eAAe,EAAE;cACjB,IAAI,kB
AAkB,GAAG,cAAc,CAAC,eAAe,CAAC,CAAC;cACzD,IAAI,kBAAkB,IAAI,kBAAkB,KAAK,eAAe,EAAE;kB
AC9D,oBAAoB,CAAC,eAAe,EAAE,kBAAkB,EAAE,SAAS,CAAC,CAAC;eACxE;WACJ;;UAED,IAAI,IAAI,G
AAG,mBAAmB,CAAC,eAAe,CAAC,CAAC;;UAEhD,IAAIA,uBAAqB,EAAE;cACvB,IAAI,GAAG,IAAI,CAAC,
MAAM,CAACA,uBAAqB,CAAC,eAAe,CAAC,CAAC,CAAC;WAC9D;;UAED,IAAI,aAAa,GAAG,UAAU,CAA
C,eAAe,CAAC,CAAC;UAChD,IAAI,aAAa,GAAG,UAAU,CAAC,eAAe,CAAC,CAAC;;UAEhD,KAAK,IAAI,CA
AC,GAAG,CAAC,EAAAE,CAAC,GAAG,IAAI,CAAC,MAAM,EAAAE,EAAAE,CAAC,EAAAE;cAClC,IAAI,GAAG,G
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AI,SAAS,CAAC,GAAG,CAAC,CAAC,IAAI,EAAAE,aAAa,IAAI,aAAa,CAAC,GAAG,CAAC,CAAC,IAAI,EAAE,
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AE,GAAG,CAAC,CAAC;kBAChE,IAAI;;sBAEA,cAAc,CAAC,eAAe,EAAAE,GAAG,EAAAE,UAAU,CAAC,CAA
C;mBACpD,CAAC,OAAO,CAAC,EAAE,EAAE;eACjB;WACJ;;UAED,OAAO,eAAe,CAAC;OAC1B;;MAED,O
AAO,eAAe,CAAC;GAC1B;;EAED,4BAAc,GAAG,oBAAoB,CAAC;;ECnGtC,IAAMC,kBAAkB,GAAG,SAArBA
,kBAAqB,CAAA,IAAA,EAAAAQ;QAC3BC,OAAO,GAAGC,KAAhB;QACA,IAAA,EAAAE,EAAAE,EAAAQ;QAC3BC
,OAAAA,GAAAGC,KAAAhB;QACAA,IAAAAA,EAAAAA,EAAAAE,EAAAAA;WAEA;EAJF,CAAA;;;;;;;;;;;;;;;;
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;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;ECGA;EACA;EACA;;MACME;;;;
;;;;;;;YACJC,UAAUC,oBAAa,CAAC,MAAKC,KAAN;;;;;;WAEvBC,SAAA,kBAAS;EACP,wBAAAOT,6BAAC,M
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Ad,GAAA0B;EACxBC,IAAAAA,EAAAAAC,EAAAAEb,SAAAS,CAAAAAC,MAADI;EAExBC,IAAAAA,EAAaC,EAA
Ab,SAAAS,CAAAAAC,MADC;EAErBC,IAAAAA,EAAAAE,EAAAAE,EAAaC,EAAab,SAAAS,CAAAAAC,MAAd;
AAHV;EAIrBC,IAAAAA,EAAaC,EAAab,SAAAS,CAAAAAC1B,KAAV,CAAAgB,CAAAAgB,CAAAAC;EACJC,UAA
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AW;EACXZ,QAAAA,KAAK,CAACa,cAAN;EACA,cAAMD,EAAN;EACD;;EAED,UACE,CAACZ,KAAK,CAACCc,gBAAP;EACAd,MAAAA,KAAK,CAACe,MAAN,KAAiB,CADjB;EAEC,OAACJ,MAAD,IAAWA,MAAM,KAAK,OAFvB;EAGA,OAACZ,eAAe,CAACC,KAAD,CAJlB;EAAA,QAKE;EACAA,UAAAA,KAAK,CAACa,cAAN;EACAL,UAAAA,QAAQ;EACT;EACF;EAnBM,IAAT,CAHG;;;EA0BH,MAAIZ,cAAc,KAAKE,UAAvB,EAAmC;EACjC1B,IAAAA,KAAK,CAAC4C,GAAN,GAAAYV,YAAY,IAAAIC,QAA5B;EACD,GAFD,MAEO;EACLnC,IAAAA,KAAK,CAAC4C,GAAN,GAAAYT,QAAAZ;EACD;EAED;;;EACA,sBAAAO3C,kCAAAOQ,KAAAP,CAAP;EACD,CA3C0B,CAA7B;;AA8CA,EAAa;EACXiC,EAAAA,UAAU,CAACACY,WAAX,GAAAyB,YAAzB;EACD;EAED;EACA;;;EACA,IAAAAMC,IAAI,GAAGpB,UAAU,CAACArB,iBAAQEQ,YARF,EASK;EAAA,8BAAPDa,SAAOC,gCAAAWd,UAAOX;EACD;EAFA,IAAT;EAEK;EAAa;EACX,sBAAAO3C,kcAAAOQ,KAAAP,CAAP;EACD;EAFA;EAEK;EAAa;;EAClB,MAAI4C,cAAc,KAAKE,UAAvB,EAAmC;EACjC1B,IAAAA,KAAK,CAAC4C,GAAN,GAAAYV,YAAY,IAAAIC,QAA5B;EACD,GAFD,MAEO;EACLnC,IAAAA,KAAK,CAAC4C,GAAN,GAAAYT,QAAAZ;EACD;EAED;;;EACA,sBAAAO3C,kcAAAOQ,KAAAP,CAAP;EACD;EAFA;EAEK;EACX,IAAAAMC,IAAI,GAAGpB,UAAU,CAACAIHuB,CAApB;EAAf;EAEA,IAAAAMoD,OAAO;EAAA,GAAGvE,iBAAQEwE,cAApB;EACX,IAAAAMoC,IAAI;EAAA,GAAGpB,iBAAQEA,cAAGvB;EACb;EAEA;;;EACA,IAAAAMC,IAAI;EAAG;EACX,IAAAA,IAAOD;EAEP;;;EACA,IAAAAMC,IAAI,IAAAAMDA,eAAAC;EAEP;;;ECtID,IAAAM1C,gBAAAc,GAAAG,SAAjBA,cAAAiB,CAAAAiB,CAAAAC,CAAAA;EAAAA,SAAAIA,CAAAJ;EAAAA,CAAAxB;;MACMC,eAAAelC,eAAAfkC;;EACN,IAAAAMCrCA,EAAAelC,eAAAfkC;;;EACN,IAAAAMC,IAAI,GAAGpB,UAAU;EAAAYMC,CAAArCA;EAED;;;EAED,SAAAS2C,cAAAT;EAAAA;;EACrC,MAAAeeA,IAAAAA,EAAAE,EAAAuC;EAAAA,MAAAM,CAAAAdDC,eAAAcC,qCAAdiB,QAAcjB;EAAAA,EAAAA,MAAAbDC,WAAAaC,QAAAbDA,WAAAaC;;EAAAA,EAAAA,MAAAXDC,KAAAWC,QAAAXDA,KAAAWC;;EAAAA,EAAAA,MAAAVSC,YAAAUT,QAAAVDA,YAAAUT;;EAAAA,EAAAA,MAAATDC,YAAAST;;;EAAAA,EAAAA,MAAAARVDC,MAAAQSC;;EAAAA,EAAAA,MAAAPWDC,MAAAOVC;;EAAAA,EAAAA,MAAAMTDC,YAAAMSC;;EAAAA,EAAAA,MAAAKMDCA;eAAAMAC;;EAAAA,EAAAA,MAAAIZDCA,MAAAIXC;;EAAAA,EAAAA,MAAAGMDCA;eAAA;;EAAAA,EAAAA,MAAAEZDCA,MAAAEXC;;EAAAA,EAAAA,MAAAC7DC,eAAAC;;EAAAA,EAAAA,MAAAMAD5BC,eAAAC;;EAAAA;;EAAAA,EAAAA,MAAAMAfBC,eAAAC;;EAAAA;;EAAAA,EAAAA,MAAAMAfwBC,eAAAC;;EAAAA;EAAAA,EAAAA,MAAAMAfzBC,eAAAC;;EAAAA;EAAAA,EAAAA,MAAAMAfJ;EAAAA,EAAAA,MAAAMAf+B;;EAAAA;EAED;;;ECtID,IAAAM1C,gBAAAc,GAAAG,SAAAjBA,CAAAAiB,CAAAAC,CAAAA;EAAAA,SAAAIA,CAAAJ;EAAAA,CAAAxB;

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E5BqE,KAFc,CAAlB;EAIA,QAAIb,SAAS,GACX,OAAOD,aAAP,KAAyB,UAAzB,GACIA,aAAa,CAACI,QAA
D,CADjB,GAEIJ,aAHN;EAKA,QAAIS,KAAK,GACP,OAAOD,SAAP,KAAqB,UAArB,GAAkCA,SAAS,CAACJ,
QAAD,CAA3C,GAAwDI,SAD1D;;EAGA,QAAIJ,QAAJ,EAAc;EACZH,MAAAA,SAAS,GAAGV,cAAc,CAACU
,SAAD,EAAYH,eAAZ,CAA1B;EACAW,MAAAA,KAAK,gBAAQA,KAAR,EAAkBV,WAAlB,CAAL;EACD;;E
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SAFS;EAGTQ,MAAAA,KAAK,EAALA,KAHS;EAITjE,MAAAA,EAAE,EAAEkE;EAJK,OAKNhD,IALM,CAA
X,CAtCU;;;EA+CV,QAAId,gBAAc,KAAKE,YAAvB,EAAmC;EACjC1B,MAAAA,KAAK,CAAC4C,GAAN,GA
AYV,YAAY,IAAIC,QAA5B;EACD,KAFD,MAEO;EACLnC,MAAAA,KAAK,CAACmC,QAAN,GAAiBA,QAAj
B;EACD;;EAED,wBAAO3C,6BAAC,IAAD,EAAUQ,KAAV,CAAP;EACD,GAvDH,CADF;EA2DD,CA9EuB,CA
A1B;;AAiFA,EAAa;EACXwE,EAAAAA,OAAO,CAAC3B,WAAR,GAAsB,SAAtB;EAEA,MAAM+C,eAAe,GAA
GrG,SAAS,CAAC2B,KAAV,CAAgB,CACtC,MADsC,EAEtC,MAFsC,EAGtC,UAHsC,EAAItC,MAJsC,EAKtC,M
ALsC,EAMtC,MANsC,EAOtC,OAPsC,CAAhB,CAAxB;EAUUAsD,EAAAAA,OAAO,CAACrE,SAAR,gBACK2C,I
AAI,CAAC3C,SADV;EAEE,oBAAAgByF,eAFlB;EAGElB,IAAAAA,eAAe,EAAEnF,SAAS,CAACc,MAH7B;EAIEs
E,IAAAAA,WAAW,EAAEpF,SAAS,CAACsE,MAJzB;EAKEgB,IAAAAA,SAAS,EAAEtF,SAAS,CAACqE,SAAV,
CAAoB,CAACrE,SAAS,CAACc,MAAX,EAAmBd,SAAS,CAACmB,IAA7B,CAApB,CALb;EAMEoE,IAAAAA,K
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2E,IAAAAA,MAAM,EAAAE5F,SAAS,CAACiB,IAVpB;EAWE6E,IAAAAA,KAAK,EAAAE9F,SAAS,CAACqE,SAAV
,CAAoB,CAACrE,SAAS,CAACc,MAAX,EAAmBd,SAAS,CAACmB,IAA7B,CAApB;EAXT;EAaD;;;;;;;;;;;;;;;
;;;;;;;;;;"}

Found
 in path(s):
* /opt/cola/permits/1202765739_1631616632.02/0/react-router-dom-5-3-0-tgz/package/umd/react-router-
dom.js.map

# 1.565 d3-array 2.12.1 2.12.1

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# 1.566 internmap 1.0.1 1.0.1

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# 1.567 boxen 5.1.2

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# 1.572 jszip 3.7.1 3.7.1

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# 1.581 engine.io-parser 4.0.3 4.0.3

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# 1.680 minimatch 3.1.2 3.1.2

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# 1.687 is-plain-object 5.0.0 5.0.0

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# 1.708 rxjs-operators 1.1.3 1.1.3

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file (certdata.txt).  This file can be found in the mozilla source tree:

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# 1.791 jsonschema 1.4.1 1.4.1

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# 1.792 @nivo/scales 0.80.0 0.80.0

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# 1.794 rxjs 7.8.1 7.8.1

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# 1.796 react 18.2.0 18.2.0
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{"version":3,"file":"Copyright.esm.js","sources":["../../src/icons/Copyright.tsx"],"sourcesContent":["/*
GENERATED FILE */\nimport React, { forwardRef } from \"react\";\n\nimport {\n  IconWeight,\n  IconProps,\n
PaintFunction,\n  renderPathForWeight,\n} from \"../lib\";\n\nimport IconBase, { RenderFunction } from
\"../lib/IconBase\";\n\nconst pathsByWeight = new Map<IconWeight,
PaintFunction>();\n\npathsByWeight.set(\"bold\", (color: string) => (\n  <>\n    <circle\n      cx=\"128\"\n
cy=\"128\"\n      r=\"96\"\n      fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n
strokeLinejoin=\"round\"\n      strokeWidth=\"24\"\n    />\n    <path\n      d=\"M160,152a40,40,0,1,1,0-48\"\n
fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n      strokeLinejoin=\"round\"\n
strokeWidth=\"24\"\n    />\n  </>\n));\n\npathsByWeight.set(\"duotone\", (color: string) => (\n  <>\n    <circle
cx=\"128\" cy=\"128\" r=\"96\" opacity=\"0.2\" />\n    <circle\n
cx=\"128\"\n      cy=\"128\"\n      r=\"96\"\n      fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n
strokeLinejoin=\"round\"\n      strokeWidth=\"16\"\n    />\n    <path\n      d=\"M160,152a40,40,0,1,1,0-48\"\n
fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n      strokeLinejoin=\"round\"\n
strokeWidth=\"16\"\n    />\n  </>\n));\n\npathsByWeight.set(\"fill\", () => (\n  <>\n    <path
d=\"M128,20A108,108,0,1,0,236,128,108.1,108.1,0,0,0,128,20Zm0,196a88,88,0,1,1,88-
88A88.1,88.1,0,0,1,128,216Zm0-160a72,72,0,1,0,72,72A72.1,72.1,0,0,0,128,56Zm0,104a31.8,31.8,0,0,0,25.6-
12.8,8.1,8.1,0,0,1,11.2-1.6,8,8,0,0,1,1.6,11.2,48,48,0,1,1,0-57.6,8,8,0,0,1-1.6,11.2,8.1,8.1,0,0,1-11.2-
1.6A32,32,0,1,0,128,160Z\" />\n  </>\n));\n\npathsByWeight.set(\"light\", (color: string) => (\n  <>\n    <circle\n
cx=\"128\"\n      cy=\"128\"\n      r=\"96\"\n      fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n
strokeLinejoin=\"round\"\n
strokeWidth=\"12\"\n    />\n    <path\n      d=\"M160,152a40,40,0,1,1,0-48\"\n      fill=\"none\"\n
stroke={color}\n      strokeLinecap=\"round\"\n      strokeLinejoin=\"round\"\n      strokeWidth=\"12\"\n    />\n
</>\n));\n\npathsByWeight.set(\"thin\", (color: string) => (\n  <>\n    <circle\n      cx=\"128\"\n      cy=\"128\"\n
r=\"96\"\n      fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n      strokeLinejoin=\"round\"\n
strokeWidth=\"8\"\n    />\n    <path\n      d=\"M160,152a40,40,0,1,1,0-48\"\n      fill=\"none\"\n      stroke={color}\n
strokeLinecap=\"round\"\n      strokeLinejoin=\"round\"\n      strokeWidth=\"8\"\n    />\n
</>\n));\n\npathsByWeight.set(\"regular\", (color: string) => (\n  <>\n    <circle\n      cx=\"128\"\n      cy=\"128\"\n
r=\"96\"\n      fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n      strokeLinejoin=\"round\"\n
strokeWidth=\"16\"\n    />\n    <path\n      d=\"M160,152a40,40,0,1,1,0-48\"\n
fill=\"none\"\n      stroke={color}\n      strokeLinecap=\"round\"\n      strokeLinejoin=\"round\"\n
strokeWidth=\"16\"\n    />\n  </>\n));\n\nconst renderPath: RenderFunction = (weight: IconWeight, color: string)
=>\n  renderPathForWeight(weight, color, pathsByWeight);\n\nconst Copyright = forwardRef<SVGSVGElement,
IconProps>((props, ref) => (\n  <IconBase ref={ref} {...props} renderPath={renderPath}
/>\n));\n\nCopyright.displayName = \"Copyright\";\n\nexport default

Copyright;\n"],"names":["pathsByWeight","Map","set","color","React","cx","cy","r","fill","stroke","strokeLinecap","strokeLinejoin","strokeWidth","d","opacity","renderPath","weight","renderPathForWeight","Copyright","forwardRef","props","ref","IconBase","displayName"],"mappings":";;;;AAAA;AAWA,IAAMA,aAAa,gBAAG,IAAIC,GAAJ,EAAtB;AAEAD,aAAa,CAACE,GAAd,CAAkB,MAAlB,EAA0B,UAACC,KAAD;AAAA,SAAWG,IAAI,EAACEA,mBAAA,eAAAA,MAAA,EACEA,MAAAEACEA,mBAAA,SAAA;AACEC,IAAAAA,EAAAE,EAAAC;AACHC,IAAAAA,EAAAE,EAAAC;AACHC,IAAAAA,EAAAC,EAAAC;AACFC,IAAAA,IAAI,EAAAC;AACLC,IAAAAA,MAAAM,EAAAEN;AACRO,IAAAAA,aAAAa,EAAAC;AACdC,IAAAAA,cAAc,EAAAC;AACfC,IAAAAA,WAAAW,EAAAC;AGARd,CADF,EAWER,mBAAA,OAAA;AACES,IAAAAA,CAAC,EAAAC;AACFC,IAAAAA,IAAI,EAAAC;AACLC,IAAAAA,MAAM,EAAAEN;AACRO,IAAAAA,aAAa,EAAAC;AACdC,IAAAAA,cAAc,EAAAC;AACfC,IAAAAA,WAAAW,EAAAC;AGANd,CAXF,CADwB;AAAA,CAA1B;AAuBAZ,aAAa,CAACE,GAAd,CAAkB,SAAlB,EAAA6B,UAACC,KAAD;AAAA,SAAWG,IAAI,EAACEA,mBAAA,eAAAA,MAAA,EACEA,MAAAEACEA,mBAAA,SAAA;AACEC,IAAAAA,EAAAE,EAAAC;AAAMC,IAAAAA,EAAAE,EAAAC;AAAMC,IAAAAA,CAAC,EAAAC;AAAKO,IAAAAA,AAAO,EAAAC;AGAzC,CADF,EAEEV,mBAAA,SAAA;AACEC,IAAAAA,EAAAE,EAAAC;AACHC,IAAAAA,EAAAE,EAAAC;AACHC,IAAAAA,EAAAC,EAAAC;AACFC,IAAAA,IAAI,EAAAC;AACLC,IAAAAA,MAAM,EAAAEN;AACRO,IAAAAA,aAAAa,EAAAC;AGARd,CAFF,EAYER,mBAAA,OAAA;AACES,IAAAAA,CAAC,EAAAC;AACFC,IAAAAA,IAAI,EAAAC;AACLC,IAAAAA,MAAM,EAAAEN;AACRO,IAAAAA,aAAa,EAAAC;AACdC,IAAAAA,cAAc,EAAAC;AACfC,IAAAAA,WAAAW,EAAAC;AGANd,CAZF,CAD2B;AAAA,CAA7B;AAwBAZ,aAAa,CAACE,GAAd,CAAkB,MAAlB,EAA0B,UAAAb,KAAD;AAAA,SAAWG,IAAI,EAACEA,mBAAA,eAAAA,MAAA,EACEA,MAAAEACEA,mBAAA,SAAA;AACEC,IAAAAA,EAAAE,EAAAC;AACHC,IAAAAA,EAAAE,EAAAC;AACHC,IAAAAA,EAAAC,EAAAC;AACFC,IAAAA,IAAI,EAAAC;AACLC,IAAAAA,MAAM,EAAAEN;AACRO,IAAAAA,aAAAa,EAAAC;AACdC,IAAAAA,cAAc,EAAAC;AACfC,IAAAAA,WAAAW,EAAAC;AGARd,CADF,EAWER,mBAAA,OAAA;AACES,IAAAAA,CAAC,EAAAC;AACFC,IAAAAA,IAAI,EAAAC;AACLC,IAAAAA,MAAM,EAAAEN;AACRO,IAAAAA,aAAa,EAAAC;AACdC,IAAAAA,cAAc,EAAAC;AACfC,IAAAAA,WAAAW,EAAAC;AGANd,CAXF,CADwB;AAAA,CAA1B;;AAuBA,IAAMG,UAAU,GAAAmB,gBAAA,SAAA7BA,UAA6B,UAAAC,KAAD,EAAAqB,GAAA;AAAA,SAAAAA,mBAAA,CAAAACkB,IAAD,EAAA7B,MAAAD,EAAA;AAAA,IAAAE,GAAA,EAAAC,GAAA;AAAA,CAAnC;;AAAGA,UAAU,CAAC2B,WAAX,GAAAwB,gBAAA;AAAArBA,UAAU,CAACwB,WAAX,GAAAsB,gBAAA,mBAAAkB,WAAA,EAAAEA;IAA3C,CADqD;AAAA,CAA7B;AAsCA,SAAAwB,WAAA,GAAAwBA,WAAA;IAA3C,CAAAC,GAAD;AAAA,CAAnC;;AAGA,IAAAMkB,WAAA,SAAA7BA,UAA3C,CAAAC,GAAD;AAAA,CAAnC;;AAGA,IAAAkB,WAAA,eAAA7BA,UAAA,CAAAC,GAAD,EAAA7BA,MAAA;AAAA,IAAA7B,CAAAE,EAAA,CAAAC;AAAAM,IAAA,OAAA;AAAAEA,IAAA,QAAA;AAAA,CAAnD;;;;"}
/* GENERATED FILE */
import React, { forwardRef } from "react";

import {
IconWeight,
IconProps,
PaintFunction,

```
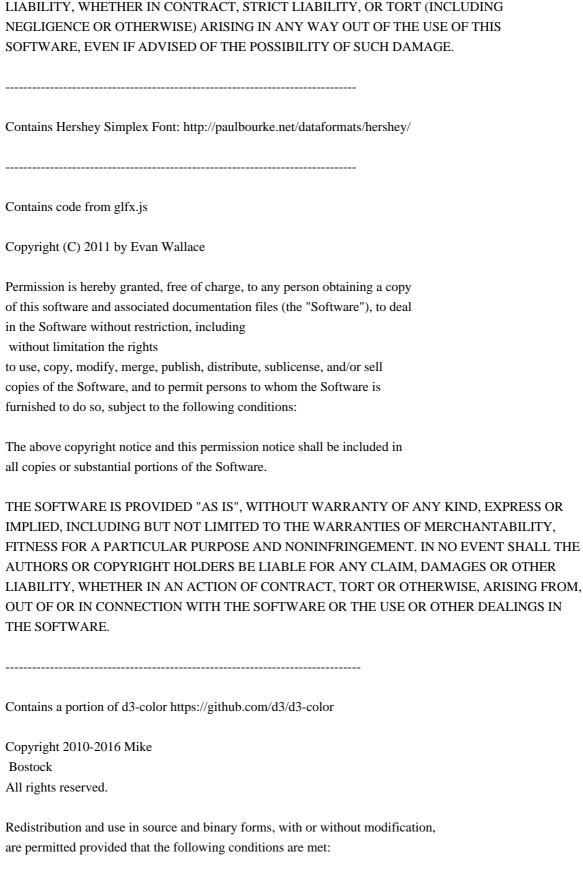 renderPathForWeight,
} from "../lib";
import IconBase, { RenderFunction } from "../lib/IconBase";


const pathsByWeight = new Map<IconWeight, PaintFunction>();

pathsByWeight.set("bold", (color: string) => (
 <>
  <circle
    cx="128"
    cy="128"
    r="96"
    fill="none"
    stroke={color}
    strokeLinecap="round"
    strokeLinejoin="round"
    strokeWidth="24"
  />
  <path
    d="M160,152a40,40,0,1,1,0-48"
    fill="none"
    stroke={color}
    strokeLinecap="round"
    strokeLinejoin="round"
    strokeWidth="24"
  />
 </>
));

pathsByWeight.set("duotone", (color: string) => (
 <>
  <circle cx="128" cy="128" r="96" opacity="0.2" />
  <circle
    cx="128"
    cy="128"
    r="96"
    fill="none"
    stroke={color}
    strokeLinecap="round"
    strokeLinejoin="round"
    strokeWidth="16"
  />
  <path

  d="M160,152a40,40,0,1,1,0-48"
    fill="none"
    stroke={color}
    strokeLinecap="round"
```

```
      strokeLinejoin="round"
      strokeWidth="16"
    />
  </>
));

pathsByWeight.set("fill", () => (
 <>
   <path d="M128,20A108,108,0,1,0,236,128,108.1,108.1,0,0,0,128,20Zm0,196a88,88,0,1,1,88-
88A88.1,88.1,0,0,1,128,216Zm0-160a72,72,0,1,0,72,72A72.1,72.1,0,0,0,128,56Zm0,104a31.8,31.8,0,0,0,25.6-
12.8,8.1,8.1,0,0,1,11.2-1.6,8,8,0,0,1,1.6,11.2,48,48,0,1,0-57.6,8,8,0,0,1-1.6,11.2,8.1,8.1,0,0,1-11.2-
1.6A32,32,0,1,0,128,160Z" />
 </>
));

pathsByWeight.set("light", (color: string) => (
 <>
   <circle
    cx="128"
    cy="128"
    r="96"
    fill="none"
    stroke={color}
    strokeLinecap="round"
    strokeLinejoin="round"
    strokeWidth="12"
   />
   <path
    d="M160,152a40,40,0,1,1,0-48"
    fill="none"
    stroke={color}
    strokeLinecap="round"
    strokeLinejoin="round"
    strokeWidth="12"
   />
  </>
));

pathsByWeight.set("thin", (color: string)
 => (
 <>
   <circle
    cx="128"
    cy="128"
    r="96"
    fill="none"
    stroke={color}
    strokeLinecap="round"
```

```
        strokeLinejoin="round"
        strokeWidth="8"
      />
      <path
        d="M160,152a40,40,0,1,1,0-48"
        fill="none"
        stroke={color}
        strokeLinecap="round"
        strokeLinejoin="round"
        strokeWidth="8"
      />
    </>
));

pathsByWeight.set("regular", (color: string) => (
  <>
    <circle
      cx="128"
      cy="128"
      r="96"
      fill="none"
      stroke={color}
      strokeLinecap="round"
      strokeLinejoin="round"
      strokeWidth="16"
    />
    <path
      d="M160,152a40,40,0,1,1,0-48"
      fill="none"
      stroke={color}
      strokeLinecap="round"
      strokeLinejoin="round"
      strokeWidth="16"
    />
  </>
));

const renderPath: RenderFunction = (weight: IconWeight, color: string) =>
 renderPathForWeight(weight, color, pathsByWeight);

const Copyright = forwardRef<SVGSVGElement, IconProps>((props, ref) => (
 <IconBase
 ref={ref} {...props} renderPath={renderPath} />
));

Copyright.displayName = "Copyright";

export default Copyright;
```

# 1.800 mapbox-gl 1.7.0 1.7.0

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Contains code from glfx.js

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# 1.825 datatables.net-responsive-dt 2.4.1 2.4.1

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# 1.826 @nivo/pie 0.80.0 0.80.0

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# 1.827 tslib 2.5.3 2.5.3

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# 1.828 @mapbox/mapbox-gl-style-spec 13.11.0 13.11.0

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## 13.11.0

### Features and improvements
* Add `promoteId` option to use a feature property as ID for feature state
([#8987](https://github.com/mapbox/mapbox-gl-js/pull/8987))
* Update `symbol-avoid-edges` documentation regarding global collision detection
([#9157](https://github.com/mapbox/mapbox-gl-js/pull/9157))
* Remove reference to `in` function which has been replaced by the `in` expression
([#9102](https://github.com/mapbox/mapbox-gl-js/pull/9102))

### Bug fixes
* Fix bug where `symbol-sort-key` was not used for collisions that crossed tile boundaries ([#9054](https://github.com/mapbox/mapbox-gl-js/pull/9054))

## 13.10.2

### Bug fixes
* Fix style validation error messages not being displayed ([#9073](https://github.com/mapbox/mapbox-gl-js/pull/9073))

## 13.10.0

### Features and improvements
* Add ability to insert images into text labels using an `image` expression within a `format` expression:
 `"text-field": ["format", "Some text", ["image", "my-image"], "some more text"]`
([#8904](https://github.com/mapbox/mapbox-gl-js/pull/8904))
* Add `in` expression. It can check if a value is in an array (`["in", value, array]`) or a substring is in a string (`["in", substring, string]`) ([#8876](https://github.com/mapbox/mapbox-gl-js/pull/8876))
* Add support for stretchable images (aka nine-part or nine-patch images). Stretchable images can be used with `icon-text-fit` to draw resized images with unstretched corners and borders.
([#8997](https://github.com/mapbox/mapbox-gl-js/pull/8997))
* Add an es modules build of for mapbox-gl-style-spec in dist/ ([#8247](https://github.com/mapbox/mapbox-gl-js/pull/8247)) (h/t [ahocevar](https://github.com/ahocevar))

## 13.9.1

### Improvement
* Rename `Image` type to `ResolvedImage`, to better represent the result of an `image` expression evaluation.
([#8901](https://github.com/mapbox/mapbox-gl-js/pull/8901))

## 13.9.0

* Add `image` expression
 operator to determine image availability ([#8684](https://github.com/mapbox/mapbox-gl-js/pull/8684))
* Add a style-spec function to validate that styles are compatible with the Mapbox API
([#8663](https://github.com/mapbox/mapbox-gl-js/pull/8663))

## 13.8.0

- Introduce `text-writing-mode` symbol layer property to allow placing point labels vertically.
[#8399](https://github.com/mapbox/mapbox-gl-js/pull/8399)
- Allow `text-color` to be used in formatted expressions to be able to draw different parts of a label in different colors. [#8068](https://github.com/mapbox/mapbox-gl-js/pull/8068)
- Improve conversion of legacy filters with duplicate values. [#8542](https://github.com/mapbox/mapbox-gl-js/pull/8542)

## 13.7.2

### Bug fixes
* Fix SDK support spec section for variable label placement ([#8384](https://github.com/mapbox/mapbox-gl-js/pull/8384)) (h/t [@pozdnyakov](https://github.com/pozdnyakov))

### Features and improvements
* Add SDK support spec section for text-radial-offset
  ([#8401](https://github.com/mapbox/mapbox-gl-js/pull/8401))
* Add `*-sort-key` layout property for circle, fill, line ([#8467](https://github.com/mapbox/mapbox-gl-js/pull/8467))
* Expose convertFilter API in the style specification ([#8493](https://github.com/mapbox/mapbox-gl-js/pull/8493))

## 13.7.1

### Bug fixes
* Fix format expression options validation ([#8339](https://github.com/mapbox/mapbox-gl-js/pull/8339))
* Fix SDK support information for style properties added in v13.7.0: ([#8384](https://github.com/mapbox/mapbox-gl-js/pull/8384))
  * Add missing SDK support section for `text-radial-offset` property
  * Assign SDK versions for `text-variable-anchor` and `text-justify: auto`

## 13.7.0

### Features and improvements
* Add `text-radial-offset` style property ([#7596](https://github.com/mapbox/mapbox-gl-js/pull/7596))
* Add `text-variable-anchor` style property ([#7596](https://github.com/mapbox/mapbox-gl-js/pull/7596))
* Add `auto` value to `text-justify` style
 property ([#7596](https://github.com/mapbox/mapbox-gl-js/pull/7596))

## 13.6.0

### Features and improvements
* Add `clusterProperties` option for aggregated cluster properties ([#2412](https://github.com/mapbox/mapbox-gl-js/issues/2412), fixed by [#7584](https://github.com/mapbox/mapbox-gl-js/pull/7584))
* Add `number-format` expression ([#7626](https://github.com/mapbox/mapbox-gl-js/pull/7626))
* Add `symbol-sort-key` style property ([#7678](https://github.com/mapbox/mapbox-gl-js/pull/7678))

## 13.5.0

### Features and improvements
* Flattens `all` expressions in converted filters ([#7679](https://github.com/mapbox/mapbox-gl-js/pull/7679))
* Compatibility tables are updated ([#7574](https://github.com/mapbox/mapbox-gl-js/pull/7574))

## 13.4.0

### Features and improvements
* **Tighten style validation**
  * Disallow expressions as stop values ([#7396](https://github.com/mapbox/mapbox-gl-js/pull/7396))
  * Disallow `feature-state` expressions in filters ([#7366](https://github.com/mapbox/mapbox-gl-js/pull/7366))

##
 13.3.0

### Bug fixes
* **Expressions**
  * Fix `let` expression stripping expected type during parsing ([#7300](https://github.com/mapbox/mapbox-gl-js/issues/7300), fixed by [#7301](https://github.com/mapbox/mapbox-gl-js/pull/7301))
  * Fix superfluous wrapping of literals in `literal` expression ([#7336](https://github.com/mapbox/mapbox-gl-js/issues/7336), fixed by [#7337](https://github.com/mapbox/mapbox-gl-js/pull/7337))
  * Allow calling `to-color` on values that are already of type `Color` ([#7260](https://github.com/mapbox/mapbox-gl-js/pull/7260))
  * Fix `to-array` for empty arrays (([#7261](https://github.com/mapbox/mapbox-gl-js/pull/7261)))
  * Fix identity functions for `text-field` when using formatted text ([#7351](https://github.com/mapbox/mapbox-gl-js/pull/7351))
  * Fix coercion of `null` to `0` in `to-number` expression ([#7083](https://github.com/mapbox/mapbox-gl-js/issues/7083), fixed by [#7274](https://github.com/mapbox/mapbox-gl-js/pull/7274))

###
 Features and improvements
* Add `fill-extrusion-vertical-gradient` property for controlling shading of fill extrusions ([#5768](https://github.com/mapbox/mapbox-gl-js/issues/5768), fixed by [#6841](https://github.com/mapbox/mapbox-gl-js/pull/6841))

## 13.2.0

### Bug fixes
* Update the style-spec's old `gl-style-migrate` script to include conversion of legacy functions and filters to their expression equivalents ([#6927](https://github.com/mapbox/mapbox-gl-js/issues/6927), fixed by [#7095](https://github.com/mapbox/mapbox-gl-js/pull/7095))

### Features and improvements
* Add `symbol-z-order` symbol layout property to style spec ([#7219](https://github.com/mapbox/mapbox-gl-js/pull/7219))
* Implement data-driven styling support for `*-pattern properties` ([#6289](https://github.com/mapbox/mapbox-gl-js/pull/6289))

## 13.1.1

### Bug fixes
* Fix broken module import in mapboxgl-style-spec (v13.0.1) ([#6984](https://github.com/mapbox/mapbox-gl-js/issues/6984),
 fixed by [#6997](https://api.github.com/repos/mapbox/mapbox-gl-js/pulls/6997))

### Features and improvements
* Improve formatting for style output ([#7029](https://github.com/mapbox/mapbox-gl-js/pull/7029))

## 13.1.0

### Features and improvements
* Add `raster-resampling` raster paint property ([#6411](https://github.com/mapbox/mapbox-gl-js/pull/6411)) (h/t [andrewharvey](https://github.com/andrewharvey))
* Add `symbol-placement: line-center` ([#6821](https://github.com/mapbox/mapbox-gl-js/pull/6821))

## 13.0.1

### Breaking changes
* Align implicit type behavior of `match` expressions with with `case/==` ([#6684](https://github.com/mapbox/mapbox-gl-js/pull/6684))
* Update spec so that documentation can automatically capture which functions and expressions can be used with which properties ([#6521](https://github.com/mapbox/mapbox-gl-js/pull/6521))

### Features and improvements
* Add `feature-state` [#6263](https://github.com/mapbox/mapbox-gl-js/pull/6263)
*
 Add support for GeoJSON attribution ([#6364](https://github.com/mapbox/mapbox-gl-js/pull/6364)) (h/t [andrewharvey](https://github.com/andrewharvey))
* Upgrade to Flow 0.69 ([#6594](https://github.com/mapbox/mapbox-gl-js/pull/6594))

### Bug fixes
* Use named exports for style-spec entrypoint module ([#6601](https://github.com/mapbox/mapbox-gl-js/issues/6601)

## 13.0.0
Malformed package published to NPM.

## 12.0.0

### Breaking changes
* The `"to-string"` expression operator now converts null to an empty string rather than to `"null"`. [#6534](https://github.com/mapbox/mapbox-gl-js/pull/6534)

### Features and improvements
*  Add line-gradient property [#6303](https://github.com/mapbox/mapbox-gl-js/pull/6303)
* Add collator expression for controlling case and diacritic sensitivity in string comparisons [#6270](https://github.com/mapbox/mapbox-gl-js/pull/6270)
* Add `is-supported-script` expression for determining if a script is supported. [#6260](https://github.com/mapbox/mapbox-gl-js/pull/6260)
*
 Add `collator` expression for controlling case and diacritic sensitivity in string comparisons [#6270](https://github.com/mapbox/mapbox-gl-js/pull/6270)
* Add `abs`, `round`, `floor`, and `ceil` expression operators [#6496](https://github.com/mapbox/mapbox-gl-js/pull/6496)
* Add support for Mapzen Terrarium tiles in raster-dem sources [#6110](https://github.com/mapbox/mapbox-gl-js/pull/6110)

### Bug fixes
- Fix Rollup build [6575](https://github.com/mapbox/mapbox-gl-js/pull/6575)

## 11.1.1

### Bug fixes

* Update SDK support information for `text-font`, and `heatmap-color`, and `hillshade` layer properties.

## 11.1.0

### Features and improvements

* Avoid use of `new Function` for filters by converting old-style filters to expressions [#5665](https://github.com/mapbox/mapbox-gl-js/pull/5665).

## 11.0.0

### Breaking changes

* Remove constants validating code [#5885](https://github.com/mapbox/mapbox-gl-js/pull/5885)
* `"colorSpace":
 "hcl"` now uses shortest-path interpolation for hue [#5811](https://github.com/mapbox/mapbox-gl-js/issues/5811)

### Features and improvements

* Introduce client-side hillshading with `raster-dem` source type and `hillshade` layer type [#5286](https://github.com/mapbox/mapbox-gl-js/pull/5286)
* Add Color#toString and expose Color publicly [#5866](https://github.com/mapbox/mapbox-gl-js/pull/5866)
* Improve typing for `==` and `!=` expressions [#5840](https://github.com/mapbox/mapbox-gl-js/pull/5840)
* Made `coalesce` expressions more useful [#5755](https://github.com/mapbox/mapbox-gl-js/issues/5755)
* Enable implicit type assertions for array types [#5738](https://github.com/mapbox/mapbox-gl-js/pull/5738)

### Bug fixes

* Fix standalone browser build [#5736](https://github.com/mapbox/mapbox-gl-js/pull/5736), [#5906](https://github.com/mapbox/mapbox-gl-js/pull/5906)
* Handle NaN as input to step and interpolate expressions [#5757](https://github.com/mapbox/mapbox-gl-js/pull/5757)
*
 Fix style diffing for changes to GeoJSON sources [#5745](https://github.com/mapbox/mapbox-gl-js/pull/5745)
* Mark layer "type" property as required [#5849](https://github.com/mapbox/mapbox-gl-js/pull/5849)

## 10.1.0

* Remove support for validating and migrating v6 styles [#5604](https://github.com/mapbox/mapbox-gl-js/pull/5604)
* Remove support for validating v7 styles [#5604](https://github.com/mapbox/mapbox-gl-js/pull/5604)

* Remove spaces after commas in `to-string` representation of colors [#5480](https://github.com/mapbox/mapbox-gl-js/pull/5480)
* Fix bugs preventing `mapbox-gl-style-spec` package on NPM from being used externally [#5502](https://github.com/mapbox/mapbox-gl-js/pull/5502)
* Fix flow-typed interface generator [#5478](https://github.com/mapbox/mapbox-gl-js/pull/5478)
* Export `function` [#5584](https://github.com/mapbox/mapbox-gl-js/pull/5584)
* Export `StylePropertySpecification` type [#5593](https://github.com/mapbox/mapbox-gl-js/pull/5593)
* Split the `source_tile`
 entry in the JSON schema into `source_vector` and `source_raster` [#5604](https://github.com/mapbox/mapbox-gl-js/pull/5604)

### Validation Changes

* Require that `heatmap-color` use expressions instead of stop functions [#5624](https://github.com/mapbox/mapbox-gl-js/issues/5624)
* Remove support for including `{tokens}` in expressions for `text-field` and `icon-image` [#5599](https://github.com/mapbox/mapbox-gl-js/issues/5599)
* Disallow interpolation in expressions for `line-dasharray` [#5519](https://github.com/mapbox/mapbox-gl-js/pull/5519)
* Validate that zoom expressions only appear at the top level of an expression [#5609](https://github.com/mapbox/mapbox-gl-js/issues/5609)
* Validate that `step` and `interpolate` expressions don't have any duplicate stops [#5605](https://github.com/mapbox/mapbox-gl-js/issues/5605)
* Split `curve` expression into `step` and `interpolate` expressions [#5542](https://github.com/mapbox/mapbox-gl-js/pull/5542)
* Validate expression values
 for enum-typed properties [#5589](https://github.com/mapbox/mapbox-gl-js/pull/5589)
* Improve validation to catch uses of deprecated function syntax [#5667](https://github.com/mapbox/mapbox-gl-js/pull/5667)

## 10.0.1

* Fix bug preventing @mapbox/mapbox-gl-style-spec package from being usable outside of mapbox-gl-js (#5502)

## 10.0.0

* Add expression and heatmap layer support. See Mapbox GL JS v0.40.1 changelog entry for details.

## 9.0.1

* Remove `fast-stable-stringify` dependency (#5152)

## 9.0.0

* Fix validation error on categorical zoom-and-property functions (#4220)
* Relax requirement that styles using "icon-image" must have a "sprite"
* Prevent infinite loop in binarySearchForIndex when duplicate stops are present. (#4503)
* Ensure generated composite function stops are in the correct order (#4509)

* Update SDK support matrices to be current as of GL JS v0.35.1, iOS SDK v3.5.0, Android SDK 5.0.0
* Remove support for implicitly-categorical functions
* BREAKING CHANGE: the
 API for the `function` module has changed. The `interpolated` and `piecewise-constant` exports
were replaced with a single unnamed export, a function which accepts an object conforming to the style spec "function"
definition, and an object defining a style spec property. It handles color parsing and validation of feature values internally.
* Functions now support a "default" property.
* `parseColor` was promoted from gl-js.

## 8.11.0

* Merge `feature-filter` repository into this repository #639

## 8.10.0

v8.0.0 styles are fully compatible with v8.10.0.

### Style Specification Changes

* Added `colorSpace` option to functions
* Added `fill-extrusion` layer type
* Add top-level `light` property
* Remove increase maximum `maxzoom` to 24
* Deprecate paint classes :warning:
* Increase strictness of function validation

### Reference JSON & API Changes

* Added `deref` utility
* Added `group_by_layout` utility
* Merge `mapbox-gl-function` repository into this repository

## 8.9.0

v8.0.0
 styles are fully compatible with v8.9.0.

* Added identity functions
* Added `auto` value which represents the calculated default value

## 8.8.1

v8.0.0 styles are fully compatible with v8.8.1.

* Fixed style validation for layers with invalid types

## 8.8.0

v8.0.0 styles are fully compatible with v8.8.0.

* Clarified documentation around fill-opacity.
* Update function documentation and validation for property functions.
* Add text-pitch-alignment property.
* Add icon-text-fit, icon-text-fit-padding properties.

## 8.7.0

v8.0.0 styles are fully compatible with v8.7.0.

* Add support for has / !has operators.

## 8.6.0

v8.0.0 styles are fully compatible with v8.6.0.

* Added support for zoom and feature driven functions.

## 8.4.2

v8.0.0 styles are fully compatible with v8.4.2.

* Refactored style validator to expose more granular validation methods

## 8.4.1

v8.0.0 styles are fully compatible with v8.4.1.

* Revert ramp validation checks that broke some styles.

## 8.4.0

v8.0.0
 styles are fully compatible with v8.4.0.

* Added `cluster`, `clusterRadius`, `clusterMaxZoom` GeoJSON source properties.

## 8.3.0

v8.0.0 styles are fully compatible with v8.3.0.

* Added `line-offset` style property

## 8.2.1

v8.0.0 styles are fully compatible with v8.2.1.

* Enforce that all layers that use a vector source specify a "source-layer"

## 8.2.0

v8.0.0 styles are fully compatible with v8.2.0.

* Add inline `example` property.
* Enforce that all style properties must have documentation in `doc` property.
* Create minified style specs with `doc` and `example` properties removed.
* `validate` now validates against minified style spec.
* `format` now accepts `space` option to use with `JSON.stringify`.
* Remove `gl-style-spritify`. Mapbox GL sprites are now created automatically by
 the Mapbox style APIs, or for hand-crafted styles, by [spritezero-cli](https://github.com/mapbox/spritezero-cli).

## 8.1.0

v8.0.0 styles are fully compatible with v8.1.0.

* [BREAKING]
 Simplified layout/paint layer property types to more closely align
 with v7 types.
* Fixed migration script compatibility with newer versions of Node.js and io.js
* Removed `constants` from schema, they were deprecated in v8
* Added style diff utility to generate semantic deltas between two stylesheets
* Added `visibility` property to `circle` layer type
* Added `pitch` property to stylesheet

## 8.0.0

Introduction of Mapbox GL style specification v8. To migrate a v7 style to v8,
use the `gl-style-migrate` script as described in the README.

* [BREAKING] The value of the `text-font` property is now an array of
 strings, rather than a single comma separated string.
* [BREAKING] Renamed `symbol-min-distance` to `symbol-spacing`.
* [BREAKING] Renamed `background-image` to `background-pattern`.
* [BREAKING] Renamed `line-image` to `line-pattern`.
* [BREAKING] Renamed `fill-image` to `fill-pattern`.
* [BREAKING] Renamed the `url` property of the video source type to `urls`.
* [BREAKING]
 Coordinates in video sources are now specified in [lon, lat] order.
* [BREAKING] Removed `text-max-size` and `icon-max-size` properties; these
 are now calculated automatically.
* [BREAKING] `text-size` and `icon-size` are now layout properties instead of paint properties.
* [BREAKING] Constants are no longer supported. If you are editing styles by
 hand and want to use constants, you can use a preprocessing step with a tool

like [ScreeSS](https://github.com/screee/screess).
* [BREAKING] The format for `mapbox://` glyphs URLs has changed; you should
now use `mapbox://fonts/mapbox/{fontstack}/{range}.pbf`.
* [BREAKING] Reversed the priority of layers for calculating label placement:
labels for layers that appear later in the style now have priority over earlier
layers.
* Added a new `image` source type.
* Added a new `circle` layer type.
* Default map center location can now be set in the style.
* Added `mapbox://` sprite URLs `mapbox://sprite/{user | "mapbox"}/{id}`

## 7.5.0

*

Added gl-style-composite script, for auto-compositing sources in a style.

## 7.4.1

* Use JSON.stringify for formatting instead of js-beautify

## 7.0.0

Introduction of Mapbox GL style specification v7.

* [BREAKING] Improve dashed lines (#234)
* [BREAKING] Remove prerendered layers (#232)
* Explicit visibility property (#212)
* Functions for all properties (#237)

## 6.0.0 (Style spec v6)

Introduction of Mapbox GL style specification v6.

* [BREAKING] New filter syntax (#178)
* [BREAKING] Line gap property (#131)
* [BREAKING] Remove dashes from min/max-zoom (#175)
* [BREAKING] New layout/paint terminology (#166)
* [BREAKING] Single text positioning property (#197)
* Added requirements (#200)
* Added minimum, maximum, and period values (#198)

## 0.0.5 (in progress)

* [BREAKING] Switch to suffix for transition properties (`transition-*` -> `*-transition`).
* Added support for remote, non-Mapbox TileJSON sources.
* [BREAKING] Source `minZoom` and `maxZoom` renamed to `minzoom`
and `maxzoom` to match TileJSON.
* Added support for `mapbox://` glyph URLs.

* [BREAKING] Renamed `raster-fade` to `raster-fade-duration`.
* Added background-opacity property.
* Added "tokens" property to string values that can autocomplete fields from layers
* Added "units" property to describe value types

## 0.0.4 (Aug 8 2014)

* Initial public release

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* /opt/cola/permits/1802757222_1695149715.733842/0/mapbox-gl-style-spec-13-11-0-tgz/package/types.js
No license file was found, but licenses were detected in source scan.

{"version":3,"file":"index.es.js","sources":["../node_modules/json-stringify-pretty-compact/index.js","../format.js","../../../node_modules/url/node_modules/punycode/punycode.js","../../../node_modules/url/util.js","../../../node_modules/querystring/decode.js","../../../node_modules/querystring/encode.js","../../../node_modules/querystring/index.js","../../../node_modules/url/url.js","../visit.js","../migrate/v8.js","../util/extend.js","../expression/parsing_error.js","../expression/scope.js","../expression/types.js","../node_modules/csscolorparser/csscolorparser.js","../util/color.js","../expression/types/collator.js","../expression/types/formatted.js","../expression/types/resolved_image.js","../expression/values.js","../expression/definitions/literal.js","../expression/runtime_error.js","../expression/definitions/assertion.js","../expression/definitions/format.js","../expression/definitions/image.js","../expression/definitions/coercion.js","../expression/evaluation_context.js","../expression/compound_expression.js","../expression/definitions/collator.js","../expression/is_constant.js","../expression/definitions/var.js","../expression/parsing_context.js","../expression/stops.js","../expression/definitions/step.js","../node_modules/@mapbox/unitbezier/index.js","../util/interpolate.js","../util/color_spaces.js","../expression/definitions/interpolate.js","../expression/definitions/coalesce.js","../expression/definitions/let.js","../expression/definitions/at.js","../expression/definitions/in.js","../expression/definitions/match.js","../expression/definitions/case.js","../expression/definitions/comparison.js","../expression/definitions/number_format.js","../expression/definitions/length.js","../expression/definitions/index.js","../util/result.js","../util/properties.js","../util/get_type.js","../function/index.js","../expression/index.js","../function/convert.js","../feature_filter/index.js","../feature_filter/convert.js","../migrate/expressions.js","../migrate.js","../composite.js","../util/ref_properties.js","../deref.js","../util/deep_equal.js","../diff.js","../error/validation_error.js","../error/parsing_error.js","../validate/validate_constants.js","../util/unbundle_jsonlint.js","../validate/validate_object.js","../validate/validate_array.js","../validate/validate_number.js","../validate/validate_function.js","../validate/validate_expression.js","../validate/validate_boolean.js","../validate/validate_color.js","../validate/validate_enum.js","../validate/validate_filter.js","../validate/validate_property.js","../validate/validate_paint_property.js","../validate/validate_layout_property.js","../validate/validate_layer.js","../validate/validate_string.js","../validate/validate_source.js","../validate/validate_light.js","../validate/validate_formatted.js","../validate/validate_image.js","../validate/validate.js","../validate/validate_glyphs_url.js","../validate_style.min.js","../node_modules/@mapbox/jsonlint-lines-

primitives/lib/jsonlint.js","../read_style.js","../validate_style.js","../validate_mapbox_api_supported.js","../style-spec.js"],"sourcesContent":["\"use
strict\";\n\n// Note: This regex matches even invalid JSON strings, but since we're\n// working on the output of
`JSON.stringify` we know that only valid strings\n// are present (unless the user supplied a weird `options.indent`
but in\n// that case we don't care since the output would be invalid anyway).\nvar stringOrChar =
/(\"(?:[^\\\\"]|\\\\.)*\")|[:,]/g;\n\nmodule.exports = function stringify(passedObj, options) {\n  var indent, maxLength,
replacer;\n\n  options = options || {};\n  indent = JSON.stringify(\n    [1],\n    undefined,\n    options.indent ===
undefined ? 2 : options.indent\n  ).slice(2, -3);\n  maxLength =\n    indent === \"\"\n      ? Infinity\n      :
options.maxLength === undefined\n      ? 80\n      : options.maxLength;\n  replacer = options.replacer;\n\n  return
(function _stringify(obj,
 currentIndent, reserved) {\n    // prettier-ignore\n    var end, index, items, key, keyPart, keys, length, nextIndent,
prettified, start, string, value;\n\n    if (obj && typeof obj.toJSON === \"function\") {\n      obj = obj.toJSON();\n
}\n\n    string = JSON.stringify(obj, replacer);\n\n    if (string === undefined) {\n      return string;\n    }\n\n    length
= maxLength - currentIndent.length - reserved;\n\n    if (string.length <= length) {\n      prettified =
string.replace(stringOrChar, function(match, stringLiteral) {\n        return stringLiteral || match + \" \";\n      });\n
if (prettified.length <= length) {\n        return prettified;\n      }\n    }\n\n    if (replacer != null) {\n      obj =
JSON.parse(string);\n      replacer = undefined;\n    }\n\n    if (typeof obj === \"object\" && obj !== null) {\n
nextIndent = currentIndent + indent;\n      items = [];\n      index = 0;\n\n      if (Array.isArray(obj)) {\n        start =
\"[\";\n        end
 = \"]\";\n        length = obj.length;\n        for (; index < length; index++) {\n          items.push(\n
_stringify(obj[index], nextIndent, index === length - 1 ? 0 : 1) ||\n              \"null\"\n          );\n        }\n      } else {\n
start = \"{\";\n        end = \"}\";\n        keys = Object.keys(obj);\n        length = keys.length;\n        for (; index <
length; index++) {\n          key = keys[index];\n          keyPart = JSON.stringify(key) + \": \";\n          value =
_stringify(\n            obj[key],\n            nextIndent,\n            keyPart.length + (index === length - 1 ? 0 : 1)\n
);\n          if (value !== undefined) {\n            items.push(keyPart + value);\n          }\n        }\n      }\n\n      if
(items.length > 0) {\n        return [start, indent + items.join(\",\\n\" + nextIndent), end].join(\n          \"\\n\" +
currentIndent\n        );\n      }\n    }\n\n    return string;\n  })(passedObj, \"\", 0);\n};\n","\nimport reference
 from './reference/latest.js';\nimport stringifyPretty from 'json-stringify-pretty-compact';\n\nfunction sortKeysBy(obj,
reference) {\n  const result = {};\n  for (const key in reference) {\n    if (obj[key] !== undefined) {\n
result[key] = obj[key];\n    }\n  }\n  for (const key in obj) {\n    if (result[key] === undefined) {\n
result[key] = obj[key];\n    }\n  }\n  return result;\n}\n\n/**\n * Format a Mapbox GL Style.  Returns a
stringified style with its keys\n * sorted in the same order as the reference style.\n *\n * The optional `space`
argument is passed to\n * [`JSON.stringify`](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/JSON/stringify)\n * to generate formatted output.\n *\n * If
`space` is unspecified, a default of `2` spaces will be used.\n *\n * @private\n * @param {Object} style a Mapbox
GL Style\n * @param {number} [space] space argument to pass to `JSON.stringify`\n * @returns {string}
 stringified formatted JSON\n * @example\n * var fs = require('fs');\n * var format = require('mapbox-gl-style-
spec').format;\n * var style = fs.readFileSync('./source.json', 'utf8');\n * fs.writeFileSync('./dest.json',
format(style));\n * fs.writeFileSync('./dest.min.json', format(style, 0));\n */\nfunction format(style, space = 2) {\n
style = sortKeysBy(style, reference.$root);\n\n  if (style.layers) {\n    style.layers = style.layers.map((layer) =>
sortKeysBy(layer, reference.layer));\n  }\n\n  return stringifyPretty(style, {indent: space});\n}\n\nexport default
format;\n","/*! https://mths.be/punycode v1.3.2 by @mathias */\n;(function(root) {\n\n\t/** Detect free variables
*/\n\tvar freeExports = typeof exports == 'object' && exports &&\n\t\t!exports.nodeType && exports;\n\tvar
freeModule = typeof module == 'object' && module &&\n\t\t!module.nodeType && module;\n\tvar freeGlobal =
typeof global == 'object' && global;\n\tif (\n\t\tfreeGlobal.global === freeGlobal ||\n\t\tfreeGlobal.window
 === freeGlobal ||\n\t\tfreeGlobal.self === freeGlobal\n\t) {\n\t\troot = freeGlobal;\n\t}\n\n\t/**\n\t * The
`punycode` object.\n\t * @name punycode\n\t * @type Object\n\t */\n\tvar punycode,\n\n\t/** Highest positive
signed 32-bit float value */\n\tmaxInt = 2147483647, // aka. 0x7FFFFFFF or 2^31-1\n\n\t/** Bootstring parameters

*/\n\tbase = 36,\n\ttMin = 1,\n\ttMax = 26,\n\tskew = 38,\n\tdamp = 700,\n\tinitialBias = 72,\n\tinitialN = 128, // 0x80\n\tdelimiter = '-', // \\x2D'\n\n\t/** Regular expressions */\n\tregexPunycode = /^xn--/,\n\tregexNonASCII = /[^\\x20-\\x7E]/, // unprintable ASCII chars + non-ASCII chars\n\tregexSeparators = /[\\x2E\\u3002\\uFF0E\\uFF61]/g, // RFC 3490 separators\n\n\t/** Error messages */\n\terrors = {\n\t'overflow': 'Overflow: input needs wider integers to process',\n\t'not-basic': 'Illegal input >= 0x80 (not a basic code point)',\n\t'invalid-input': 'Invalid input'\n\t},\n\n\t/** Convenience shortcuts */\n\tbaseMinusTMin = base - tMin,\n\tfloor = Math.floor,\n\tstringFromCharCode = String.fromCharCode,\n\n\t/** Temporary variable */\n\tkey;\n\n\t/*--------------------------------------------------------------------------*/\n\n\t/**\n\t * A generic error utility function.\n\t * @private\n\t * @param {String} type The error type.\n\t * @returns {Error} Throws a `RangeError` with the applicable error message.\n\t */\n\tfunction error(type) {\n\t\tthrow RangeError(errors[type]);\n\t}\n\n\t/**\n\t * A generic `Array#map` utility function.\n\t * @private\n\t * @param {Array} array The array to iterate over.\n\t * @param {Function} callback The function that gets called for every array\n\t * item.\n\t * @returns {Array} A new array of values returned by the callback function.\n\t */\n\tfunction map(array, fn) {\n\t\tvar length = array.length;\n\t\tvar result = [];\n\t\twhile (length--) {\n\t\t\tresult[length] = fn(array[length]);\n\t\t}\n\t\treturn result;\n\t}\n\n\t/**\n\t * A simple `Array#map`-like wrapper to work with domain name strings or email\n\t * addresses.\n\t * @private\n\t * @param {String} domain The domain name or email address.\n\t * @param {Function} callback The function that gets called for every\n\t * character.\n\t * @returns {Array} A new string of characters returned by the callback\n\t * function.\n\t */\n\tfunction mapDomain(string, fn) {\n\t\tvar parts = string.split('@');\n\t\tvar result = '';\n\t\tif (parts.length > 1) {\n\t\t\t// In email addresses, only the domain name should be punycoded. Leave\n\t\t\t// the local part (i.e. everything up to `@`) intact.\n\t\t\tresult = parts[0] + '@';\n\t\t\tstring = parts[1];\n\t\t}\n\t\t// Avoid `split(regex)` for IE8 compatibility. See #17.\n\t\tstring = string.replace(regexSeparators, '\\x2E');\n\t\tvar labels = string.split('.');\n\t\tvar encoded = map(labels, fn).join('.');\n\t\treturn result + encoded;\n\t}\n\n\t/**\n\t * Creates an array containing the numeric code points of each Unicode\n\t * character in the string. While JavaScript uses UCS-2 internally,\n\t * this function will convert a pair of surrogate halves (each of which\n\t * UCS-2 exposes as separate characters) into a single code point,\n\t * matching UTF-16.\n\t * @see `punycode.ucs2.encode`\n\t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n\t * @memberOf punycode.ucs2\n\t * @name decode\n\t * @param {String} string The Unicode input string (UCS-2).\n\t * @returns {Array} The new array of code points.\n\t */\n\tfunction ucs2decode(string) {\n\t\tvar output = [],\n\t\t    counter = 0,\n\t\t    length = string.length,\n\t\t    value,\n\t\t    extra;\n\t\twhile (counter < length) {\n\t\t\tvalue = string.charCodeAt(counter++);\n\t\t\tif (value >= 0xD800 && value <= 0xDBFF && counter < length) {\n\t\t\t\t// high surrogate, and there is a next character\n\t\t\t\textra = string.charCodeAt(counter++);\n\t\t\t\tif ((extra & 0xFC00) == 0xDC00) { // low surrogate\n\t\t\t\t\toutput.push(((value & 0x3FF) << 10) + (extra & 0x3FF) + 0x10000);\n\t\t\t\t} else {\n\t\t\t\t\t// unmatched surrogate; only append this code unit, in case the next\n\t\t\t\t\t// code unit is the high surrogate of a surrogate pair\n\t\t\t\t\toutput.push(value);\n\t\t\t\t\tcounter--;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\toutput.push(value);\n\t\t\t}\n\t\t}\n\t\treturn output;\n\t}\n\n\t/**\n\t * Creates a string based on an array of numeric code points.\n\t * @see `punycode.ucs2.decode`\n\t * @memberOf punycode.ucs2\n\t * @name encode\n\t * @param {Array} codePoints The array of numeric code points.\n\t * @returns {String} The new Unicode string (UCS-2).\n\t */\n\tfunction ucs2encode(array) {\n\t\treturn map(array, function(value) {\n\t\t\tvar output = '';\n\t\t\tif (value > 0xFFFF) {\n\t\t\t\tvalue -= 0x10000;\n\t\t\t\toutput += stringFromCharCode(value >>> 10 & 0x3FF | 0xD800);\n\t\t\t\tvalue = 0xDC00 | value & 0x3FF;\n\t\t\t}\n\t\t\toutput += stringFromCharCode(value);\n\t\t\treturn output;\n\t\t}).join('');\n\t}\n\n\t/**\n\t * Converts a basic code point into a digit/integer.\n\t * @see `digitToBasic()`\n\t * @private\n\t * @param {Number} codePoint The basic numeric code point value.\n\t * @returns {Number} The numeric value of a basic code point (for use in\n\t * representing integers) in the range `0` to `base - 1`, or `base` if\n\t * the code point does not represent a value.\n\t */\n\tfunction basicToDigit(codePoint) {\n\t\tif (codePoint - 48 < 10) {\n\t\t\treturn codePoint - 22;\n\t\t}\n\t\tif (codePoint - 65 < 26) {\n\t\t\treturn codePoint - 65;\n\t\t}\n\t\tif (codePoint - 97 < 26) {\n\t\t\treturn codePoint -

97;\n\t\t}\n\t\treturn base;\n\t}\n\n\t/**\n\t * Converts a digit/integer into a basic code point.\n\t * @see `basicToDigit()`\n\t * @private\n\t * @param {Number} digit The numeric value of a basic code point.\n\t * @returns {Number} The basic code point whose value (when used for\n\t * representing integers) is `digit`, which needs to be in the range\n\t * `0` to `base - 1`. If `flag` is non-zero, the uppercase form is\n\t * used; else, the lowercase form is used. The behavior is undefined\n\t * if `flag` is non-zero and `digit` has no uppercase form.\n\t */\n\tfunction digitToBasic(digit, flag) {\n\t\t//  0..25 map to ASCII a..z or A..Z\n\t\t// 26..35 map to ASCII 0..9\n\t\treturn digit + 22 + 75 * (digit < 26) - ((flag != 0) << 5);\n\t}\n\n\t/**\n\t * Bias adaptation function as per section 3.4 of RFC 3492.\n\t * http://tools.ietf.org/html/rfc3492#section-3.4\n\t * @private\n\t */\n\tfunction adapt(delta, numPoints, firstTime) {\n\t\tvar k = 0;\n\t\tdelta = firstTime ? floor(delta / damp) : delta >> 1;\n\t\tdelta += floor(delta / numPoints);\n\t\tfor (/* no initialization */; delta > baseMinusTMin * tMax >> 1; k += base) {\n\t\t\tdelta = floor(delta / baseMinusTMin);\n\t\t}\n\t\treturn floor(k + (baseMinusTMin + 1) * delta / (delta + skew));\n\t}\n\n\t/**\n\t * Converts a Punycode string of ASCII-only symbols to a string of Unicode\n\t * symbols.\n\t * @memberOf punycode\n\t * @param {String} input The Punycode string of ASCII-only symbols.\n\t * @returns {String} The resulting string of Unicode symbols.\n\t */\n\tfunction decode(input) {\n\t\t// Don't use UCS-2\n\t\tvar output = [],\n\t\t    inputLength = input.length,\n\t\t    out,\n\t\t    i = 0,\n\t\t    n = initialN,\n\t\t    bias = initialBias,\n\t\t    basic,\n\t\t    j,\n\t\t    index,\n\t\t    oldi,\n\t\t    w,\n\t\t    k,\n\t\t    digit,\n\t\t    t,\n\t\t    /** Cached calculation results */\n\t\t    baseMinusT;\n\n\t\t// Handle the basic code points: let `basic` be the number of input code\n\t\t// points before the last delimiter, or `0` if there is none, then copy\n\t\t// the first basic code points to the output.\n\t\tbasic = input.lastIndexOf(delimiter);\n\t\tif (basic < 0) {\n\t\t\tbasic = 0;\n\t\t}\n\n\t\tfor (j = 0; j < basic; ++j) {\n\t\t\t// if it's not a basic code point\n\t\t\tif (input.charCodeAt(j) >= 0x80) {\n\t\t\t\terror('not-basic');\n\t\t\t}\n\t\t\toutput.push(input.charCodeAt(j));\n\t\t}\n\n\t\t//

 Main decoding loop: start just after the last delimiter if any basic code\n\t\t// points were copied; start at the beginning otherwise.\n\n\t\tfor (index = basic > 0 ? basic + 1 : 0; index < inputLength; /* no final expression */) {\n\n\t\t\t// `index` is the index of the next character to be consumed.\n\t\t\t// Decode a generalized variable-length integer into `delta`,\n\t\t\t// which gets added to `i`. The overflow checking is easier\n\t\t\t// if we increase `i` as we go, then subtract off its starting\n\t\t\t// value at the end to obtain `delta`.\n\t\t\tfor (oldi = i, w = 1, k = base; /* no condition */; k += base) {\n\n\t\t\t\tif (index >= inputLength) {\n\t\t\t\t\terror('invalid-input');\n\t\t\t\t}\n\n\t\t\t\tdigit = basicToDigit(input.charCodeAt(index++));\n\n\t\t\t\tif (digit >= base || digit > floor((maxInt - i) / w)) {\n\t\t\t\t\terror('overflow');\n\t\t\t\t}\n\n\t\t\t\ti += digit * w;\n\t\t\t\tt = k <= bias ? tMin : (k >= bias + tMax ? tMax : k - bias);\n\n\t\t\t\tif

 (digit < t) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\n\t\t\t\tbaseMinusT = base - t;\n\t\t\t\tif (w > floor(maxInt / baseMinusT)) {\n\t\t\t\t\terror('overflow');\n\t\t\t\t}\n\n\t\t\t\tw *= baseMinusT;\n\n\t\t\t}\n\n\t\t\tout = output.length + 1;\n\t\t\tbias = adapt(i - oldi, out, oldi == 0);\n\n\t\t\t// `i` was supposed to wrap around from `out` to `0`,\n\t\t\t// incrementing `n` each time, so we'll fix that now:\n\t\t\tif (floor(i / out) > maxInt - n) {\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\t\tn += floor(i / out);\n\t\t\ti %= out;\n\n\t\t\t// Insert `n` at position `i` of the output\n\t\t\toutput.splice(i++, 0, n);\n\n\t\t}\n\n\t\treturn ucs2encode(output);\n\t}\n\n\t/**\n\t * Converts a string of Unicode symbols (e.g. a domain name label) to a\n\t * Punycode string of ASCII-only symbols.\n\t * @memberOf punycode\n\t * @param {String} input The string of Unicode symbols.\n\t * @returns {String} The resulting Punycode string of ASCII-only symbols.\n\t */\n\tfunction encode(input) {\n\t\tvar

 n,\n\t\t    delta,\n\t\t    handledCPCount,\n\t\t    basicLength,\n\t\t    bias,\n\t\t    j,\n\t\t    m,\n\t\t    q,\n\t\t    k,\n\t\t    t,\n\t\t    currentValue,\n\t\t    output = [],\n\t\t    /** `inputLength` will hold the number of code points in `input`. */\n\t\t    inputLength,\n\t\t    /** Cached calculation results */\n\t\t    handledCPCountPlusOne,\n\t\t    baseMinusT,\n\t\t    qMinusT;\n\n\t\t// Convert the input in UCS-2 to Unicode\n\t\tinput = ucs2decode(input);\n\n\t\t// Cache the length\n\t\tinputLength = input.length;\n\n\t\t// Initialize the state\n\t\tn = initialN;\n\t\tdelta = 0;\n\t\tbias = initialBias;\n\n\t\t// Handle the basic code points\n\t\tfor (j = 0; j < inputLength; ++j) {\n\t\t\tcurrentValue = input[j];\n\t\t\tif (currentValue < 0x80) {\n\t\t\t\toutput.push(stringFromCharCode(currentValue));\n\t\t\t}\n\t\t}\n\n\t\thandledCPCount = basicLength =

output.length;\n\n\t\t\t// `handledCPCount` is the number of code points that have been handled;\n\t\t\t// `basicLength` is the number of basic code points.\n\n\t\t\t// Finish the basic string - if it is not empty - with a delimiter\n\t\tif (basicLength) {\n\t\t\toutput.push(delimiter);\n\t\t}\n\n\t\t\t// Main encoding loop:\n\t\twhile (handledCPCount < inputLength) {\n\n\t\t\t\t// All non-basic code points < n have been handled already. Find the next\n\t\t\t\t// larger one:\n\t\t\tfor (m = maxInt, j = 0; j < inputLength; ++j) {\n\t\t\t\tcurrentValue = input[j];\n\t\t\t\tif (currentValue >= n && currentValue < m) {\n\t\t\t\t\tm = currentValue;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t\t// Increase `delta` enough to advance the decoder's <n,i> state to <m,0>,\n\t\t\t// but guard against overflow\n\t\t\thandledCPCountPlusOne = handledCPCount + 1;\n\t\t\tif (m - n > floor((maxInt - delta) / handledCPCountPlusOne)) {\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\t\tdelta += (m - n) * handledCPCountPlusOne;\n\t\t\tn = m;\n\n\t\t\tfor (j = 0; j < inputLength; ++j) {\n\t\t\t\tcurrentValue = input[j];\n\n\t\t\t\tif (currentValue < n && ++delta > maxInt) {\n\t\t\t\t\terror('overflow');\n\t\t\t\t}\n\n\t\t\t\tif (currentValue == n) {\n\t\t\t\t\t// Represent delta as a generalized variable-length integer\n\t\t\t\t\tfor (q = delta, k = base; /* no condition */; k += base) {\n\t\t\t\t\t\tt = k <= bias ? tMin : (k >= bias + tMax ? tMax : k - bias);\n\t\t\t\t\t\tif (q < t) {\n\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t}\n\t\t\t\t\t\tqMinusT = q - t;\n\t\t\t\t\t\tbaseMinusT = base - t;\n\t\t\t\t\t\toutput.push(\n\t\t\t\t\t\t\tstringFromCharCode(digitToBasic(t + qMinusT % baseMinusT, 0))\n\t\t\t\t\t\t);\n\t\t\t\t\t\tq = floor(qMinusT / baseMinusT);\n\t\t\t\t\t}\n\n\t\t\t\t\toutput.push(stringFromCharCode(digitToBasic(q, 0)));\n\t\t\t\t\tbias = adapt(delta, handledCPCountPlusOne, handledCPCount == basicLength);\n\t\t\t\t\tdelta = 0;\n\t\t\t\t\t++handledCPCount;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t++delta;\n\t\t\t++n;\n\n\t\t}\n\t\treturn output.join('');\n\t}\n\n\t/**\n\t * Converts a Punycode string representing a domain name or an email address\n\t * to Unicode. Only the Punycoded parts of the input will be converted, i.e.\n\t * it doesn't matter if you call it on a string that has already been\n\t * converted to Unicode.\n\t * @memberOf punycode\n\t * @param {String} input The Punycoded domain name or email address to\n\t * convert to Unicode.\n\t * @returns {String} The Unicode representation of the given Punycode\n\t * string.\n\t */\n\tfunction toUnicode(input) {\n\t\treturn mapDomain(input, function(string) {\n\t\t\treturn regexPunycode.test(string)\n\t\t\t\t? decode(string.slice(4).toLowerCase())\n\t\t\t\t: string;\n\t\t});\n\t}\n\n\t/**\n\t * Converts a Unicode string representing a domain name or an email address to\n\t * Punycode. Only the non-ASCII parts of the domain name will be converted,\n\t * i.e. it doesn't matter if you call it with a domain that's already in\n\t * ASCII.\n\t * @memberOf punycode\n\t * @param {String} input The domain name or email address to convert, as a\n\t * Unicode string.\n\t * @returns {String} The Punycode representation of the given domain name or\n\t * email address.\n\t */\n\tfunction toASCII(input) {\n\t\treturn mapDomain(input, function(string) {\n\t\t\treturn regexNonASCII.test(string)\n\t\t\t\t? 'xn--' + encode(string)\n\t\t\t\t: string;\n\t\t});\n\t}\n\n\t/*--------------------------------------------------------------------------*/\n\n\t/** Define the public API */\n\tpunycode = {\n\t\t/**\n\t\t * A string representing the current Punycode.js version number.\n\t\t * @memberOf punycode\n\t\t * @type String\n\t\t */\n\t\t'version': '1.3.2',\n\t\t/**\n\t\t * An object of methods to convert from JavaScript's internal character\n\t\t * representation (UCS-2) to Unicode code points, and back.\n\t\t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n\t\t * @memberOf punycode\n\t\t * @type Object\n\t\t */\n\t\t'ucs2': {\n\t\t\t'decode': ucs2decode,\n\t\t\t'encode': ucs2encode\n\t\t},\n\t\t'decode': decode,\n\t\t'encode': encode,\n\t\t'toASCII': toASCII,\n\t\t'toUnicode': toUnicode\n\t};\n\n\t/** Expose `punycode` */\n\t// Some AMD build optimizers, like r.js, check for specific condition patterns\n\t// like the following:\n\tif (\n\t\ttypeof define == 'function' &&\n\t\ttypeof define.amd == 'object' &&\n\t\tdefine.amd\n\t) {\n\t\tdefine('punycode', function() {\n\t\t\treturn punycode;\n\t\t});\n\t} else if (freeExports && freeModule) {\n\t\tif (module.exports == freeExports) { // in Node.js or RingoJS v0.8.0+\n\t\t\tfreeModule.exports = punycode;\n\t\t} else { // in Narwhal or RingoJS v0.7.0-\n\t\t\tfor (key in punycode) {\n\t\t\t\tpunycode.hasOwnProperty(key) && (freeExports[key] = punycode[key]);\n\t\t\t}\n\t\t}\n\t} else { // in Rhino or a web browser\n\t\troot.punycode = punycode;\n\t}\n\n}(this));\n","'use strict';\n\nmodule.exports = {\n  isString: function(arg) {\n    return typeof(arg) === 'string';\n  },\n  isObject: function(arg) {\n    return typeof(arg) === 'object' && arg !== null;\n  },\n  isNull:

function(arg)

 {\n    return arg === null;\n  },\n  isNullOrUndefined: function(arg) {\n    return arg == null;\n  }\n};\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n//

 NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\n// If obj.hasOwnProperty has been overridden, then calling\n// obj.hasOwnProperty(prop) will break.\n// See: https://github.com/joyent/node/issues/1707\nfunction hasOwnProperty(obj, prop) {\n  return Object.prototype.hasOwnProperty.call(obj, prop);\n}\n\nmodule.exports = function(qs, sep, eq, options) {\n  sep = sep || '&';\n  eq = eq || '=';\n  var obj = {};\n\n  if (typeof qs !== 'string' || qs.length === 0) {\n    return obj;\n  }\n\n  var regexp = /\\+/g;\n  qs = qs.split(sep);\n\n  var maxKeys = 1000;\n  if (options && typeof options.maxKeys === 'number') {\n    maxKeys = options.maxKeys;\n  }\n\n  var len = qs.length;\n  // maxKeys <= 0 means that we should not limit keys count\n  if (maxKeys

 > 0 && len > maxKeys) {\n    len = maxKeys;\n  }\n\n  for (var i = 0; i < len; ++i) {\n    var x = qs[i].replace(regexp, '%20'),\n        idx = x.indexOf(eq),\n        kstr, vstr, k, v;\n\n    if (idx >= 0) {\n      kstr = x.substr(0, idx);\n      vstr = x.substr(idx + 1);\n    } else {\n      kstr = x;\n      vstr = '';\n    }\n\n    k = decodeURIComponent(kstr);\n    v = decodeURIComponent(vstr);\n\n    if (!hasOwnProperty(obj, k)) {\n      obj[k] = v;\n    } else if (Array.isArray(obj[k])) {\n      obj[k].push(v);\n    } else {\n      obj[k] = [obj[k], v];\n    }\n  }\n\n  return obj;\n};\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of

 the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar stringifyPrimitive = function(v) {\n  switch (typeof v) {\n    case 'string':\n      return v;\n\n    case 'boolean':\n      return v ? 'true' : 'false';\n\n    case 'number':\n      return isFinite(v) ? v : '';\n\n

    default:\n      return '';\n  }\n};\n\nmodule.exports = function(obj, sep, eq, name) {\n  sep = sep || '&';\n  eq = eq || '=';\n  if (obj === null) {\n    obj = undefined;\n  }\n\n  if (typeof obj === 'object') {\n    return Object.keys(obj).map(function(k) {\n      var ks = encodeURIComponent(stringifyPrimitive(k)) + eq;\n      if (Array.isArray(obj[k])) {\n        return obj[k].map(function(v) {\n          return ks + encodeURIComponent(stringifyPrimitive(v));\n        }).join(sep);\n      } else {\n        return ks + encodeURIComponent(stringifyPrimitive(obj[k]));\n      }\n    }).join(sep);\n  }\n\n  if (!name) return '';\n  return encodeURIComponent(stringifyPrimitive(name)) + eq +\n

encodeURIComponent(stringifyPrimitive(obj));\n};\n",'use strict';\n\nexports.decode = exports.parse = require('./decode');\nexports.encode = exports.stringify = require('./encode');\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge,

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 OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar punycode = require('punycode');\nvar util = require('./util');\n\nexports.parse = urlParse;\nexports.resolve = urlResolve;\nexports.resolveObject = urlResolveObject;\nexports.format = urlFormat;\nexports.Url = Url;\n\nfunction Url() {\n  this.protocol = null;\n  this.slashes = null;\n  this.auth = null;\n  this.host = null;\n  this.port = null;\n  this.hostname = null;\n  this.hash = null;\n  this.search = null;\n  this.query = null;\n  this.pathname = null;\n  this.path = null;\n  this.href = null;\n}\n\n// Reference: RFC 3986, RFC 1808, RFC 2396\n\n// define these here so at least they only have to be\n// compiled once on the first module load.\nvar protocolPattern = /^([a-z0-9.+-]+:)/i,\n    portPattern = /:[0-9]*$/,\n\n    // Special case for a simple path URL\n    simplePathPattern = /^(\\/\\/?(?!\\/)[^\\?\\s]*)(\\?[^\\s]*)?$/,\n\n    // RFC 2396: characters reserved for delimiting URLs.\n    // We actually

 just auto-escape these.\n    delims = ['<', '>', '\"', '`', ' ', '\\r', '\\n', '\\t'],\n\n    // RFC 2396: characters not allowed for various reasons.\n    unwise = ['{', '}', '|', '\\\\', '^', '`'].concat(delims),\n\n    // Allowed by RFCs, but cause of XSS attacks.  Always escape these.\n    autoEscape = ['\\''].concat(unwise),\n    // Characters that are never ever allowed in a hostname.\n    // Note that any invalid chars are also handled, but these\n    // are the ones that are *expected* to be seen, so we fast-path\n    // them.\n    nonHostChars = ['%', '/', '?', ';', '#'].concat(autoEscape),\n    hostEndingChars = ['/', '?', '#'],\n    hostnameMaxLen = 255,\n    hostnamePartPattern = /^[+a-z0-9A-Z_-]{0,63}$/,\n    hostnamePartStart = /^([+a-z0-9A-Z_-]{0,63})(.*)$/,\n    // protocols that can allow \"unsafe\" and \"unwise\" chars.\n    unsafeProtocol = {\n      'javascript': true,\n      'javascript:': true\n    },\n    // protocols that never have a hostname.\n    hostlessProtocol

 = {\n      'javascript': true,\n      'javascript:': true\n    },\n    // protocols that always contain a // bit.\n    slashedProtocol = {\n      'http': true,\n      'https': true,\n      'ftp': true,\n      'gopher': true,\n      'file': true,\n      'http:': true,\n      'https:': true,\n      'ftp:': true,\n      'gopher:': true,\n      'file:': true\n    },\n    querystring = require('querystring');\n\nfunction urlParse(url, parseQueryString, slashesDenoteHost) {\n  if (url && util.isObject(url) && url instanceof Url) return url;\n\n  var u = new Url;\n  u.parse(url, parseQueryString, slashesDenoteHost);\n  return u;\n}\n\nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost) {\n  if (!util.isString(url)) {\n    throw new TypeError(\"Parameter 'url' must be a string, not \" + typeof url);\n  }\n\n  // Copy chrome, IE, opera backslash-handling behavior.\n  // Back slashes before the query string get converted to forward slashes\n  // See: https://code.google.com/p/chromium/issues/detail?id=25916\n

  var queryIndex = url.indexOf('?'),\n      splitter =\n          (queryIndex !== -1 && queryIndex < url.indexOf('#')) ? '?' : '#',\n      uSplit = url.split(splitter),\n      slashRegex = /\\\\/g;\n  uSplit[0] = uSplit[0].replace(slashRegex, '/');\n  url = uSplit.join(splitter);\n\n  var rest = url;\n\n  // trim before proceeding.\n  // This is to support parse stuff like \"  http://foo.com  \\n\"\n  rest = rest.trim();\n\n  if (!slashesDenoteHost && url.split('#').length === 1) {\n    // Try fast path regexp\n    var simplePath = simplePathPattern.exec(rest);\n    if (simplePath) {\n      this.path = rest;\n      this.href = rest;\n      this.pathname = simplePath[1];\n      if (simplePath[2]) {\n        this.search = simplePath[2];\n

if (parseQueryString) {\n        this.query = querystring.parse(this.search.substr(1));\n      } else {\n    this.query = this.search.substr(1);\n      }\n    } else if (parseQueryString)

{\n      this.search = '';\n      this.query = {};\n      }\n      return this;\n    }\n  }\n\n  var proto = protocolPattern.exec(rest);\n  if (proto) {\n    proto = proto[0];\n    var lowerProto = proto.toLowerCase();\n    this.protocol = lowerProto;\n    rest = rest.substr(proto.length);\n  }\n\n  // figure out if it's got a host\n  // user@server is *always* interpreted as a hostname, and url\n  // resolution will treat //foo/bar as host=foo,path=bar because that's\n  // how the browser resolves relative URLs.\n  if (slashesDenoteHost || proto || rest.match(/^\\/\\/[^@\\/]+@[^@\\/]+/)) {\n    var slashes = rest.substr(0, 2) === '//';\n    if (slashes && !(proto && hostlessProtocol[proto])) {\n      rest = rest.substr(2);\n      this.slashes = true;\n    }\n  }\n\n  if (!hostlessProtocol[proto] &&\n      (slashes || (proto && !slashedProtocol[proto]))) {\n\n    // there's a hostname.\n    // the first instance of /, ?, ;, or # ends the host.\n    //\n    // If there is an @ in the hostname, then non-host chars *are* allowed\n    // to the left of the last @ sign, unless some host-ending character\n    // comes *before* the @-sign.\n    // URLs are obnoxious.\n    //\n    // ex:\n    // http://a@b@c/ => user:a@b host:c\n    // http://a@b?@c => user:a host:c path:/?@c\n    // v0.12 TODO(isaacs): This is not quite how Chrome does things.\n    // Review our test case against browsers more comprehensively.\n\n    // find the first instance of any hostEndingChars\n    var hostEnd = -1;\n    for (var i = 0; i < hostEndingChars.length; i++) {\n      var hec = rest.indexOf(hostEndingChars[i]);\n      if (hec !== -1 && (hostEnd === -1 || hec < hostEnd))\n        hostEnd = hec;\n    }\n\n    // at this point, either we have an explicit point where the\n    // auth portion cannot go past, or the last @ char is the decider.\n    var auth, atSign;\n    if (hostEnd === -1) {\n      // atSign can be anywhere.\n      atSign = rest.lastIndexOf('@');\n    } else {\n      // atSign must be in auth portion.\n      // http://a@b/c@d => host:b auth:a path:/c@d\n      atSign = rest.lastIndexOf('@', hostEnd);\n    }\n\n    // Now we have a portion which is definitely the auth.\n    // Pull that off.\n    if (atSign !== -1) {\n      auth = rest.slice(0, atSign);\n      rest = rest.slice(atSign + 1);\n      this.auth = decodeURIComponent(auth);\n    }\n\n    // the host is the remaining to the left of the first non-host char\n    hostEnd = -1;\n    for (var i = 0; i < nonHostChars.length; i++) {\n      var hec = rest.indexOf(nonHostChars[i]);\n      if (hec !== -1 && (hostEnd === -1 || hec < hostEnd))\n        hostEnd = hec;\n    }\n    // if we still have not hit it, then the entire thing is a host.\n    if (hostEnd === -1)\n      hostEnd = rest.length;\n\n    this.host = rest.slice(0, hostEnd);\n    rest = rest.slice(hostEnd);\n\n    // pull out port.\n    this.parseHost();\n\n    // we've indicated that there is a hostname,\n    // so even if it's empty, it has to be present.\n    this.hostname = this.hostname || '';\n\n    // if hostname begins with [ and ends with ]\n    // assume that it's an IPv6 address.\n    var ipv6Hostname = this.hostname[0] === '[' &&\n      this.hostname[this.hostname.length - 1] === ']';\n\n    // validate a little.\n    if (!ipv6Hostname) {\n      var hostparts = this.hostname.split(/\\./);\n      for (var i = 0, l = hostparts.length; i < l; i++) {\n        var part = hostparts[i];\n        if (!part) continue;\n        if (!part.match(hostnamePartPattern)) {\n          var newpart = '';\n          for (var j = 0, k = part.length; j < k; j++) {\n            if (part.charCodeAt(j) > 127) {\n              // we replace non-ASCII char with a temporary placeholder\n              // we need this to make sure size of hostname is not\n              // broken by replacing non-ASCII by nothing\n              newpart += 'x';\n            } else {\n              newpart += part[j];\n            }\n          }\n          //

we test again with ASCII char only\n          if (!newpart.match(hostnamePartPattern)) {\n            var validParts = hostparts.slice(0, i);\n            var notHost = hostparts.slice(i + 1);\n            var bit = part.match(hostnamePartStart);\n            if (bit) {\n              validParts.push(bit[1]);\n              notHost.unshift(bit[2]);\n            }\n            if (notHost.length) {\n              rest = '/' + notHost.join('.') + rest;\n            }\n            this.hostname = validParts.join('.');\n            break;\n          }\n        }\n      }\n    }\n\n    if (this.hostname.length > hostnameMaxLen) {\n      this.hostname = '';\n    } else {\n      // hostnames are always lower case.\n      this.hostname = this.hostname.toLowerCase();\n    }\n\n    if (!ipv6Hostname) {\n      // IDNA Support: Returns a punycoded representation of \"domain\".\n      // It only converts parts of the domain name that\n      // have non-ASCII characters, i.e. it doesn't matter if\n

// you call it with a domain that already is ASCII-only.\n    this.hostname = punycode.toASCII(this.hostname);\n    }\n\n    var p = this.port ? ':' + this.port : '';\n    var h = this.hostname || '';\n this.host = h + p;\n    this.href += this.host;\n\n    // strip [ and ] from the hostname\n    // the host field still retains them, though\n    if (ipv6Hostname) {\n        this.hostname = this.hostname.substr(1, this.hostname.length - 2);\n        if (rest[0] !== '/') {\n            rest = '/' + rest;\n        }\n    }\n }\n\n // now rest is set to the post-host stuff.\n // chop off any delim chars.\n if (!unsafeProtocol[lowerProto]) {\n\n    // First, make 100% sure that any \"autoEscape\" chars get\n    // escaped, even if encodeURIComponent doesn't think they\n    // need to be.\n    for (var i = 0, l = autoEscape.length; i < l; i++) {\n        var ae = autoEscape[i];\n        if (rest.indexOf(ae) === -1)\n            continue;\n        var esc = encodeURIComponent(ae);\n        if (esc === ae) {\n            esc = escape(ae);\n        }\n        rest = rest.split(ae).join(esc);\n    }\n }\n\n\n // chop off from the tail first.\n var hash = rest.indexOf('#');\n if (hash !== -1) {\n    // got a fragment string.\n    this.hash = rest.substr(hash);\n    rest = rest.slice(0, hash);\n }\n var qm = rest.indexOf('?');\n if (qm !== -1) {\n    this.search = rest.substr(qm);\n    this.query = rest.substr(qm + 1);\n    if (parseQueryString) {\n        this.query = querystring.parse(this.query);\n    }\n    rest = rest.slice(0, qm);\n } else if (parseQueryString) {\n    // no query string, but parseQueryString still requested\n    this.search = '';\n    this.query = {};\n }\n if (rest) this.pathname = rest;\n if (slashedProtocol[lowerProto] &&\n    this.hostname && !this.pathname) {\n    this.pathname = '/';\n }\n\n //to support http.request\n if (this.pathname || this.search) {\n    var p = this.pathname || '';\n    var s = this.search || '';\n    this.path = p + s;\n }\n\n

  // finally, reconstruct the href based on what has been validated.\n    this.href = this.format();\n    return this;\n};\n\n// format a parsed object into a url string\nfunction urlFormat(obj) {\n // ensure it's an object, and not a string url.\n // If it's an obj, this is a no-op.\n // this way, you can call url_format() on strings\n // to clean up potentially wonky urls.\n if (util.isString(obj)) obj = urlParse(obj);\n if (!(obj instanceof Url)) return Url.prototype.format.call(obj);\n return obj.format();\n}\n\nUrl.prototype.format = function() {\n var auth = this.auth || '';\n if (auth) {\n    auth = encodeURIComponent(auth);\n    auth = auth.replace(/%3A/i, ':');\n    auth += '@';\n }\n\n var protocol = this.protocol || '',\n    pathname = this.pathname || '',\n    hash = this.hash || '',\n    host = false,\n    query = '';\n\n if (this.host) {\n    host = auth + this.host;\n } else if (this.hostname) {\n    host = auth + (this.hostname.indexOf(':') === -1 ?\n        this.hostname :\n        '[' + this.hostname + ']');\n    if (this.port) {\n        host += ':' + this.port;\n    }\n }\n\n if (this.query &&\n    util.isObject(this.query) &&\n    Object.keys(this.query).length) {\n    query = querystring.stringify(this.query);\n }\n\n var search = this.search || (query && ('?' + query)) || '';\n\n if (protocol && protocol.substr(-1) !== ':') protocol += ':';\n\n // only the slashedProtocols get the //.  Not mailto:, xmpp:, etc.\n // unless they had them to begin with.\n if (this.slashes ||\n    (!protocol || slashedProtocol[protocol]) && host !== false) {\n    host = '//' + (host || '');\n    if (pathname && pathname.charAt(0) !== '/') pathname = '/' + pathname;\n } else if (!host) {\n    host = '';\n }\n\n if (hash && hash.charAt(0) !== '#') hash = '#' + hash;\n if (search && search.charAt(0) !== '?') search = '?' + search;\n\n pathname = pathname.replace(/[?#]/g, function(match) {\n    return encodeURIComponent(match);\n });\n

  search = search.replace('#', '%23');\n\n return protocol + host + pathname + search + hash;\n};\n\nfunction urlResolve(source, relative) {\n return urlParse(source, false, true).resolve(relative);\n}\n\nUrl.prototype.resolve = function(relative) {\n return this.resolveObject(urlParse(relative, false, true)).format();\n};\n\nfunction urlResolveObject(source, relative) {\n if (!source) return relative;\n return urlParse(source, false, true).resolveObject(relative);\n}\n\nUrl.prototype.resolveObject = function(relative) {\n if (util.isString(relative)) {\n    var rel = new Url();\n    rel.parse(relative, false, true);\n    relative = rel;\n }\n\n var result = new Url();\n var tkeys = Object.keys(this);\n for (var tk = 0; tk < tkeys.length; tk++) {\n    var tkey = tkeys[tk];\n    result[tkey] = this[tkey];\n }\n\n // hash is always overridden, no matter what.\n // even href=\"\" will remove it.\n result.hash = relative.hash;\n\n // if the relative url is empty, then there's

 nothing left to do here.\n if (relative.href === '') {\n    result.href = result.format();\n    return result;\n }\n\n // hrefs like //foo/bar always cut to the protocol.\n if (relative.slashes && !relative.protocol) {\n    // take everything except the protocol from relative\n    var rkeys = Object.keys(relative);\n    for (var rk = 0; rk < rkeys.length; rk++)

{\n    var rkey = rkeys[rk];\n    if (rkey !== 'protocol')\n        result[rkey] = relative[rkey];\n    }\n\n    //urlParse appends trailing / to urls like http://www.example.com\n    if (slashedProtocol[result.protocol] &&\n    result.hostname && !result.pathname) {\n      result.path = result.pathname = '/';\n    }\n\n    result.href = result.format();\n    return result;\n  }\n\n  if (relative.protocol && relative.protocol !== result.protocol) {\n    // if it's a known url protocol, then changing\n    // the protocol does weird things\n    // first, if it's not file:, then we MUST have a host,\n    // and if

there was a path\n    // to begin with, then we MUST have a path.\n    // if it is file:, then the host is dropped,\n    // because that's known to be hostless.\n    // anything else is assumed to be absolute.\n    if (!slashedProtocol[relative.protocol]) {\n      var keys = Object.keys(relative);\n      for (var v = 0; v < keys.length; v++) {\n        var k = keys[v];\n        result[k] = relative[k];\n      }\n      result.href = result.format();\n      return result;\n    }\n\n    result.protocol = relative.protocol;\n    if (!relative.host && !hostlessProtocol[relative.protocol]) {\n      var relPath = (relative.pathname || '').split('/');\n      while (relPath.length && !(relative.host = relPath.shift()));\n      if (!relative.host) relative.host = '';\n      if (!relative.hostname) relative.hostname = '';\n      if (relPath[0] !== '') relPath.unshift('');\n      if (relPath.length < 2) relPath.unshift('');\n      result.pathname = relPath.join('/');\n    } else {\n      result.pathname

= relative.pathname;\n    }\n    result.search = relative.search;\n    result.query = relative.query;\n    result.host = relative.host || '';\n    result.auth = relative.auth;\n    result.hostname = relative.hostname || relative.host;\n    result.port = relative.port;\n    // to support http.request\n    if (result.pathname || result.search) {\n      var p = result.pathname || '';\n      var s = result.search || '';\n      result.path = p + s;\n    }\n    result.slashes = result.slashes || relative.slashes;\n    result.href = result.format();\n    return result;\n  }\n\n  var isSourceAbs = (result.pathname && result.pathname.charAt(0) === '/'),\n      isRelAbs = (\n          relative.host ||\n          relative.pathname && relative.pathname.charAt(0) === '/'\n      ),\n      mustEndAbs = (isRelAbs || isSourceAbs ||\n                   (result.host && relative.pathname)),\n      removeAllDots = mustEndAbs,\n      srcPath = result.pathname && result.pathname.split('/') || [],\n

    relPath = relative.pathname && relative.pathname.split('/') || [],\n      psychotic = result.protocol && !slashedProtocol[result.protocol];\n\n  // if the url is a non-slashed url, then relative\n  // links like ../.. should be able\n  // to crawl up to the hostname, as well.  This is strange.\n  // result.protocol has already been set by now.\n  // Later on, put the first path part into the host field.\n  if (psychotic) {\n    result.hostname = '';\n    result.port = null;\n    if (result.host) {\n      if (srcPath[0] === '') srcPath[0] = result.host;\n      else srcPath.unshift(result.host);\n    }\n    result.host = '';\n    if (relative.protocol) {\n      relative.hostname = null;\n      relative.port = null;\n      if (relative.host) {\n        if (relPath[0] === '') relPath[0] = relative.host;\n        else relPath.unshift(relative.host);\n      }\n      relative.host = null;\n    }\n    mustEndAbs = mustEndAbs && (relPath[0] === '' || srcPath[0] === '');\n  }\n\n  if (isRelAbs)

  {\n    // it's absolute.\n    result.host = (relative.host || relative.host === '') ?\n                  relative.host : result.host;\n    result.hostname = (relative.hostname || relative.hostname === '') ?\n                      relative.hostname :\n    result.hostname;\n    result.search = relative.search;\n    result.query = relative.query;\n    srcPath = relPath;\n    // fall through to the dot-handling below.\n  } else if (relPath.length) {\n    // it's relative\n    // throw away the existing file, and take the new path instead.\n    if (!srcPath) srcPath = [];\n    srcPath.pop();\n    srcPath = srcPath.concat(relPath);\n    result.search = relative.search;\n    result.query = relative.query;\n  } else if (!util.isNullOrUndefined(relative.search)) {\n    // just pull out the search.\n    // like href='?foo'.\n    // Put this after the other two cases because it simplifies the booleans\n    if (psychotic) {\n      result.hostname = result.host = srcPath.shift();\n      //occationaly

    the auth can get stuck only in host\n      //this especially happens in cases like\n      //url.resolveObject('mailto:local1@domain1', 'local2@domain2')\n      var authInHost = result.host &&\n                       result.host.indexOf('@') > 0 ?\n                       result.host.split('@') : false;\n      if (authInHost) {\n        result.auth = authInHost.shift();\n        result.host = result.hostname = authInHost.shift();\n      }\n    }\n    result.search = relative.search;\n    result.query = relative.query;\n    //to support http.request\n    if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n      result.path = (result.pathname ? result.pathname : '') +\n                    (result.search ?

result.search : '');\n   }\n   result.href = result.format();\n   return result;\n   }\n\n   if (!srcPath.length) {\n   // no path at all.  easy.\n   // we've already handled the other stuff above.\n   result.pathname = null;\n   //to support http.request\n   if (result.search) {\n

  result.path = '/' + result.search;\n   } else {\n     result.path = null;\n   }\n   result.href = result.format();\n   return result;\n   }\n\n   // if a url ENDs in . or .., then it must get a trailing slash.\n   // however, if it ends in anything else non-slashy,\n   // then it must NOT get a trailing slash.\n   var last = srcPath.slice(-1)[0];\n   var hasTrailingSlash = (\n    (result.host || relative.host || srcPath.length > 1) &&\n     (last === '.' || last === '..') || last === '');\n\n   // strip single dots, resolve double dots to parent dir\n   // if the path tries to go above the root, `up` ends up > 0\n   var up = 0;\n   for (var i = srcPath.length; i >= 0; i--) {\n    last = srcPath[i];\n    if (last === '.') {\n      srcPath.splice(i, 1);\n    } else if (last === '..') {\n      srcPath.splice(i, 1);\n      up++;\n    } else if (up) {\n      srcPath.splice(i, 1);\n      up--;\n    }\n   }\n\n   // if the path is allowed to go above the root, restore leading ..s\n   if (!mustEndAbs && !removeAllDots) {\n    for (; up--; up) {\n      srcPath.unshift('..');\n    }\n   }\n\n   if (mustEndAbs && srcPath[0] !== '' &&\n      (!srcPath[0] || srcPath[0].charAt(0) !== '/')) {\n    srcPath.unshift('');\n   }\n\n   if (hasTrailingSlash && (srcPath.join('/').substr(-1) !== '/')) {\n    srcPath.push('');\n   }\n\n   var isAbsolute = srcPath[0] === '' ||\n    (srcPath[0] && srcPath[0].charAt(0) === '/');\n\n   // put the host back\n   if (psychotic) {\n    result.hostname = result.host = isAbsolute ? '' :\n                        srcPath.length ? srcPath.shift() : '';\n    //occationaly the auth can get stuck only in host\n    //this especially happens in cases like\n    //url.resolveObject('mailto:local1@domain1', 'local2@domain2')\n    var authInHost = result.host && result.host.indexOf('@') > 0 ?\n    result.host.split('@') : false;\n    if (authInHost) {\n      result.auth = authInHost.shift();\n      result.host = result.hostname = authInHost.shift();\n

    }\n   }\n\n   mustEndAbs = mustEndAbs || (result.host && srcPath.length);\n\n   if (mustEndAbs && !isAbsolute) {\n    srcPath.unshift('');\n   }\n\n   if (!srcPath.length) {\n    result.pathname = null;\n    result.path = null;\n   } else {\n     result.pathname = srcPath.join('/');\n   }\n\n   //to support request.http\n   if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n    result.path = (result.pathname ? result.pathname : '') +\n                        (result.search ? result.search : '');\n   }\n   result.auth = relative.auth || result.auth;\n   result.slashes = result.slashes || relative.slashes;\n   result.href = result.format();\n   return result;\n};\n\nUrl.prototype.parseHost = function() {\n   var host = this.host;\n   var port = portPattern.exec(host);\n   if (port) {\n    port = port[0];\n    if (port !== ':') {\n      this.port = port.substr(1);\n    }\n    host = host.substr(0, host.length - port.length);\n   }\n   if (host) this.hostname = host;\n};\n","// @flow\n\nimport

 Reference from './reference/v8.json';\nimport type {StylePropertySpecification} from './style-spec';\nimport type {\n  StyleSpecification,\n  SourceSpecification,\n  LayerSpecification,\n  PropertyValueSpecification,\n  DataDrivenPropertyValueSpecification\n} from './types';\n\nfunction getPropertyReference(propertyName): StylePropertySpecification {\n   for (let i = 0; i < Reference.layout.length; i++) {\n      for (const key in Reference[Reference.layout[i]]) {\n         if (key === propertyName) return (Reference[Reference.layout[i]][key]: any);\n      }\n   }\n   for (let i = 0; i < Reference.paint.length; i++) {\n      for (const key in Reference[Reference.paint[i]]) {\n         if (key === propertyName) return (Reference[Reference.paint[i]][key]: any);\n      }\n   }\n\n   return (null: any);\n}\n\nexport function eachSource(style: StyleSpecification, callback: (SourceSpecification) => void) {\n   for (const k in style.sources) {\n      callback(style.sources[k]);\n

   }\n}\n\nexport function eachLayer(style: StyleSpecification, callback: (LayerSpecification) => void) {\n   for (const layer of style.layers) {\n      callback(layer);\n   }\n}\n\ntype PropertyCallback = ({\n   path: [string, 'paint' | 'layout', string], // [layerid, paint/layout, property key]\n   key: string,\n   value: PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification<mixed>,\n   reference: StylePropertySpecification,\n   set: (PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification<mixed>) => void\n}) => void;\n\nexport function eachProperty(\n   style: StyleSpecification,\n   options: {paint?: boolean, layout?: boolean},\n   callback: PropertyCallback\n) {\n   function inner(layer, propertyType: 'paint' | 'layout') {\n      const properties = (layer[propertyType]: any);\n      if (!properties) return;\n      Object.keys(properties).forEach((key) => {\n         callback({\n            path:

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[layer.id, propertyType, key],\n                    key,\n                  value: properties[key],\n                    reference:
getPropertyReference(key),\n                    set(x) {\n                    properties[key] = x;\n                    }\n            });\n
});\n      }\n\n    eachLayer(style, (layer) => {\n        if (options.paint) {\n            inner(layer, 'paint');\n        }\n        if
(options.layout) {\n            inner(layer, 'layout');\n        }\n    });\n}\n","\nimport URL from 'url';\nimport
{eachSource, eachLayer, eachProperty} from '../visit';\n\nfunction eachLayout(layer, callback) {\n    for (const k in
layer) {\n        if (k.indexOf('layout') === 0) {\n            callback(layer[k], k);\n        }\n    }\n}\n\nfunction
eachPaint(layer, callback) {\n    for (const k in layer) {\n        if (k.indexOf('paint') === 0) {\n
callback(layer[k], k);\n        }\n    }\n}\n\nfunction resolveConstant(style, value) {\n    if (typeof value === 'string'
&& value[0]
=== '@') {\n        return resolveConstant(style, style.constants[value]);\n    } else {\n        return value;\n
}\n}\n\nfunction isFunction(value) {\n    return Array.isArray(value.stops);\n}\n\nfunction renameProperty(obj,
from, to) {\n    obj[to] = obj[from]; delete obj[from];\n}\n\nexport default function(style) {\n    style.version = 8;\n\n
    // Rename properties, reverse coordinates in source and layers\n    eachSource(style, (source) => {\n        if
(source.type === 'video' && source.url !== undefined) {\n            renameProperty(source, 'url', 'urls');\n        }\n
if (source.type === 'video') {\n            source.coordinates.forEach((coord) => {\n                return coord.reverse();\n
        });\n        }\n    });\n\n    eachLayer(style, (layer) => {\n        eachLayout(layer, (layout) => {\n            if
(layout['symbol-min-distance'] !== undefined) {\n                renameProperty(layout, 'symbol-min-distance', 'symbol-
spacing');\n            }\n
        });\n\n        eachPaint(layer, (paint) => {\n            if (paint['background-image'] !== undefined) {\n
renameProperty(paint, 'background-image', 'background-pattern');\n            }\n            if (paint['line-image'] !==
undefined) {\n                renameProperty(paint, 'line-image', 'line-pattern');\n            }\n            if (paint['fill-image']
!== undefined) {\n                renameProperty(paint, 'fill-image', 'fill-pattern');\n            }\n        });\n    });\n\n    //
Inline Constants\n    eachProperty(style, {paint: true, layout: true}, (property) => {\n        const value =
resolveConstant(style, property.value);\n\n        if (isFunction(value)) {\n            value.stops.forEach((stop) => {\n
        stop[1] = resolveConstant(style, stop[1]);\n            });\n        }\n\n        property.set(value);\n    });\n    delete
style.constants;\n\n    eachLayer(style, (layer) => {\n        // get rid of text-max-size, icon-max-size\n
        // turn text-size, icon-size into layout properties\n        // https://github.com/mapbox/mapbox-gl-style-
spec/issues/255\n\n        eachLayout(layer, (layout) => {\n            delete layout['text-max-size'];\n            delete
layout['icon-max-size'];\n        });\n\n        eachPaint(layer, (paint) => {\n            if (paint['text-size']) {\n                if
(!layer.layout) layer.layout = {};\n                layer.layout['text-size'] = paint['text-size'];\n                delete paint['text-
size'];\n            }\n\n            if (paint['icon-size']) {\n                if (!layer.layout) layer.layout = {};\n
layer.layout['icon-size'] = paint['icon-size'];\n                delete paint['icon-size'];\n            }\n        });\n    });\n\n
function migrateFontstackURL(input) {\n        const inputParsed = URL.parse(input);\n        const
inputPathnameParts = inputParsed.pathname.split('/');\n\n        if (inputParsed.protocol !== 'mapbox:') {\n
    return input;\n\n        } else if (inputParsed.hostname === 'fontstack') {\n
assert(decodeURI(inputParsed.pathname) === '/{fontstack}/{range}.pbf');\n            return
'mapbox://fonts/mapbox/{fontstack}/{range}.pbf';\n\n        } else if (inputParsed.hostname === 'fonts') {\n
assert(inputPathnameParts[1] === 'v1');\n            assert(decodeURI(inputPathnameParts[3]) === '{fontstack}');\n
    assert(decodeURI(inputPathnameParts[4]) === '{range}.pbf');\n            return
`mapbox://fonts/${inputPathnameParts[2]}/{fontstack}/{range}.pbf`;\n\n        } else {\n            assert(false);\n
}\n\n        function assert(predicate) {\n            if (!predicate) {\n                throw new Error(`Invalid font url:
\"${input}\"`);\n            }\n        }\n    }\n\n    if (style.glyphs) {\n        style.glyphs =
migrateFontstackURL(style.glyphs);\n    }\n\n    function migrateFontStack(font) {\n        function
splitAndTrim(string) {\n            return
string.split(',').map((s) => {\n                return s.trim();\n            });\n        }\n\n        if (Array.isArray(font)) {\n
// Assume it's a previously migrated font-array.\n            return font;\n\n        } else if (typeof font === 'string') {\n
    return splitAndTrim(font);\n\n        } else if (typeof font === 'object') {\n            font.stops.forEach((stop) => {\n
        stop[1] = splitAndTrim(stop[1]);\n            });\n            return font;\n\n        } else {\n            throw new
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Error(\"unexpected font value\");\n        }\n    }\n\n    eachLayer(style, (layer) => {\n        eachLayout(layer, (layout)
=> {\n            if (layout['text-font']) {\n                layout['text-font'] = migrateFontStack(layout['text-font']);\n
}\n        });\n    });\n\n    // Reverse order of symbol layers. This is an imperfect migration.\n    //\n    // The order of a
symbol layer in the layers list affects two things:\n    // - how
 it is drawn relative to other layers (like oneway arrows below bridges)\n    // - the placement priority compared to
other layers\n    //\n    // It's impossible to reverse the placement priority without breaking the draw order\n    // in
some cases. This migration only reverses the order of symbol layers that\n    // are above all other types of layers.\n
//\n    // Symbol layers that are at the top of the map preserve their priority.\n    // Symbol layers that are below
another type (line, fill) of layer preserve their draw order.\n\n    let firstSymbolLayer = 0;\n    for (let i =
style.layers.length - 1; i >= 0; i--) {\n        const layer = style.layers[i];\n        if (layer.type !== 'symbol') {\n
firstSymbolLayer = i + 1;\n            break;\n        }\n    }\n\n    const symbolLayers =
style.layers.splice(firstSymbolLayer);\n    symbolLayers.reverse();\n    style.layers =
style.layers.concat(symbolLayers);\n\n    return style;\n}\n","// @flow\n\nexport default function
 (output: any, ...inputs: Array<any>) {\n    for (const input of inputs) {\n        for (const k in input) {\n
output[k] = input[k];\n        }\n    }\n    return output;\n}\n","// @flow\n\nclass ParsingError extends Error {\n    key:
string;\n    message: string;\n    constructor(key: string, message: string) {\n        super(message);\n        this.message
= message;\n        this.key = key;\n    }\n}\n\nexport default ParsingError;\n","// @flow\n\nimport type {Expression}
from './expression';\n\n/**\n * Tracks `let` bindings during expression parsing.\n * @private\n */\nclass Scope {\n
parent: ?Scope;\n    bindings: {[string]: Expression};\n    constructor(parent?: Scope, bindings: Array<[string,
Expression]> = []) {\n        this.parent = parent;\n        this.bindings = {};\n        for (const [name, expression] of
bindings) {\n            this.bindings[name] = expression;\n        }\n    }\n\n    concat(bindings: Array<[string,
Expression]>) {\n        return new
 Scope(this, bindings);\n    }\n\n    get(name: string): Expression {\n        if (this.bindings[name]) { return
this.bindings[name]; }\n        if (this.parent) { return this.parent.get(name); }\n        throw new Error(`${name} not
found in scope.`);\n    }\n\n    has(name: string): boolean {\n        if (this.bindings[name]) return true;\n        return
this.parent ? this.parent.has(name) : false;\n    }\n}\n\nexport default Scope;\n","// @flow\n\nexport type NullTypeT
= { kind: 'null' };\nexport type NumberTypeT = { kind: 'number' };\nexport type StringTypeT = { kind: 'string'
};\nexport type BooleanTypeT = { kind: 'boolean' };\nexport type ColorTypeT = { kind: 'color' };\nexport type
ObjectTypeT = { kind: 'object' };\nexport type ValueTypeT = { kind: 'value' };\nexport type ErrorTypeT = { kind:
'error' };\nexport type CollatorTypeT = { kind: 'collator' };\nexport type FormattedTypeT = { kind: 'formatted'
};\nexport type ResolvedImageTypeT = { kind: 'resolvedImage' };\n\nexport type
 EvaluationKind = 'constant' | 'source' | 'camera' | 'composite';\nexport type Type =\n    NullTypeT |\n
NumberTypeT |\n    StringTypeT |\n    BooleanTypeT |\n    ColorTypeT |\n    ObjectTypeT |\n    ValueTypeT |\n
ArrayType | // eslint-disable-line no-use-before-define\n    ErrorTypeT |\n    CollatorTypeT |\n    FormattedTypeT |\n
ResolvedImageTypeT\n\nexport type ArrayType = {\n    kind: 'array',\n    itemType: Type,\n    N:
?number\n}\n\nexport const NullType = {kind: 'null'};\nexport const NumberType = {kind: 'number'};\nexport
const StringType = {kind: 'string'};\nexport const BooleanType = {kind: 'boolean'};\nexport const ColorType =
{kind: 'color'};\nexport const ObjectType = {kind: 'object'};\nexport const ValueType = {kind: 'value'};\nexport
const ErrorType = {kind: 'error'};\nexport const CollatorType = {kind: 'collator'};\nexport const FormattedType =
{kind: 'formatted'};\nexport const ResolvedImageType = {kind: 'resolvedImage'};\n\nexport function
array(itemType:
 Type, N: ?number): ArrayType {\n    return {\n        kind: 'array',\n        itemType,\n        N\n    };\n}\n\nexport
function toString(type: Type): string {\n    if (type.kind === 'array') {\n        const itemType =
toString(type.itemType);\n        return typeof type.N === 'number' ?\n            `array<${itemType}, ${type.N}>` :\n
type.itemType.kind === 'value' ? 'array' : `array<${itemType}>`;\n    } else {\n        return type.kind;\n
}\n}\n\nconst valueMemberTypes = [\n    NullType,\n    NumberType,\n    StringType,\n    BooleanType,\n
ColorType,\n    FormattedType,\n    ObjectType,\n    array(ValueType),\n    ResolvedImageType\n];\n\n/**\n *
Returns null if `t` is a subtype of `expected`; otherwise returns an\n * error message.\n * @private\n */\nexport
```

function checkSubtype(expected: Type, t: Type): ?string {\n    if (t.kind === 'error') {\n        // Error is a subtype of every type\n        return null;\n    } else if (expected.kind === 'array') {\n        if (t.kind === 'array' &&\n            ((t.N === 0 && t.itemType.kind === 'value') ||\n            !checkSubtype(expected.itemType, t.itemType)) &&\n            (typeof expected.N !== 'number' || expected.N === t.N)) {\n            return null;\n        }\n    } else if (expected.kind === t.kind) {\n        return null;\n    } else if (expected.kind === 'value') {\n        for (const memberType of valueMemberTypes) {\n            if (!checkSubtype(memberType, t)) {\n                return null;\n            }\n        }\n    }\n\n    return `Expected ${toString(expected)} but found ${toString(t)} instead.`;\n}\n","// (c) Dean McNamee <dean@gmail.com>, 2012.\n//\n// https://github.com/deanm/css-color-parser-js\n//\n// Permission is hereby granted, free of charge, to any person obtaining a copy\n// of this software and associated documentation files (the \"Software\"), to\n// deal in the Software without restriction, including without limitation the\n// rights to use, copy, modify, merge, publish, distribute, sublicense, and/or\n// sell copies of the Software, and to permit persons to whom the Software is\n// furnished to do so, subject to the following conditions:\n//\n// The above copyright notice and this permission notice shall be included in\n// all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n// IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n// FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n// AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n// LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING\n// FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS\n// IN THE SOFTWARE.\n\n// http://www.w3.org/TR/css3-color/\nvar kCSSColorTable = {\n  \"transparent\": [0,0,0,0], \"aliceblue\": [240,248,255,1],\n  \"antiquewhite\": [250,235,215,1], \"aqua\": [0,255,255,1],\n  \"aquamarine\": [127,255,212,1], \"azure\": [240,255,255,1],\n  \"beige\": [245,245,220,1], \"bisque\": [255,228,196,1],\n  \"black\": [0,0,0,1], \"blanchedalmond\": [255,235,205,1],\n  \"blue\": [0,0,255,1], \"blueviolet\": [138,43,226,1],\n  \"brown\": [165,42,42,1], \"burlywood\": [222,184,135,1],\n  \"cadetblue\": [95,158,160,1], \"chartreuse\": [127,255,0,1],\n  \"chocolate\": [210,105,30,1], \"coral\": [255,127,80,1],\n  \"cornflowerblue\": [100,149,237,1], \"cornsilk\": [255,248,220,1],\n  \"crimson\": [220,20,60,1], \"cyan\": [0,255,255,1],\n  \"darkblue\": [0,0,139,1], \"darkcyan\": [0,139,139,1],\n  \"darkgoldenrod\": [184,134,11,1], \"darkgray\": [169,169,169,1],\n  \"darkgreen\": [0,100,0,1], \"darkgrey\": [169,169,169,1],\n  \"darkkhaki\": [189,183,107,1], \"darkmagenta\": [139,0,139,1],\n  \"darkolivegreen\": [85,107,47,1], \"darkorange\": [255,140,0,1],\n  \"darkorchid\": [153,50,204,1], \"darkred\": [139,0,0,1],\n  \"darksalmon\": [233,150,122,1], \"darkseagreen\": [143,188,143,1],\n  \"darkslateblue\": [72,61,139,1], \"darkslategray\": [47,79,79,1],\n  \"darkslategrey\": [47,79,79,1], \"darkturquoise\": [0,206,209,1],\n  \"darkviolet\": [148,0,211,1], \"deeppink\": [255,20,147,1],\n  \"deepskyblue\": [0,191,255,1], \"dimgray\": [105,105,105,1],\n  \"dimgrey\": [105,105,105,1], \"dodgerblue\": [30,144,255,1],\n  \"firebrick\": [178,34,34,1], \"floralwhite\": [255,250,240,1],\n  \"forestgreen\": [34,139,34,1], \"fuchsia\": [255,0,255,1],\n  \"gainsboro\": [220,220,220,1], \"ghostwhite\": [248,248,255,1],\n  \"gold\": [255,215,0,1], \"goldenrod\": [218,165,32,1],\n  \"gray\": [128,128,128,1], \"green\": [0,128,0,1],\n  \"greenyellow\": [173,255,47,1], \"grey\": [128,128,128,1],\n  \"honeydew\": [240,255,240,1], \"hotpink\": [255,105,180,1],\n  \"indianred\": [205,92,92,1], \"indigo\": [75,0,130,1],\n  \"ivory\": [255,255,240,1], \"khaki\": [240,230,140,1],\n  \"lavender\": [230,230,250,1], \"lavenderblush\": [255,240,245,1],\n  \"lawngreen\": [124,252,0,1], \"lemonchiffon\": [255,250,205,1],\n  \"lightblue\": [173,216,230,1], \"lightcoral\": [240,128,128,1],\n  \"lightcyan\": [224,255,255,1], \"lightgoldenrodyellow\": [250,250,210,1],\n  \"lightgray\": [211,211,211,1], \"lightgreen\": [144,238,144,1],\n  \"lightgrey\": [211,211,211,1], \"lightpink\": [255,182,193,1],\n  \"lightsalmon\": [255,160,122,1], \"lightseagreen\": [32,178,170,1],\n  \"lightskyblue\": [135,206,250,1], \"lightslategray\": [119,136,153,1],\n  \"lightslategrey\": [119,136,153,1], \"lightsteelblue\": [176,196,222,1],\n  \"lightyellow\": [255,255,224,1], \"lime\": [0,255,0,1],\n  \"limegreen\": [50,205,50,1], \"linen\": [250,240,230,1],\n  \"magenta\": [255,0,255,1], \"maroon\": [128,0,0,1],\n  \"mediumaquamarine\": [102,205,170,1], \"mediumblue\": [0,0,205,1],\n  \"mediumorchid\": [186,85,211,1], \"mediumpurple\": [147,112,219,1],\n  \"mediumseagreen\": [60,179,113,1],

\"mediumslateblue\": [123,104,238,1],\n \"mediumspringgreen\": [0,250,154,1], \"mediumturquoise\": [72,209,204,1],\n \"mediumvioletred\": [199,21,133,1], \"midnightblue\": [25,25,112,1],\n \"mintcream\": [245,255,250,1], \"mistyrose\": [255,228,225,1],\n \"moccasin\": [255,228,181,1], \"navajowhite\": [255,222,173,1],\n \"navy\": [0,0,128,1], \"oldlace\": [253,245,230,1],\n \"olive\": [128,128,0,1], \"olivedrab\": [107,142,35,1],\n \"orange\": [255,165,0,1], \"orangered\": [255,69,0,1],\n \"orchid\": [218,112,214,1], \"palegoldenrod\": [238,232,170,1],\n \"palegreen\": [152,251,152,1], \"paleturquoise\": [175,238,238,1],\n \"palevioletred\": [219,112,147,1], \"papayawhip\": [255,239,213,1],\n \"peachpuff\": [255,218,185,1], \"peru\": [205,133,63,1],\n \"pink\": [255,192,203,1], \"plum\": [221,160,221,1], \"powderblue\": [176,224,230,1],\n \"purple\": [128,0,128,1],\n \"rebeccapurple\": [102,51,153,1], \"red\": [255,0,0,1], \"rosybrown\": [188,143,143,1],\n \"royalblue\": [65,105,225,1], \"saddlebrown\": [139,69,19,1],\n \"salmon\": [250,128,114,1], \"sandybrown\": [244,164,96,1],\n \"seagreen\": [46,139,87,1], \"seashell\": [255,245,238,1],\n \"sienna\": [160,82,45,1], \"silver\": [192,192,192,1],\n \"skyblue\": [135,206,235,1], \"slateblue\": [106,90,205,1],\n \"slategray\": [112,128,144,1], \"slategrey\": [112,128,144,1],\n \"snow\": [255,250,250,1], \"springgreen\": [0,255,127,1],\n \"steelblue\": [70,130,180,1], \"tan\": [210,180,140,1],\n \"teal\": [0,128,128,1], \"thistle\": [216,191,216,1],\n \"tomato\": [255,99,71,1], \"turquoise\": [64,224,208,1],\n \"violet\": [238,130,238,1], \"wheat\": [245,222,179,1],\n \"white\": [255,255,255,1], \"whitesmoke\": [245,245,245,1],\n \"yellow\": [255,255,0,1], \"yellowgreen\": [154,205,50,1]}\n\nfunction clamp_css_byte(i) {  // Clamp to integer 0 .. 255.\n  i = Math.round(i);  // Seems to be what Chrome does (vs truncation).\n  return i < 0 ? 0 : i > 255 ? 255 : i;\n}\n\nfunction clamp_css_float(f) {  // Clamp to float 0.0 .. 1.0.\n  return f < 0 ? 0 : f > 1 ? 1 : f;\n}\n\nfunction parse_css_int(str) {  // int or percentage.\n  if (str[str.length - 1] === '%')\n    return clamp_css_byte(parseFloat(str) / 100 * 255);\n  return clamp_css_byte(parseInt(str));\n}\n\nfunction parse_css_float(str) {  // float or percentage.\n  if (str[str.length - 1] === '%')\n    return clamp_css_float(parseFloat(str) / 100);\n  return clamp_css_float(parseFloat(str));\n}\n\nfunction css_hue_to_rgb(m1, m2, h) {\n  if (h < 0) h += 1;\n  else if (h > 1) h -= 1;\n\n  if (h * 6 < 1) return m1 + (m2 - m1) * h * 6;\n  if (h * 2 < 1) return m2;\n  if (h * 3 < 2) return m1 + (m2 - m1) * (2/3 - h) * 6;\n  return m1;\n}\n\nfunction parseCSSColor(css_str) {\n  // Remove all whitespace, not compliant, but should just be more accepting.\n  var str = css_str.replace(/ /g, '').toLowerCase();\n\n  // Color keywords (and transparent) lookup.\n  if (str in kCSSColorTable) return kCSSColorTable[str].slice();  // dup.\n\n  // #abc and #abc123 syntax.\n  if (str[0] === '#') {\n    if (str.length === 4) {\n      var iv = parseInt(str.substr(1), 16);  // TODO(deanm): Stricter parsing.\n      if (!(iv >= 0 && iv <= 0xfff)) return null;  // Covers NaN.\n      return [((iv & 0xf00) >> 4) | ((iv & 0xf00) >> 8),\n              (iv & 0xf0) | ((iv & 0xf0) >> 4),\n              (iv & 0xf) | ((iv & 0xf) << 4),\n              1];\n    } else if (str.length === 7) {\n      var iv = parseInt(str.substr(1), 16);  // TODO(deanm): Stricter parsing.\n      if (!(iv >= 0 && iv <= 0xffffff)) return null;  // Covers NaN.\n      return [(iv & 0xff0000) >> 16,\n              (iv & 0xff00) >> 8,\n              iv & 0xff,\n              1];\n    }\n\n    return null;\n  }\n\n  var op = str.indexOf('('), ep = str.indexOf(')');\n  if (op !== -1 && ep + 1 === str.length) {\n    var fname = str.substr(0, op);\n    var params = str.substr(op+1, ep-(op+1)).split(',');\n    var alpha = 1;  // To allow case fallthrough.\n    switch (fname) {\n      case 'rgba':\n        if (params.length !== 4) return null;\n        alpha = parse_css_float(params.pop());\n        // Fall through.\n      case 'rgb':\n        if (params.length !== 3) return null;\n        return [parse_css_int(params[0]),\n                parse_css_int(params[1]),\n                parse_css_int(params[2]),\n                alpha];\n      case 'hsla':\n        if (params.length !== 4) return null;\n        alpha = parse_css_float(params.pop());\n        // Fall through.\n      case 'hsl':\n        if (params.length !== 3) return null;\n        var h = (((parseFloat(params[0]) % 360) + 360) % 360) / 360;  // 0 .. 1\n        // NOTE(deanm): According to the CSS spec s/l should only be\n        // percentages, but we don't bother and let float or percentage.\n        var s = parse_css_float(params[1]);\n        var l = parse_css_float(params[2]);\n        var m2 = l <= 0.5 ? l * (s + 1) : l + s - l * s;\n        var m1 = l * 2 - m2;\n        return [clamp_css_byte(css_hue_to_rgb(m1, m2, h+1/3) * 255),\n                clamp_css_byte(css_hue_to_rgb(m1, m2, h) * 255),\n                clamp_css_byte(css_hue_to_rgb(m1, m2, h-1/3) * 255),\n                alpha];\n      default:\n        return null;\n    }\n  }\n\n  return null;\n}\n\ntry { exports.parseCSSColor = parseCSSColor } catch(e)
```

{ }\n","// @flow\n\nimport {parseCSSColor} from 'csscolorparser';\n\n/**\n * An RGBA color value. Create instances from color strings using the static\n * method `Color.parse`. The constructor accepts RGB channel values in the range\n * `[0, 1]`, premultiplied by A.\n *\n * @param {number} r The red channel.\n * @param {number} g The green channel.\n * @param {number} b The blue channel.\n * @param {number} a The alpha channel.\n * @private\n */\nclass Color {\n   r: number;\n   g: number;\n   b: number;\n   a: number;\n\n   constructor(r: number, g: number, b: number, a: number = 1) {\n       this.r = r;\n       this.g = g;\n       this.b = b;\n       this.a = a;\n   }\n\n   static black: Color;\n   static white: Color;\n   static transparent: Color;\n   static red: Color;\n\n   /**\n     * Parses valid CSS color strings and returns a `Color` instance.\n     * @returns A `Color` instance, or `undefined` if the input is not a valid color string.\n     */\n   static parse(input?: string | Color | null): Color | void {\n       if (!input) {\n           return undefined;\n       }\n\n       if (input instanceof Color) {\n           return input;\n       }\n\n       if (typeof input !== 'string') {\n           return undefined;\n       }\n\n       const rgba = parseCSSColor(input);\n       if (!rgba) {\n           return undefined;\n       }\n\n       return new Color(\n           rgba[0] / 255 * rgba[3],\n           rgba[1] / 255 * rgba[3],\n           rgba[2] / 255 * rgba[3],\n           rgba[3]\n       );\n   }\n\n   /**\n     * Returns an RGBA string representing the color value.\n     *\n     * @returns An RGBA string.\n     * @example\n     * var purple = new Color.parse('purple');\n     * purple.toString; // = \"rgba(128,0,128,1)\"\n     * var translucentGreen = new Color.parse('rgba(26, 207, 26, .73)');\n     * translucentGreen.toString(); // = \"rgba(26,207,26,0.73)\"\n     */\n   toString(): string {\n       const [r, g, b, a] = this.toArray();\n       return `rgba(${Math.round(r)},${Math.round(g)},${Math.round(b)},${a})`;\n   }\n\n   toArray(): [number, number, number, number] {\n       const {r, g, b, a} = this;\n       return a === 0 ? [0, 0, 0, 0] : [\n           r * 255 / a,\n           g * 255 / a,\n           b * 255 / a,\n           a\n       ];\n   }\n}\n\nColor.black = new Color(0, 0, 0, 1);\nColor.white = new Color(1, 1, 1, 1);\nColor.transparent = new Color(0, 0, 0, 0);\nColor.red = new Color(1, 0, 0, 1);\n\nexport default Color;\n","// @flow\n\n// Flow type declarations for Intl cribbed from\n// https://github.com/facebook/flow/issues/1270\n\ndeclare var Intl: {\n   Collator: Class<Intl$Collator>\n};\n\ndeclare class Intl$Collator {\n   constructor (\n       locales?: string | string[],\n       options?: CollatorOptions\n   ): Intl$Collator;\n\n   static (\n       locales?: string | string[],\n       options?: CollatorOptions\n   ): Intl$Collator;\n\n   compare (a: string, b: string): number;\n\n   resolvedOptions(): any;\n}\n\ntype CollatorOptions = {\n   localeMatcher?: 'lookup' | 'best fit',\n   usage?: 'sort' | 'search',\n   sensitivity?: 'base' | 'accent' | 'case' | 'variant',\n   ignorePunctuation?: boolean,\n   numeric?: boolean,\n   caseFirst?: 'upper' | 'lower' | 'false'\n}\n\nexport default class Collator {\n   locale: string | null;\n   sensitivity: 'base' | 'accent' | 'case' | 'variant';\n   collator: Intl$Collator;\n\n   constructor(caseSensitive: boolean, diacriticSensitive: boolean, locale: string | null) {\n       if (caseSensitive)\n           this.sensitivity = diacriticSensitive ? 'variant' : 'case';\n       else\n           this.sensitivity = diacriticSensitive ? 'accent' : 'base';\n\n       this.locale = locale;\n       this.collator = new Intl.Collator(this.locale ? this.locale : [],\n           {sensitivity: this.sensitivity, usage: 'search'});\n   }\n\n   compare(lhs: string, rhs: string): number {\n       return this.collator.compare(lhs, rhs);\n   }\n\n   resolvedLocale(): string {\n       // We create a Collator without \"usage: search\" because we don't want\n       // the search options encoded in our result (e.g. \"en-u-co-search\")\n       return new Intl.Collator(this.locale ? this.locale : [])\n           .resolvedOptions().locale;\n   }\n}\n","// @flow\nimport type Color from '../../util/color';\nimport type ResolvedImage from '../types/resolved_image';\n\nexport class FormattedSection {\n   text: string;\n   image: ResolvedImage | null;\n   scale: number | null;\n   fontStack: string | null;\n   textColor: Color | null;\n\n   constructor(text: string, image: ResolvedImage | null, scale: number | null, fontStack: string | null, textColor: Color | null) {\n       this.text = text;\n       this.image = image;\n       this.scale = scale;\n       this.fontStack = fontStack;\n       this.textColor = textColor;\n   }\n}\n\nexport default class Formatted {\n   sections: Array<FormattedSection>;\n\n   constructor(sections: Array<FormattedSection>) {\n       this.sections = sections;\n   }\n\n   static fromString(unformatted: string): Formatted {\n       return new Formatted([new FormattedSection(unformatted, null, null, null, null)]);\n   }\n\n   isEmpty(): boolean {\n       if (this.sections.length === 0) return true;\n       return !this.sections.some(section => section.text.length !== 0 ||\n           (section.image && section.image.name.length !== 0));\n   }\n\n   static factory(text: Formatted | string):

Formatted {\n        if (text instanceof Formatted) {\n            return text;\n        } else {\n            return Formatted.fromString(text);\n

        }\n    }\n\n    toString(): string {\n        if (this.sections.length === 0) return '';\n        return this.sections.map(section => section.text).join('');\n    }\n\n    serialize(): Array<mixed> {\n        const serialized: Array<mixed> = [\"format\"];\n        for (const section of this.sections) {\n            if (section.image) {\n                serialized.push([\"image\", section.image.name]);\n                continue;\n            }\n            serialized.push(section.text);\n            const options: { [key: string]: mixed } = {};\n            if (section.fontStack) {\n                options[\"text-font\"] = [\"literal\", section.fontStack.split(',')];\n            }\n            if (section.scale) {\n                options[\"font-scale\"] = section.scale;\n            }\n            if (section.textColor) {\n                options[\"text-color\"] = ([\"rgba\"]: Array<mixed>).concat(section.textColor.toArray());\n            }\n            serialized.push(options);\n

        }\n        return serialized;\n    }\n}\n","// @flow\n\nexport type ResolvedImageOptions = {\n    name: string,\n    available: boolean\n};\n\nexport default class ResolvedImage {\n    name: string;\n    available: boolean;\n\n    constructor(options: ResolvedImageOptions) {\n        this.name = options.name;\n        this.available = options.available;\n    }\n\n    toString(): string {\n        return this.name;\n    }\n\n    static fromString(name: string): ResolvedImage {\n        return new ResolvedImage({name, available: false});\n    }\n\n    serialize(): Array<string> {\n        return [\"image\", this.name];\n    }\n}\n","// @flow\n\nimport assert from 'assert';\nimport Color from '../util/color';\nimport Collator from './types/collator';\nimport Formatted from './types/formatted';\nimport ResolvedImage from './types/resolved_image';\nimport {NullType, NumberType, StringType, BooleanType, ColorType, ObjectType, ValueType, CollatorType, FormattedType, ResolvedImageType,
 array} from './types';\nimport type {Type} from './types';\n\nexport function validateRGBA(r: mixed, g: mixed, b: mixed, a?: mixed): string | null {\n    if (!(\n        typeof r === 'number' && r >= 0 && r <= 255 &&\n        typeof g === 'number' && g >= 0 && g <= 255 &&\n        typeof b === 'number' && b >= 0 && b <= 255\n    )) {\n        const value = typeof a === 'number' ? [r, g, b, a] : [r, g, b];\n        return `Invalid rgba value [${value.join(', ')}]: 'r', 'g', and 'b' must be between 0 and 255.`;\n    }\n\n    if (!(\n        typeof a === 'undefined' || (typeof a === 'number' && a >= 0 && a <= 1)\n    )) {\n        return `Invalid rgba value [${[r, g, b, a].join(', ')}]: 'a' must be between 0 and 1.`;\n    }\n\n    return null;\n}\n\nexport type Value = null | string | boolean | number | Color | Collator | Formatted | ResolvedImage | $ReadOnlyArray<Value> | { +[string]: Value }\n\nexport function isValue(mixed: mixed): boolean {\n    if (mixed === null) {\n

        return true;\n    } else if (typeof mixed === 'string') {\n        return true;\n    } else if (typeof mixed === 'boolean') {\n        return true;\n    } else if (typeof mixed === 'number') {\n        return true;\n    } else if (mixed instanceof Color) {\n        return true;\n    } else if (mixed instanceof Collator) {\n        return true;\n    } else if (mixed instanceof Formatted) {\n        return true;\n    } else if (mixed instanceof ResolvedImage) {\n        return true;\n    } else if (Array.isArray(mixed)) {\n        for (const item of mixed) {\n            if (!isValue(item)) {\n                return false;\n            }\n        }\n        return true;\n    } else if (typeof mixed === 'object') {\n        for (const key in mixed) {\n            if (!isValue(mixed[key])) {\n                return false;\n            }\n        }\n        return true;\n    } else {\n        return false;\n    }\n}\n\nexport function typeOf(value: Value): Type {\n    if (value === null) {\n

        return NullType;\n    } else if (typeof value === 'string') {\n        return StringType;\n    } else if (typeof value === 'boolean') {\n        return BooleanType;\n    } else if (typeof value === 'number') {\n        return NumberType;\n    } else if (value instanceof Color) {\n        return ColorType;\n    } else if (value instanceof Collator) {\n        return CollatorType;\n    } else if (value instanceof Formatted) {\n        return FormattedType;\n    } else if (value instanceof ResolvedImage) {\n        return ResolvedImageType;\n    } else if (Array.isArray(value)) {\n        const length = value.length;\n        let itemType: Type | typeof undefined;\n\n        for (const item of value) {\n            const t = typeOf(item);\n            if (!itemType) {\n                itemType = t;\n            } else if (itemType === t) {\n                continue;\n            } else {\n                itemType = ValueType;\n                break;\n            }\n        }\n\n        return array(itemType || ValueType, length);\n    } else {\n        assert(typeof value === 'object');\n        return ObjectType;\n    }\n}\n\nexport function toString(value: Value) {\n    const type = typeof value;\n    if (value === null) {\n        return '';\n    } else if (type === 'string' || type === 'number' || type === 'boolean') {\n        return

String(value);\n    } else if (value instanceof Color || value instanceof Formatted || value instanceof ResolvedImage) {\n        return value.toString();\n    } else {\n        return JSON.stringify(value);\n    }\n}\n\nexport {Color, Collator};\n","// @flow\n\nimport assert from 'assert';\nimport {isValue, typeOf, Color} from '../values';\nimport Formatted from '../types/formatted';\nimport type {Type} from '../types';\nimport type {Value}  from '../values';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\n\nclass Literal implements Expression {\n    type: Type;\n    value: Value;\n\n    constructor(type: Type, value: Value) {\n        this.type = type;\n        this.value = value;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 2)\n            return context.error(`'literal' expression requires exactly one argument, but found ${args.length - 1} instead.`);\n\n        if (!isValue(args[1]))\n            return context.error(`invalid value`);\n\n        const value = (args[1]: any);\n        let type = typeOf(value);\n\n        // special case: infer the item type if possible for zero-length arrays\n        const expected = context.expectedType;\n        if (\n            type.kind === 'array' &&\n            type.N === 0 &&\n            expected &&\n            expected.kind === 'array' &&\n            (typeof expected.N !== 'number' || expected.N === 0)\n        ) {\n            type = expected;\n        }\n\n        return new Literal(type, value);\n    }\n\n    evaluate() {\n        return this.value;\n    }\n\n    eachChild() {}\n\n    possibleOutputs() {\n        return [this.value];\n    }\n\n    serialize(): Array<mixed> {\n        if (this.type.kind === 'array' || this.type.kind === 'object') {\n            return [\"literal\", this.value];\n        } else if (this.value instanceof Color) {\n            // Constant-folding can generate Literal expressions that you\n            // couldn't actually generate with a \"literal\" expression,\n            // so we have to implement an equivalent serialization here\n            return [\"rgba\"].concat(this.value.toArray());\n        } else if (this.value instanceof Formatted) {\n            // Same as Color\n            return this.value.serialize();\n        } else {\n            assert(this.value === null ||\n                typeof this.value === 'string' ||\n                typeof this.value === 'number' ||\n                typeof this.value === 'boolean');\n            return (this.value: any);\n        }\n    }\n}\n\nexport default Literal;\n","// @flow\n\nclass RuntimeError {\n    name: string;\n    message: string;\n    constructor(message: string) {\n        this.name = 'ExpressionEvaluationError';\n        this.message = message;\n    }\n\n    toJSON() {\n        return this.message;\n    }\n}\n\nexport default RuntimeError;\n","// @flow\n\nimport assert from 'assert';\nimport {\n    ObjectType,\n    ValueType,\n    StringType,\n    NumberType,\n    BooleanType,\n    checkSubtype,\n    toString,\n    array\n} from '../types';\nimport RuntimeError from '../runtime_error';\nimport {typeOf} from '../values';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\nimport type {Type} from '../types';\n\nconst types = {\n    string: StringType,\n    number: NumberType,\n    boolean: BooleanType,\n    object: ObjectType\n};\n\nclass Assertion implements Expression {\n    type: Type;\n    args: Array<Expression>;\n\n    constructor(type: Type, args: Array<Expression>) {\n        this.type = type;\n        this.args = args;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length < 2)\n            return context.error(`Expected at least one argument.`);\n\n        let i = 1;\n        let type;\n\n        const name: string = (args[0]: any);\n        if (name === 'array') {\n            let itemType;\n            if (args.length > 2) {\n                const type = args[1];\n                if (typeof type !== 'string' || !(type in types) || type === 'object')\n                    return context.error('The item type argument of \"array\" must be one of string, number, boolean', 1);\n                itemType = types[type];\n                i++;\n            } else {\n                itemType = ValueType;\n            }\n            let N;\n            if (args.length > 3) {\n                if (args[2] !== null &&\n                    (typeof args[2] !== 'number' ||\n                        args[2] < 0 ||\n                        args[2] !== Math.floor(args[2]))\n                ) {\n                    return context.error('The length argument to \"array\" must be a positive integer literal', 2);\n                }\n                N = args[2];\n                i++;\n            }\n\n            type = array(itemType, N);\n        } else {\n            assert(types[name], name);\n            type = types[name];\n        }\n\n        const parsed = [];\n        for (; i < args.length; i++) {\n            const input = context.parse(args[i], i, ValueType);\n            if (!input) return null;\n            parsed.push(input);\n        }\n\n        return new Assertion(type, parsed);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        for (let i = 0; i < this.args.length; i++) {\n            const value = this.args[i].evaluate(ctx);\n

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const error = checkSubtype(this.type, typeOf(value));\n                if (!error) {\n                    return value;\n            }
else if (i === this.args.length - 1) {\n                    throw new RuntimeError(`Expected value to be of type
${toString(this.type)}, but found ${toString(typeOf(value))} instead.`);\n            }\n        }\n\n        assert(false);\n
    return null;\n    }\n\n    eachChild(fn: (Expression) => void) {\n        this.args.forEach(fn);\n    }\n\n
possibleOutputs(): Array<Value | void> {\n        return [].concat(...this.args.map((arg) => arg.possibleOutputs()));\n
    }\n\n    serialize(): Array<mixed> {\n        const type = this.type;\n        const serialized = [type.kind];\n        if
(type.kind === 'array') {\n            const itemType = type.itemType;\n            if (itemType.kind === 'string' ||\n
    itemType.kind === 'number' ||\n                itemType.kind === 'boolean') {\n
serialized.push(itemType.kind);\n

            const N = type.N;\n                if (typeof N === 'number' || this.args.length > 1) {\n
serialized.push(N);\n                }\n            }\n        }\n        return serialized.concat(this.args.map(arg =>
arg.serialize()));\n    }\n}\n\nexport default Assertion;\n","// @flow\n\nimport {NumberType, ValueType,
FormattedType, array, StringType, ColorType, ResolvedImageType} from '../types';\nimport Formatted,
{FormattedSection} from '../types/formatted';\nimport {toString, typeOf} from '../values';\nimport type
{Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type
ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\ntype FormattedSectionExpression
= {\n    // Content of a section may be Image expression or other\n    // type of expression that is coercable to
'string'.\n    content: Expression,\n    scale: Expression | null;\n    font: Expression | null;\n    textColor:
 Expression | null;\n}\n\nexport default class FormatExpression implements Expression {\n    type: Type;\n
sections: Array<FormattedSectionExpression>;\n\n    constructor(sections: Array<FormattedSectionExpression>)
{\n        this.type = FormattedType;\n        this.sections = sections;\n    }\n\n    static parse(args:
$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length < 2) {\n            return
context.error(`Expected at least one argument.`);\n        }\n\n        const firstArg = args[1];\n        if
(!Array.isArray(firstArg) && typeof firstArg === 'object') {\n            return context.error(`First argument must be
an image or text section.`);\n        }\n\n        const sections: Array<FormattedSectionExpression> = [];\n        let
nextTokenMayBeObject = false;\n        for (let i = 1; i <= args.length - 1; ++i) {\n            const arg = (args[i]:
any);\n\n            if (nextTokenMayBeObject && typeof arg === \"object\" && !Array.isArray(arg))
 {\n                nextTokenMayBeObject = false;\n\n                let scale = null;\n                if (arg['font-scale']) {\n
        scale = context.parse(arg['font-scale'], 1, NumberType);\n                    if (!scale) return null;\n                }\n\n
        let font = null;\n                if (arg['text-font']) {\n                    font = context.parse(arg['text-font'], 1,
array(StringType));\n                    if (!font) return null;\n                }\n                let textColor = null;\n                if
(arg['text-color']) {\n                    textColor = context.parse(arg['text-color'], 1, ColorType);\n                    if
(!textColor) return null;\n                }\n\n                const lastExpression = sections[sections.length - 1];\n
lastExpression.scale = scale;\n                lastExpression.font = font;\n                lastExpression.textColor =
textColor;\n            } else {\n
 const content = context.parse(args[i], 1, ValueType);\n                if (!content) return null;\n\n                const kind =
content.type.kind;\n                if (kind !== 'string' && kind !== 'value' && kind !== 'null' && kind !==
'resolvedImage')\n                    return context.error(`Formatted text type must be 'string', 'value', 'image' or
'null'.`);\n\n                nextTokenMayBeObject = true;\n                sections.push({content, scale: null, font: null,
textColor: null});\n            }\n        }\n\n        return new FormatExpression(sections);\n    }\n\n    evaluate(ctx:
EvaluationContext) {\n        const evaluateSection = section => {\n            const evaluatedContent =
section.content.evaluate(ctx);\n            if (typeOf(evaluatedContent) === ResolvedImageType) {\n                return
new FormattedSection('', evaluatedContent, null, null, null);\n            }\n            return new FormattedSection(\n
        toString(evaluatedContent),\n

            null,\n                section.scale ? section.scale.evaluate(ctx) : null,\n                section.font ?
section.font.evaluate(ctx).join(',') : null,\n                section.textColor ? section.textColor.evaluate(ctx) : null\n
    );\n        };\n\n        return new Formatted(this.sections.map(evaluateSection));\n    }\n\n    eachChild(fn:
(Expression) => void) {\n        for (const section of this.sections) {\n            fn(section.content);\n            if
```

(section.scale) {\n                fn(section.scale);\n        }\n        if (section.font) {\n                fn(section.font);\n        }\n        if (section.textColor) {\n                fn(section.textColor);\n        }\n    }\n\n    possibleOutputs() {\n        // Technically the combinatoric set of all children\n        // Usually, this.text will be undefined anyway\n        return [undefined];\n    }\n\n    serialize() {\n        const serialized = [\"format\"];\n        for (const section of this.sections) {\n            serialized.push(section.content.serialize());\n            const options = {};\n            if (section.scale) {\n                options['font-scale'] = section.scale.serialize();\n            }\n            if (section.font) {\n                options['text-font'] = section.font.serialize();\n            }\n            if (section.textColor) {\n                options['text-color'] = section.textColor.serialize();\n            }\n            serialized.push(options);\n        }\n        return serialized;\n    }\n}\n","// @flow\n\nimport {ResolvedImageType, StringType} from '../types';\nimport ResolvedImage from '../types/resolved_image';\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\nexport default class ImageExpression implements Expression {\n    type: Type;\n    input: Expression;\n\n    constructor(input: Expression) {\n        this.type = ResolvedImageType;\n        this.input = input;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length !== 2) {\n            return context.error(`Expected two arguments.`);\n        }\n\n        const name = context.parse(args[1], 1, StringType);\n        if (!name) return context.error(`No image name provided.`);\n\n        return new ImageExpression(name);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const evaluatedImageName = this.input.evaluate(ctx);\n        let available = false;\n\n        if (ctx.availableImages && ctx.availableImages.indexOf(evaluatedImageName) > -1) {\n            available = true;\n        }\n\n        return new ResolvedImage({name: evaluatedImageName, available});\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.input);\n    }\n\n    possibleOutputs() {\n        // The output of image is determined by the list of available images in the evaluation context\n        return [undefined];\n    }\n\n    serialize() {\n        return [\"image\", this.input.serialize()];\n    }\n}\n","// @flow\n\nimport assert from 'assert';\n\nimport {BooleanType, ColorType, NumberType, StringType, ValueType} from '../types';\nimport {Color, toString as valueToString, validateRGBA} from '../values';\nimport RuntimeError from '../runtime_error';\nimport Formatted from '../types/formatted';\nimport FormatExpression from '../definitions/format';\nimport ImageExpression from '../definitions/image';\nimport ResolvedImage from '../types/resolved_image';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\nimport type {Type} from '../types';\n\nconst types = {\n    'to-boolean': BooleanType,\n    'to-color': ColorType,\n    'to-number': NumberType,\n    'to-string': StringType\n};\n\n/**\n * Special form for error-coalescing coercion expressions \"to-number\",\n * \"to-color\".  Since these coercions can fail at runtime, they accept multiple\n * arguments, only evaluating one at a time until one succeeds.\n *\n * @private\n */\nclass Coercion implements Expression {\n    type: Type;\n    args: Array<Expression>;\n\n    constructor(type: Type, args: Array<Expression>) {\n        this.type = type;\n        this.args = args;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length < 2)\n            return context.error(`Expected at least one argument.`);\n\n        const name: string = (args[0]: any);\n        assert(types[name], name);\n\n        if ((name === 'to-boolean' || name === 'to-string') && args.length !== 2)\n            return context.error(`Expected one argument.`);\n\n        const type = types[name];\n\n        const parsed = [];\n        for (let i = 1; i < args.length; i++) {\n            const input = context.parse(args[i], i, ValueType);\n            if (!input) return null;\n            parsed.push(input);\n        }\n\n        return new Coercion(type, parsed);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        if (this.type.kind === 'boolean') {\n            return Boolean(this.args[0].evaluate(ctx));\n        } else if (this.type.kind === 'color') {\n            let input;\n            let error;\n            for (const arg of this.args) {\n                input = arg.evaluate(ctx);\n                error = null;\n                if (input instanceof Color) {\n                    return input;\n                } else if (typeof input === 'string') {\n                    const c = ctx.parseColor(input);\n                    if (c) return c;\n                } else if (Array.isArray(input)) {\n

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if (input.length < 3 || input.length > 4) {\n                error = `Invalid
rbga value ${JSON.stringify(input)}: expected an array containing either three or four numeric values.`;\n
    } else {\n                    error = validateRGBA(input[0], input[1], input[2], input[3]);\n                }\n
if (!error) {\n                    return new Color((input[0]: any) / 255, (input[1]: any) / 255, (input[2]: any) / 255,
(input[3]: any));\n                }\n            }\n        }\n        throw new RuntimeError(error || `Could not parse
color from value '${typeof input === 'string' ? input : String(JSON.stringify(input))}'`);\n    } else if
(this.type.kind === 'number') {\n        let value = null;\n        for (const arg of this.args) {\n            value =
arg.evaluate(ctx);\n            if (value === null) return 0;\n            const num = Number(value);\n            if
(isNaN(num)) continue;\n            return num;\n        }\n        throw new RuntimeError(`Could
not convert ${JSON.stringify(value)} to number.`);\n    } else if (this.type.kind === 'formatted') {\n        //
There is no explicit 'to-formatted' but this coercion can be implicitly\n        // created by properties that expect the
'formatted' type.\n        return Formatted.fromString(valueToString(this.args[0].evaluate(ctx)));\n    } else if
(this.type.kind === 'resolvedImage') {\n        return
ResolvedImage.fromString(valueToString(this.args[0].evaluate(ctx)));\n    } else {\n        return
valueToString(this.args[0].evaluate(ctx));\n    }\n    }\n\n    eachChild(fn: (Expression) => void) {\n
this.args.forEach(fn);\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return
[].concat(...this.args.map((arg) => arg.possibleOutputs()));\n    }\n\n    serialize() {\n        if (this.type.kind ===
'formatted') {\n            return new FormatExpression([{content: this.args[0], scale: null, font: null, textColor:
null}]).serialize();\n
    }\n\n        if (this.type.kind === 'resolvedImage') {\n            return new
ImageExpression(this.args[0]).serialize();\n        }\n\n        const serialized = [`to-${this.type.kind}`];\n
this.eachChild(child => { serialized.push(child.serialize()); });\n        return serialized;\n    }\n}\n\nexport default
Coercion;\n","// @flow\n\nimport {Color} from './values';\nimport type {FormattedSection} from
'./types/formatted';\nimport type {GlobalProperties, Feature, FeatureState} from './index';\n\nconst geometryTypes =
['Unknown', 'Point', 'LineString', 'Polygon'];\n\nclass EvaluationContext {\n    globals: GlobalProperties;\n    feature:
?Feature;\n    featureState: ?FeatureState;\n    formattedSection: ?FormattedSection;\n    availableImages:
?Array<string>;\n\n    _parseColorCache: {[string]: ?Color};\n    constructor() {\n        this.globals = (null: any);\n
    this.feature = null;\n        this.featureState = null;\n        this.formattedSection
 = null;\n        this._parseColorCache = {};\n        this.availableImages = null;\n    }\n\n    id() {\n        return
this.feature && 'id' in this.feature ? this.feature.id : null;\n    }\n\n    geometryType() {\n        return this.feature ?
typeof this.feature.type === 'number' ? geometryTypes[this.feature.type] : this.feature.type : null;\n    }\n\n
properties() {\n        return this.feature && this.feature.properties || {};\n    }\n\n    parseColor(input: string): ?Color
{\n        let cached = this._parseColorCache[input];\n        if (!cached) {\n            cached =
this._parseColorCache[input] = Color.parse(input);\n        }\n        return cached;\n    }\n}\n\nexport default
EvaluationContext;\n","// @flow\n\nimport {toString} from './types';\nimport ParsingContext from
'./parsing_context';\nimport EvaluationContext from './evaluation_context';\nimport assert from 'assert';\n\nimport
type {Expression, ExpressionRegistry} from './expression';\nimport type {Type} from
'./types';\nimport type {Value} from './values';\n\nexport type Varargs = {| type: Type |};\ntype Signature =
Array<Type> | Varargs;\ntype Evaluate = (EvaluationContext, Array<Expression>) => Value;\ntype Definition =
[Type, Signature, Evaluate] |\n    {|type: Type, overloads: Array<[Signature, Evaluate]>|};\n\nclass
CompoundExpression implements Expression {\n    name: string;\n    type: Type;\n    _evaluate: Evaluate;\n    args:
Array<Expression>;\n\n    static definitions: { [string]: Definition };\n\n    constructor(name: string, type: Type,
evaluate: Evaluate, args: Array<Expression>) {\n        this.name = name;\n        this.type = type;\n        this._evaluate
= evaluate;\n        this.args = args;\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        return this._evaluate(ctx,
this.args);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        this.args.forEach(fn);\n    }\n\n
possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize(): Array<mixed>
{\n        return [this.name].concat(this.args.map(arg => arg.serialize()));\n    }\n\n    static parse(args:
$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        const op: string = (args[0]: any);\n
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const definition = CompoundExpression.definitions[op];\n        if (!definition) {\n            return
context.error(`Unknown expression \"${op}\". If you wanted a literal array, use [\"literal\", [...]].`, 0);\n        }\n\n
    // Now check argument types against each signature\n        const type = Array.isArray(definition) ?\n
definition[0] : definition.type;\n\n        const availableOverloads = Array.isArray(definition) ?\n
[[definition[1], definition[2]]] :\n            definition.overloads;\n\n        const overloads =
availableOverloads.filter(([signature]) => (\n            !Array.isArray(signature) || // varags\n            signature.length
=== args.length - 1 // correct param count\n        ));\n\n        let signatureContext:
ParsingContext = (null: any);\n\n        for (const [params, evaluate] of overloads) {\n            // Use a fresh context
for each attempted signature so that, if\n            // we eventually succeed, we haven't polluted `context.errors`.\n
    signatureContext = new ParsingContext(context.registry, context.path, null, context.scope);\n\n            // First parse
all the args, potentially coercing to the\n            // types expected by this overload.\n            const parsedArgs:
Array<Expression> = [];\n            let argParseFailed = false;\n            for (let i = 1; i < args.length; i++) {\n
const arg = args[i];\n                const expectedType = Array.isArray(params) ?\n                    params[i - 1] :\n
    params.type;\n\n                const parsed = signatureContext.parse(arg, 1 + parsedArgs.length, expectedType);\n
        if (!parsed) {\n                    argParseFailed = true;\n                    break;\n
        }\n                parsedArgs.push(parsed);\n            }\n            if (argParseFailed) {\n                // Couldn't coerce
args of this overload to expected type, move\n                // on to next one.\n                continue;\n            }\n\n
if (Array.isArray(params)) {\n                if (params.length !== parsedArgs.length) {\n
signatureContext.error(`Expected ${params.length} arguments, but found ${parsedArgs.length} instead.`);\n
    continue;\n                }\n            }\n\n            for (let i = 0; i < parsedArgs.length; i++) {\n                const
expected = Array.isArray(params) ? params[i] : params.type;\n                const arg = parsedArgs[i];\n
signatureContext.concat(i + 1).checkSubtype(expected, arg.type);\n            }\n\n            if
(signatureContext.errors.length === 0) {\n                return new CompoundExpression(op, type, evaluate,
parsedArgs);\n            }\n
    }\n\n        assert(!signatureContext || signatureContext.errors.length > 0);\n        if (overloads.length === 1) {\n
        context.errors.push(...signatureContext.errors);\n        } else {\n            const expected = overloads.length ?
overloads : availableOverloads;\n            const signatures = expected\n                .map(([params]) =>
stringifySignature(params))\n                .join(' | ');\n\n            const actualTypes = [];\n            // For error message,
re-parse arguments without trying to\n            // apply any coercions\n            for (let i = 1; i < args.length; i++) {\n
        const parsed = context.parse(args[i], 1 + actualTypes.length);\n                if (!parsed) return null;\n
actualTypes.push(toString(parsed.type));\n            }\n            context.error(`Expected arguments of type
${signatures}, but found (${actualTypes.join(', ')}) instead.`);\n        }\n\n        return null;\n    }\n\n    static
register(\n
        registry: ExpressionRegistry,\n        definitions: { [string]: Definition }\n    ) {\n
assert(!CompoundExpression.definitions);\n        CompoundExpression.definitions = definitions;\n        for (const
name in definitions) {\n            registry[name] = CompoundExpression;\n        }\n    }\n}\n\nfunction
stringifySignature(signature: Signature): string {\n    if (Array.isArray(signature)) {\n        return
`(${signature.map(toString).join(', ')})`;\n    } else {\n        return `(${toString(signature.type)}...)`;\n
}\n}\n\nexport default CompoundExpression;\n","// @flow\n\nimport {StringType, BooleanType, CollatorType}
from '../types';\nimport Collator from '../types/collator';\nimport type {Expression} from '../expression';\nimport
type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport
type {Type} from '../types';\n\nexport default class CollatorExpression implements Expression {\n    type: Type;\n
    caseSensitive: Expression;\n    diacriticSensitive: Expression;\n    locale: Expression | null;\n\n
constructor(caseSensitive: Expression, diacriticSensitive: Expression, locale: Expression | null) {\n        this.type =
CollatorType;\n        this.locale = locale;\n        this.caseSensitive = caseSensitive;\n        this.diacriticSensitive =
diacriticSensitive;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression
{\n        if (args.length !== 2)\n            return context.error(`Expected one argument.`);\n\n        const options =
(args[1]: any);\n        if (typeof options !== \"object\" || Array.isArray(options))\n            return
```

context.error(`Collator options argument must be an object.`);\n\n        const caseSensitive = context.parse(\n options['case-sensitive'] === undefined ? false : options['case-sensitive'], 1, BooleanType);\n        if (!caseSensitive) return null;\n\n        const diacriticSensitive = context.parse(\n

        options['diacritic-sensitive'] === undefined ? false : options['diacritic-sensitive'], 1, BooleanType);\n        if (!diacriticSensitive) return null;\n\n        let locale = null;\n        if (options['locale']) {\n            locale = context.parse(options['locale'], 1, StringType);\n            if (!locale) return null;\n        }\n\n        return new CollatorExpression(caseSensitive, diacriticSensitive, locale);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n return new Collator(this.caseSensitive.evaluate(ctx), this.diacriticSensitive.evaluate(ctx), this.locale ? this.locale.evaluate(ctx) : null);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.caseSensitive);\n fn(this.diacriticSensitive);\n        if (this.locale) {\n            fn(this.locale);\n        }\n    }\n\n    possibleOutputs() {\n    // Technically the set of possible outputs is the combinatoric set of Collators produced\n        // by all possibleOutputs

 of locale/caseSensitive/diacriticSensitive\n        // But for the primary use of Collators in comparison operators, we ignore the Collator's\n        // possibleOutputs anyway, so we can get away with leaving this undefined for now.\n return [undefined];\n    }\n\n    serialize() {\n        const options = {};\n        options['case-sensitive'] = this.caseSensitive.serialize();\n        options['diacritic-sensitive'] = this.diacriticSensitive.serialize();\n        if (this.locale) {\n            options['locale'] = this.locale.serialize();\n        }\n        return [\"collator\", options];\n    }\n}\n","// @flow\n\nimport CompoundExpression from './compound_expression';\n\nimport type {Expression} from './expression.js';\n\nfunction isFeatureConstant(e: Expression) {\n    if (e instanceof CompoundExpression) {\n        if (e.name === 'get' && e.args.length === 1) {\n            return false;\n        } else if (e.name === 'feature-state') {\n            return false;\n

 } else if (e.name === 'has' && e.args.length === 1) {\n            return false;\n        } else if (\n            e.name === 'properties' ||\n            e.name === 'geometry-type' ||\n            e.name === 'id'\n        ) {\n            return false;\n        } else if (/^filter-/.test(e.name)) {\n            return false;\n        }\n    }\n\n    let result = true;\n    e.eachChild(arg => {\n        if (result && !isFeatureConstant(arg)) { result = false; }\n    });\n    return result;\n}\n\nfunction isStateConstant(e: Expression) {\n    if (e instanceof CompoundExpression) {\n        if (e.name === 'feature-state') {\n            return false;\n        }\n    }\n    let result = true;\n    e.eachChild(arg => {\n        if (result && !isStateConstant(arg)) { result = false; }\n    });\n    return result;\n}\n\nfunction isGlobalPropertyConstant(e: Expression, properties: Array<string>) {\n    if (e instanceof CompoundExpression && properties.indexOf(e.name) >= 0) { return false; }\n

    let result = true;\n    e.eachChild((arg) => {\n        if (result && !isGlobalPropertyConstant(arg, properties)) { result = false; }\n    });\n    return result;\n}\n\nexport {isFeatureConstant, isGlobalPropertyConstant, isStateConstant};\n","// @flow\n\nimport type {Type} from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext  from '../evaluation_context';\n\nclass Var implements Expression {\n    type: Type;\n    name: string;\n    boundExpression: Expression;\n\n    constructor(name: string, boundExpression: Expression) {\n        this.type = boundExpression.type;\n        this.name = name;\n        this.boundExpression = boundExpression;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 2 || typeof args[1] !== 'string')\n            return context.error(`'var' expression requires exactly one string literal argument.`);\n\n        const name = args[1];\n        if (!context.scope.has(name)) {\n            return context.error(`Unknown variable \"${name}\". Make sure \"${name}\" has been bound in an enclosing \"let\" expression before using it.`, 1);\n        }\n\n        return new Var(name, context.scope.get(name));\n    }\n\n    evaluate(ctx: EvaluationContext) {\n return this.boundExpression.evaluate(ctx);\n    }\n\n    eachChild() {}\n\n    possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize() {\n        return [\"var\", this.name];\n    }\n}\n\nexport default Var;\n","// @flow\n\nimport Scope from './scope';\nimport {checkSubtype} from './types';\nimport ParsingError from './parsing_error';\nimport Literal from './definitions/literal';\nimport Assertion from './definitions/assertion';\nimport Coercion from './definitions/coercion';\nimport EvaluationContext from './evaluation_context';\nimport CompoundExpression from './compound_expression';\nimport CollatorExpression from

'./definitions/collator';\nimport {isGlobalPropertyConstant, isFeatureConstant} from './is_constant';\nimport Var from './definitions/var';\n\nimport type {Expression, ExpressionRegistry} from './expression';\nimport type {Type} from './types';\n\n/**\n * State associated parsing at a given point in an expression tree.\n * @private\n */\nclass ParsingContext {\n    registry: ExpressionRegistry;\n    path: Array<number>;\n    key: string;\n    scope: Scope;\n    errors: Array<ParsingError>;\n\n    // The expected type of this expression. Provided only to allow Expression\n    // implementations to infer argument types: Expression#parse() need not\n    // check that the output type of the parsed\n    expression matches\n    // `expectedType`.\n    expectedType: ?Type;\n\n    constructor(\n        registry: ExpressionRegistry,\n        path: Array<number> = [],\n        expectedType: ?Type,\n        scope: Scope = new Scope(),\n        errors: Array<ParsingError> = []\n    ) {\n        this.registry

= registry;\n        this.path = path;\n        this.key = path.map(part => `[${part}]`).join('');\n        this.scope = scope;\n        this.errors = errors;\n        this.expectedType = expectedType;\n    }\n\n    /**\n     * @param expr the JSON expression to parse\n     * @param index the optional argument index if this expression is an argument of a parent expression that's being parsed\n     * @param options\n     * @param options.omitTypeAnnotations set true to omit inferred type annotations.  Caller beware: with this option set, the parsed expression's type will NOT satisfy `expectedType` if it would normally be wrapped in an inferred annotation.\n     * @private\n     */\n    parse(\n        expr: mixed,\n        index?: number,\n        expectedType?: ?Type,\n        bindings?: Array<[string, Expression]>,\n        options: {typeAnnotation?: 'assert' | 'coerce' | 'omit'} = {}\n    ): ?Expression {\n        if (index) {\n            return this.concat(index, expectedType,

bindings)._parse(expr, options);\n        }\n        return this._parse(expr, options);\n    }\n\n    _parse(expr: mixed, options: {typeAnnotation?: 'assert' | 'coerce' | 'omit'}): ?Expression {\n        if (expr === null || typeof expr === 'string' || typeof expr === 'boolean' || typeof expr === 'number') {\n            expr = ['literal', expr];\n        }\n\n        function annotate(parsed, type, typeAnnotation: 'assert' | 'coerce' | 'omit') {\n            if (typeAnnotation === 'assert') {\n                return new Assertion(type, [parsed]);\n            } else if (typeAnnotation === 'coerce') {\n                return new Coercion(type, [parsed]);\n            } else {\n                return parsed;\n            }\n        }\n\n        if (Array.isArray(expr)) {\n            if (expr.length === 0) {\n                return this.error(`Expected an array with at least one element. If you wanted a literal array, use [\"literal\", []].`);\n            }\n\n            const op

= expr[0];\n            if (typeof op !== 'string') {\n                this.error(`Expression name must be a string, but found ${typeof op} instead. If you wanted a literal array, use [\"literal\", [...]].`, 0);\n                return null;\n            }\n\n            const Expr = this.registry[op];\n            if (Expr) {\n                let parsed = Expr.parse(expr, this);\n                if (!parsed) return null;\n\n                if (this.expectedType) {\n                    const expected = this.expectedType;\n                    const actual = parsed.type;\n\n                    // When we expect a number, string, boolean, or array but have a value, wrap it in an assertion.\n                    // When we expect a color or formatted string, but have a string or value, wrap it in a coercion.\n                    // Otherwise, we do static type-checking.\n                    //\n                    // These behaviors are overridable for:\n                    //   * The \"coalesce\"

operator, which needs to omit type annotations.\n                    //   * String-valued properties (e.g. `text-field`), where coercion is more convenient than assertion.\n                    //\n                    if ((expected.kind === 'string' || expected.kind === 'number' || expected.kind === 'boolean' || expected.kind === 'object' || expected.kind === 'array') && actual.kind === 'value') {\n                        parsed = annotate(parsed, expected, options.typeAnnotation || 'assert');\n                    } else if ((expected.kind === 'color' || expected.kind === 'formatted' || expected.kind === 'resolvedImage') && (actual.kind === 'value' || actual.kind === 'string')) {\n                        parsed = annotate(parsed, expected, options.typeAnnotation || 'coerce');\n                    } else if (this.checkSubtype(expected, actual)) {\n                        return null;\n                    }\n                }\n\n                // If an expression's arguments are

all literals, we can evaluate\n                // it immediately and replace it with a literal value in the\n                // parsed/compiled result. Expressions that expect an image should\n                // not be resolved here so we can later get the available images.\n                if (!(parsed instanceof Literal) && (parsed.type.kind !== 'resolvedImage') && isConstant(parsed)) {\n                    const ec = new EvaluationContext();\n                    try {\n                        parsed = new Literal(parsed.type, parsed.evaluate(ec));\n                    } catch (e) {\n                        this.error(e.message);\n                        return null;\n                    }\n                }\n\n                return parsed;\n            }\n\n            return

this.error(`Unknown expression \"${op}\". If you wanted a literal array, use [\"literal\", [...]].`, 0);\n      } else if (typeof expr === 'undefined') {\n          return this.error(`'undefined' value invalid. Use null instead.`);\n      } else if (typeof expr === 'object') {\n          return this.error(`Bare objects invalid. Use [\"literal\", {...}] instead.`);\n      } else {\n          return this.error(`Expected an array, but found ${typeof expr} instead.`);\n      }\n   }\n\n   /**\n    * Returns a copy of this context suitable for parsing the subexpression at\n    * index `index`, optionally appending to 'let' binding map.\n    *\n    * Note that `errors` property, intended for collecting errors while\n    * parsing, is copied by reference rather than cloned.\n    * @private\n    */\n   concat(index: number, expectedType?: ?Type, bindings?: Array<[string, Expression]>) {\n       const path = typeof index === 'number' ? this.path.concat(index) : this.path;\n       const scope = bindings ? this.scope.concat(bindings) : this.scope;\n       return new ParsingContext(\n           this.registry,\n           path,\n           expectedType || null,\n

           scope,\n           this.errors\n       );\n   }\n\n   /**\n    * Push a parsing (or type checking) error into the `this.errors`\n    * @param error The message\n    * @param keys Optionally specify the source of the error at a child\n    * of the current expression at `this.key`.\n    * @private\n    */\n   error(error: string, ...keys: Array<number>) {\n       const key = `${this.key}${keys.map(k => `[${k}]`).join("")}`;\n       this.errors.push(new ParsingError(key, error));\n   }\n\n   /**\n    * Returns null if `t` is a subtype of `expected`; otherwise returns an\n    * error message and also pushes it to `this.errors`.\n    */\n   checkSubtype(expected: Type, t: Type): ?string {\n       const error = checkSubtype(expected, t);\n       if (error) this.error(error);\n       return error;\n   }\n}\n\nexport default ParsingContext;\n\nfunction isConstant(expression: Expression) {\n   if (expression instanceof Var) {\n       return isConstant(expression.boundExpression);\n

   } else if (expression instanceof CompoundExpression && expression.name === 'error') {\n       return false;\n   } else if (expression instanceof CollatorExpression) {\n       // Although the results of a Collator expression with fixed arguments\n       // generally shouldn't change between executions, we can't serialize them\n       // as constant expressions because results change based on environment.\n       return false;\n   }\n\n   const isTypeAnnotation = expression instanceof Coercion ||\n       expression instanceof Assertion;\n\n   let childrenConstant = true;\n   expression.eachChild(child => {\n       // We can _almost_ assume that if `expressions` children are constant,\n       // they would already have been evaluated to Literal values when they\n       // were parsed.  Type annotations are the exception, because they might\n       // have been inferred and added after a child was parsed.\n\n       // So we recurse into isConstant() for the children of type annotations,\n       // but otherwise simply check whether they are Literals.\n       if (isTypeAnnotation) {\n           childrenConstant = childrenConstant && isConstant(child);\n       } else {\n           childrenConstant = childrenConstant && child instanceof Literal;\n       }\n   });\n   if (!childrenConstant) {\n       return false;\n   }\n\n   return isFeatureConstant(expression) &&\n       isGlobalPropertyConstant(expression, ['zoom', 'heatmap-density', 'line-progress', 'accumulated', 'is-supported-script']);\n}\n","// @flow\n\nimport RuntimeError from './runtime_error';\n\nimport type {Expression} from './expression';\n\nexport type Stops = Array<[number, Expression]>;\n\n/**\n * Returns the index of the last stop <= input, or 0 if it doesn't exist.\n * @private\n */\nexport function findStopLessThanOrEqualTo(stops: Array<number>, input: number) {\n   const lastIndex = stops.length - 1;\n   let lowerIndex = 0;\n   let upperIndex = lastIndex;\n

   let currentIndex = 0;\n   let currentValue, nextValue;\n\n   while (lowerIndex <= upperIndex) {\n       currentIndex = Math.floor((lowerIndex + upperIndex) / 2);\n       currentValue = stops[currentIndex];\n       nextValue = stops[currentIndex + 1];\n\n       if (currentValue <= input) {\n           if (currentIndex === lastIndex || input < nextValue) { // Search complete\n               return currentIndex;\n           }\n\n           lowerIndex = currentIndex + 1;\n       } else if (currentValue > input) {\n           upperIndex = currentIndex - 1;\n       } else {\n           throw new RuntimeError('Input is not a number.');\n       }\n   }\n\n   return 0;\n}\n","// @flow\n\nimport {NumberType} from '../types';\nimport {findStopLessThanOrEqualTo} from '../stops';\nimport type {Stops} from '../stops';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport

type {Value} from '../values';\nimport type {Type} from '../types';\n\nclass Step implements Expression {\n   type: Type;\n\n   input: Expression;\n   labels: Array<number>;\n   outputs: Array<Expression>;\n\n   constructor(type: Type, input: Expression, stops: Stops) {\n       this.type = type;\n       this.input = input;\n\n       this.labels = [];\n   this.outputs = [];\n       for (const [label, expression] of stops) {\n           this.labels.push(label);\n   this.outputs.push(expression);\n       }\n   }\n\n   static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n       if (args.length - 1 < 4) {\n           return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.`);\n       }\n\n       if ((args.length - 1) % 2 !== 0) {\n           return context.error(`Expected an even number of arguments.`);\n       }\n\n       const input = context.parse(args[1], 1, NumberType);\n       if (!input)

 return null;\n\n       const stops: Stops = [];\n       let outputType: Type = (null: any);\n       if (context.expectedType && context.expectedType.kind !== 'value') {\n           outputType = context.expectedType;\n       }\n\n       for (let i = 1; i < args.length; i += 2) {\n           const label = i === 1 ? -Infinity : args[i];\n           const value = args[i + 1];\n\n           const labelKey = i;\n           const valueKey = i + 1;\n\n           if (typeof label !== 'number') {\n               return context.error('Input/output pairs for \"step\" expressions must be defined using literal numeric values (not computed expressions) for the input values.', labelKey);\n           }\n\n           if (stops.length && stops[stops.length - 1][0] >= label) {\n               return context.error('Input/output pairs for \"step\" expressions must be arranged with input values in strictly ascending order.', labelKey);\n           }\n\n           const parsed = context.parse(value,

 valueKey, outputType);\n           if (!parsed) return null;\n           outputType = outputType || parsed.type;\n   stops.push([label, parsed]);\n       }\n\n       return new Step(outputType, input, stops);\n   }\n\n   evaluate(ctx: EvaluationContext) {\n       const labels = this.labels;\n       const outputs = this.outputs;\n\n       if (labels.length === 1) {\n           return outputs[0].evaluate(ctx);\n       }\n\n       const value = ((this.input.evaluate(ctx): any): number);\n       if (value <= labels[0]) {\n           return outputs[0].evaluate(ctx);\n       }\n\n       const stopCount = labels.length;\n       if (value >= labels[stopCount - 1]) {\n           return outputs[stopCount - 1].evaluate(ctx);\n       }\n\n       const index = findStopLessThanOrEqualTo(labels, value);\n       return outputs[index].evaluate(ctx);\n   }\n\n   eachChild(fn: (Expression) => void) {\n       fn(this.input);\n       for (const expression of this.outputs)

 {\n           fn(expression);\n       }\n   }\n\n   possibleOutputs(): Array<Value | void> {\n       return [].concat(...this.outputs.map((output) => output.possibleOutputs()));\n   }\n\n   serialize() {\n       const serialized = [\"step\", this.input.serialize()];\n       for (let i = 0; i < this.labels.length; i++) {\n           if (i > 0) {\n   serialized.push(this.labels[i]);\n           }\n           serialized.push(this.outputs[i].serialize());\n       }\n       return serialized;\n   }\n}\n\nexport default Step;\n","/*\n * Copyright (C) 2008 Apple Inc. All Rights Reserved.\n *\n * Redistribution and use in source and binary forms, with or without\n * modification, are permitted provided that the following conditions\n * are met:\n * 1. Redistributions of source code must retain the above copyright\n *    notice, this list of conditions and the following disclaimer.\n * 2. Redistributions in binary form must reproduce the above copyright\n

 *    notice, this list of conditions and the following disclaimer in the\n *    documentation and/or other materials provided with the distribution.\n *\n * THIS SOFTWARE IS PROVIDED BY APPLE INC. ``AS IS'' AND ANY\n * EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE\n * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR\n * PURPOSE ARE DISCLAIMED.  IN NO EVENT SHALL APPLE INC. OR\n * CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,\n * EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,\n * PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR\n * PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY\n * OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT\n * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE\n * OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.\n *\n * Ported from Webkit\n * http://svn.webkit.org/repository/webkit/trunk/Source/WebCore/platform/graphics/UnitBezier.h\n

*/\n\nmodule.exports = UnitBezier;\n\nfunction UnitBezier(p1x, p1y, p2x, p2y) {\n    // Calculate the polynomial coefficients, implicit first and last control points are (0,0) and (1,1).\n    this.cx = 3.0 * p1x;\n    this.bx = 3.0 * (p2x - p1x) - this.cx;\n    this.ax = 1.0 - this.cx - this.bx;\n\n    this.cy = 3.0 * p1y;\n    this.by = 3.0 * (p2y - p1y) - this.cy;\n    this.ay = 1.0 - this.cy - this.by;\n\n    this.p1x = p1x;\n    this.p1y = p2y;\n    this.p2x = p2x;\n    this.p2y = p2y;\n}\n\nUnitBezier.prototype.sampleCurveX = function(t) {\n    // `ax t^3 + bx t^2 + cx t' expanded using Horner's rule.\n    return ((this.ax * t + this.bx) * t + this.cx) * t;\n};\n\nUnitBezier.prototype.sampleCurveY = function(t) {\n    return ((this.ay * t + this.by) * t + this.cy) * t;\n};\n\nUnitBezier.prototype.sampleCurveDerivativeX = function(t) {\n    return (3.0 * this.ax * t + 2.0 * this.bx) * t + this.cx;\n};\n\nUnitBezier.prototype.solveCurveX =

 function(x, epsilon) {\n    if (typeof epsilon === 'undefined') epsilon = 1e-6;\n\n    var t0, t1, t2, x2, i;\n\n    // First try a few iterations of Newton's method -- normally very fast.\n    for (t2 = x, i = 0; i < 8; i++) {\n\n        x2 = this.sampleCurveX(t2) - x;\n        if (Math.abs(x2) < epsilon) return t2;\n\n        var d2 = this.sampleCurveDerivativeX(t2);\n        if (Math.abs(d2) < 1e-6) break;\n\n        t2 = t2 - x2 / d2;\n    }\n\n    // Fall back to the bisection method for reliability.\n    t0 = 0.0;\n    t1 = 1.0;\n    t2 = x;\n\n    if (t2 < t0) return t0;\n    if (t2 > t1) return t1;\n\n    while (t0 < t1) {\n\n        x2 = this.sampleCurveX(t2);\n        if (Math.abs(x2 - x) < epsilon) return t2;\n        if (x > x2) {\n            t0 = t2;\n        } else {\n            t1 = t2;\n        }\n\n        t2 = (t1 - t0) * 0.5 + t0;\n    }\n\n    // Failure.\n    return t2;\n};\n\nUnitBezier.prototype.solve = function(x, epsilon) {\n    return this.sampleCurveY(this.solveCurveX(x,

 epsilon));\n};\n","// @flow\n\nimport Color from './color';\n\nexport function number(a: number, b: number, t: number) {\n    return (a * (1 - t)) + (b * t);\n}\n\nexport function color(from: Color, to: Color, t: number) {\n    return new Color(\n        number(from.r, to.r, t),\n        number(from.g, to.g, t),\n        number(from.b, to.b, t),\n        number(from.a, to.a, t)\n    );\n}\n\nexport function array(from: Array<number>, to: Array<number>, t: number): Array<number> {\n    return from.map((d, i) => {\n        return number(d, to[i], t);\n    });\n}\n","// @flow\n\nimport Color from './color';\n\nimport {number as interpolateNumber} from './interpolate';\n\ntype LABColor = {\n    l: number,\n    a: number,\n    b: number,\n    alpha: number\n};\n\ntype HCLColor = {\n    h: number,\n    c: number,\n    l: number,\n    alpha: number\n};\n\n// Constants\nconst Xn = 0.950470, // D65 standard referent\n    Yn = 1,\n    Zn = 1.088830,\n    t0 = 4 / 29,\n    t1 =

 6 / 29,\n    t2 = 3 * t1 * t1,\n    t3 = t1 * t1 * t1,\n    deg2rad = Math.PI / 180,\n    rad2deg = 180 / Math.PI;\n\n// Utilities\nfunction xyz2lab(t: number) {\n    return t > t3 ? Math.pow(t, 1 / 3) : t / t2 + t0;\n}\n\nfunction lab2xyz(t: number) {\n    return t > t1 ? t * t * t : t2 * (t - t0);\n}\n\nfunction xyz2rgb(x: number) {\n    return 255 * (x <= 0.0031308 ? 12.92 * x : 1.055 * Math.pow(x, 1 / 2.4) - 0.055);\n}\n\nfunction rgb2xyz(x: number) {\n    x /= 255;\n    return x <= 0.04045 ? x / 12.92 : Math.pow((x + 0.055) / 1.055, 2.4);\n}\n\n\n// LAB\nfunction rgbToLab(rgbColor: Color): LABColor {\n    const b = rgb2xyz(rgbColor.r),\n        a = rgb2xyz(rgbColor.g),\n        l = rgb2xyz(rgbColor.b),\n        x = xyz2lab((0.4124564 * b + 0.3575761 * a + 0.1804375 * l) / Xn),\n        y = xyz2lab((0.2126729 * b + 0.7151522 * a + 0.0721750 * l) / Yn),\n        z = xyz2lab((0.0193339 * b + 0.1191920 * a + 0.9503041 * l) / Zn);\n\n    return {\n        l: 116 * y - 16,\n        a: 500

 * (x - y),\n        b: 200 * (y - z),\n        alpha: rgbColor.a\n    };\n}\n\nfunction labToRgb(labColor: LABColor): Color {\n    let y = (labColor.l + 16) / 116,\n        x = isNaN(labColor.a) ? y : y + labColor.a / 500,\n        z = isNaN(labColor.b) ? y : y - labColor.b / 200;\n    y = Yn * lab2xyz(y);\n    x = Xn * lab2xyz(x);\n    z = Zn * lab2xyz(z);\n    return new Color(\n        xyz2rgb(3.2404542 * x - 1.5371385 * y - 0.4985314 * z), // D65 -> sRGB\n        xyz2rgb(-0.9692660 * x + 1.8760108 * y + 0.0415560 * z),\n        xyz2rgb(0.0556434 * x - 0.2040259 * y + 1.0572252 * z),\n        labColor.alpha\n    );\n}\n\nfunction interpolateLab(from: LABColor, to: LABColor, t: number) {\n    return {\n        l: interpolateNumber(from.l, to.l, t),\n        a: interpolateNumber(from.a, to.a, t),\n        b: interpolateNumber(from.b, to.b, t),\n        alpha: interpolateNumber(from.alpha, to.alpha, t)\n    };\n}\n\n// HCL\nfunction rgbToHcl(rgbColor: Color): HCLColor {\n    const {l,

 a, b} = rgbToLab(rgbColor);\n    const h = Math.atan2(b, a) * rad2deg;\n    return {\n        h: h < 0 ? h + 360 : h,\n        c: Math.sqrt(a * a + b * b),\n        l,\n        alpha: rgbColor.a\n    };\n}\n\nfunction hclToRgb(hclColor: HCLColor): Color {\n    const h = hclColor.h * deg2rad,\n        c = hclColor.c,\n        l = hclColor.l;\n    return labToRgb({\n

l,\n      a: Math.cos(h) * c,\n      b: Math.sin(h) * c,\n        alpha: hclColor.alpha\n    });\n}\n\nfunction interpolateHue(a: number, b: number, t: number) {\n    const d = b - a;\n    return a + t * (d > 180 || d < -180 ? d - 360 * Math.round(d / 360) : d);\n}\n\nfunction interpolateHcl(from: HCLColor, to: HCLColor, t: number) {\n    return {\n      h: interpolateHue(from.h, to.h, t),\n        c: interpolateNumber(from.c, to.c, t),\n        l: interpolateNumber(from.l, to.l, t),\n        alpha: interpolateNumber(from.alpha, to.alpha, t)\n    };\n}\n\nexport const lab = {\n    forward: rgbToLab,\n    reverse: labToRgb,\n    interpolate: interpolateLab\n};\n\nexport const hcl = {\n    forward: rgbToHcl,\n    reverse: hclToRgb,\n    interpolate: interpolateHcl\n};\n","// @flow\n\nimport UnitBezier from '@mapbox/unitbezier';\n\nimport * as interpolate from '../../util/interpolate';\nimport {toString, NumberType, ColorType} from '../types';\nimport {findStopLessThanOrEqualTo} from '../stops';\nimport {hcl, lab} from '../../util/color_spaces';\nimport type {Stops} from '../stops';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\nimport type {Type} from '../types';\n\nexport type InterpolationType =\n    { name: 'linear' } |\n    { name: 'exponential', base: number } |\n    { name: 'cubic-bezier', controlPoints: [number, number, number, number] };\n\nclass Interpolate implements Expression {\n    type: Type;\n\n    operator: 'interpolate' | 'interpolate-hcl' | 'interpolate-lab';\n    interpolation: InterpolationType;\n    input: Expression;\n    labels: Array<number>;\n    outputs: Array<Expression>;\n\n    constructor(type: Type, operator: 'interpolate' | 'interpolate-hcl' | 'interpolate-lab', interpolation: InterpolationType, input: Expression, stops: Stops) {\n        this.type = type;\n        this.operator = operator;\n        this.interpolation = interpolation;\n        this.input = input;\n\n        this.labels = [];\n        this.outputs = [];\n        for (const [label, expression] of stops) {\n            this.labels.push(label);\n            this.outputs.push(expression);\n        }\n    }\n\n    static interpolationFactor(interpolation: InterpolationType, input: number, lower: number, upper: number) {\n        let t = 0;\n        if (interpolation.name === 'exponential') {\n            t = exponentialInterpolation(input, interpolation.base, lower, upper);\n        } else if (interpolation.name === 'linear') {\n            t = exponentialInterpolation(input, 1, lower, upper);\n        } else if (interpolation.name === 'cubic-bezier') {\n            const c = interpolation.controlPoints;\n            const ub = new UnitBezier(c[0], c[1], c[2], c[3]);\n            t = ub.solve(exponentialInterpolation(input, 1, lower, upper));\n        }\n        return t;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        let [operator, interpolation, input, ...rest] = args;\n\n        if (!Array.isArray(interpolation) || interpolation.length === 0) {\n            return context.error(`Expected an interpolation type expression.`, 1);\n        }\n\n        if (interpolation[0] === 'linear') {\n            interpolation = {name: 'linear'};\n        } else if (interpolation[0] === 'exponential') {\n            const base = interpolation[1];\n            if (typeof base !== 'number')\n                return context.error(`Exponential interpolation requires a numeric base.`,
1, 1);\n            interpolation = {\n                name: 'exponential',\n                base\n            };\n        } else if (interpolation[0] === 'cubic-bezier') {\n            const controlPoints = interpolation.slice(1);\n            if (\n                controlPoints.length !== 4 ||\n                controlPoints.some(t => typeof t !== 'number' || t < 0 || t > 1)\n            ) {\n                return context.error('Cubic bezier interpolation requires four numeric arguments with values between 0 and 1.', 1);\n            }\n\n            interpolation = {\n                name: 'cubic-bezier',\n                controlPoints: (controlPoints: any)\n            };\n        } else {\n            return context.error(`Unknown interpolation type ${String(interpolation[0])}`, 1, 0);\n        }\n\n        if (args.length - 1 < 4) {\n            return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.`);\n        }\n\n        if ((args.length - 1) % 2 !== 0) {\n            return context.error(`Expected an even number of arguments.`);\n        }\n\n        input = context.parse(input, 2, NumberType);\n        if (!input) return null;\n\n        const stops: Stops = [];\n\n        let outputType: Type = (null: any);\n        if (operator === 'interpolate-hcl' || operator === 'interpolate-lab') {\n            outputType = ColorType;\n        } else if (context.expectedType && context.expectedType.kind !== 'value') {\n            outputType = context.expectedType;\n        }\n\n        for (let i = 0; i < rest.length; i += 2) {\n            const label = rest[i];\n            const value = rest[i + 1];\n\n            const labelKey = i + 3;\n            const valueKey = i + 4;\n\n            if (typeof label !== 'number') {\n                return context.error('Input/output pairs for \"interpolate\" expressions

must be defined using literal numeric values (not computed expressions) for the input values.', labelKey);\n

}\n\n           if (stops.length && stops[stops.length - 1][0] >= label) {\n           return context.error('Input/output pairs for \"interpolate\" expressions must be arranged with input values in strictly ascending order.', labelKey);\n

}\n\n           const parsed = context.parse(value, valueKey, outputType);\n           if (!parsed) return null;\n outputType = outputType || parsed.type;\n           stops.push([label, parsed]);\n           }\n\n       if (outputType.kind !== 'number' &&\n           outputType.kind !== 'color' &&\n           !(\n           outputType.kind === 'array' &&\n           outputType.itemType.kind === 'number' &&\n           typeof outputType.N === 'number'\n           )\n ) {\n           return context.error(`Type ${toString(outputType)} is not interpolatable.`);\n           }\n\n       return new Interpolate(outputType, (operator: any), interpolation, input, stops);\n   }\n\n   evaluate(ctx: EvaluationContext) {\n       const labels = this.labels;\n       const outputs = this.outputs;\n\n       if (labels.length === 1) {\n return outputs[0].evaluate(ctx);\n       }\n\n       const value = ((this.input.evaluate(ctx): any): number);\n       if (value <= labels[0]) {\n           return outputs[0].evaluate(ctx);\n       }\n\n       const stopCount = labels.length;\n       if (value >= labels[stopCount - 1]) {\n           return outputs[stopCount - 1].evaluate(ctx);\n       }\n\n       const index = findStopLessThanOrEqualTo(labels, value);\n       const lower = labels[index];\n       const upper = labels[index + 1];\n       const t = Interpolate.interpolationFactor(this.interpolation, value, lower, upper);\n\n       const outputLower = outputs[index].evaluate(ctx);\n       const outputUpper = outputs[index + 1].evaluate(ctx);\n\n       if (this.operator === 'interpolate') {\n           return (interpolate[this.type.kind.toLowerCase()]: any)(outputLower, outputUpper, t); // eslint-disable-line import/namespace\n       } else if (this.operator === 'interpolate-hcl') {\n           return hcl.reverse(hcl.interpolate(hcl.forward(outputLower), hcl.forward(outputUpper), t));\n       } else {\n           return lab.reverse(lab.interpolate(lab.forward(outputLower), lab.forward(outputUpper), t));\n       }\n   }\n\n   eachChild(fn: (Expression) => void) {\n       fn(this.input);\n       for (const expression of this.outputs) {\n fn(expression);\n       }\n   }\n\n   possibleOutputs(): Array<Value | void> {\n       return [].concat(...this.outputs.map((output) => output.possibleOutputs()));\n   }\n\n   serialize(): Array<mixed> {\n       let interpolation;\n       if (this.interpolation.name === 'linear') {\n           interpolation = [\"linear\"];\n       } else if (this.interpolation.name === 'exponential') {\n           if (this.interpolation.base === 1) {\n               interpolation = [\"linear\"];\n

} else {\n               interpolation = [\"exponential\", this.interpolation.base];\n           }\n       } else {\n interpolation = [\"cubic-bezier\" ].concat(this.interpolation.controlPoints);\n       }\n\n       const serialized = [this.operator, interpolation, this.input.serialize()];\n\n       for (let i = 0; i < this.labels.length; i++) {\n serialized.push(\n               this.labels[i],\n               this.outputs[i].serialize()\n           );\n       }\n       return serialized;\n   }\n}\n\n/**\n * Returns a ratio that can be used to interpolate between exponential function\n * stops.\n * How it works: Two consecutive stop values define a (scaled and shifted) exponential function `f(x) = a * base^x + b`, where `base` is the user-specified base,\n * and `a` and `b` are constants affording sufficient degrees of freedom to fit\n * the function to the given stops.\n *\n * Here's a bit of algebra that lets us compute `f(x)` directly from the

stop\n * values without explicitly solving for `a` and `b`:\n *\n * First stop value: `f(x0) = y0 = a * base^x0 + b`\n * Second stop value: `f(x1) = y1 = a * base^x1 + b`\n * => `y1 - y0 = a(base^x1 - base^x0)`\n * => `a = (y1 - y0)/(base^x1 - base^x0)`\n *\n * Desired value: `f(x) = y = a * base^x + b`\n * => `f(x) = y0 + a * (base^x - base^x0)`\n *\n * From the above, we can replace the `a` in `a * (base^x - base^x0)` and do a\n * little algebra:\n * ```\n * a * (base^x - base^x0) = (y1 - y0)/(base^x1 - base^x0) * (base^x - base^x0)\n *                  = (y1 - y0) * (base^x - base^x0) / (base^x1 - base^x0)\n * ```\n *\n * If we let `(base^x - base^x0) / (base^x1 base^x0)`, then we have\n * `f(x) = y0 + (y1 - y0) * ratio`.  In other words, `ratio` may be treated as\n * an interpolation factor between the two stops' output values.\n *\n * (Note: a slightly different form for `ratio`,\n * `(base^(x-x0) - 1) / (base^(x1-x0) - 1) `, is equivalent, but requires fewer\n * expensive `Math.pow()`

operations.)\n *\n * @private\n*/\nfunction exponentialInterpolation(input, base, lowerValue, upperValue) {\n   const difference = upperValue - lowerValue;\n   const progress = input - lowerValue;\n\n   if (difference === 0) {\n       return 0;\n   } else if (base === 1) {\n       return progress / difference;\n   } else {\n       return (Math.pow(base, progress) - 1) / (Math.pow(base, difference) - 1);\n   }\n}\n\nexport default Interpolate;\n","//

```
@flow\n\nimport assert from 'assert';\n\nimport {checkSubtype, ValueType} from '../types';\nimport ResolvedImage
from '../types/resolved_image';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from
'../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from
'../values';\nimport type {Type} from '../types';\n\nclass Coalesce implements Expression {\n    type: Type;\n    args:
Array<Expression>;\n\n    constructor(type: Type, args: Array<Expression>)
{\n        this.type = type;\n        this.args = args;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context:
ParsingContext) {\n        if (args.length < 2) {\n            return context.error(\"Expectected at least one
argument.\");\n        }\n        let outputType: Type = (null: any);\n        const expectedType =
context.expectedType;\n        if (expectedType && expectedType.kind !== 'value') {\n            outputType =
expectedType;\n        }\n        const parsedArgs = [];\n\n        for (const arg of args.slice(1)) {\n            const parsed =
context.parse(arg, 1 + parsedArgs.length, outputType, undefined, {typeAnnotation: 'omit'});\n            if (!parsed)
return null;\n            outputType = outputType || parsed.type;\n            parsedArgs.push(parsed);\n        }\n
assert(outputType);\n\n        // Above, we parse arguments without inferred type annotation so that\n        // they
don't produce a runtime error for `null` input, which would\n
        // preempt the desired null-coalescing behavior.\n        // Thus, if any of our arguments would have needed an
annotation, we\n        // need to wrap the enclosing coalesce expression with it instead.\n        const needsAnnotation
= expectedType &&\n            parsedArgs.some(arg => checkSubtype(expectedType, arg.type));\n\n        return
needsAnnotation ?\n            new Coalesce(ValueType, parsedArgs) :\n            new Coalesce((outputType: any),
parsedArgs);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        let result = null;\n        let argCount = 0;\n        let
requestedImageName;\n        for (const arg of this.args) {\n            argCount++;\n            result = arg.evaluate(ctx);\n
            // we need to keep track of the first requested image in a coalesce statement\n            // if coalesce can't find a
valid image, we return the first image name so styleimagemissing can fire\n            if (result && result instanceof
ResolvedImage && !result.available)
{\n                if (!requestedImageName) {\n                    requestedImageName = result.name;\n                }\n
result = null;\n            if (argCount === this.args.length) {\n                    result = requestedImageName;\n
}\n            }\n\n            if (result !== null) break;\n        }\n        return result;\n    }\n\n    eachChild(fn: (Expression)
=> void) {\n        this.args.forEach(fn);\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return
[].concat(...this.args.map((arg) => arg.possibleOutputs()));\n    }\n\n    serialize() {\n        const serialized =
[\"coalesce\"];\n        this.eachChild(child => { serialized.push(child.serialize()); });\n        return serialized;\n
}\n}\n\nexport default Coalesce;\n","// @flow\n\nimport type {Type} from '../types';\nimport type {Expression}
from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext  from
'../evaluation_context';\n\nclass
Let implements Expression {\n    type: Type;\n    bindings: Array<[string, Expression]>;\n    result: Expression;\n\n
constructor(bindings: Array<[string, Expression]>, result: Expression) {\n        this.type = result.type;\n
this.bindings = [].concat(bindings);\n        this.result = result;\n    }\n\n    evaluate(ctx: EvaluationContext) {\n
return this.result.evaluate(ctx);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        for (const binding of
this.bindings) {\n            fn(binding[1]);\n        }\n        fn(this.result);\n    }\n\n    static parse(args:
$ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length < 4)\n            return
context.error(`Expected at least 3 arguments, but found ${args.length - 1} instead.`);\n\n        const bindings:
Array<[string, Expression]> = [];\n        for (let i = 1; i < args.length - 1; i += 2) {\n            const name = args[i];\n\n
    if (typeof name !==
'string') {\n                return context.error(`Expected string, but found ${typeof name} instead.`, i);\n            }\n\n
    if (/[^a-zA-Z0-9_]/.test(name)) {\n                return context.error(`Variable names must contain only
alphanumeric characters or '_'.`, i);\n            }\n\n            const value = context.parse(args[i + 1], i + 1);\n            if
(!value) return null;\n            bindings.push([name, value]);\n        }\n\n        const result =
context.parse(args[args.length - 1], args.length - 1, context.expectedType, bindings);\n        if (!result) return
null;\n\n        return new Let(bindings, result);\n    }\n\n    possibleOutputs() {\n        return
this.result.possibleOutputs();\n    }\n\n    serialize() {\n        const serialized = [\"let\"];\n        for (const [name, expr]
```

of this.bindings) {\n                serialized.push(name, expr.serialize());\n        }\n      serialized.push(this.result.serialize());\n        return serialized;\n

 }\n}\n\nexport default Let;\n","// @flow\n\nimport {array, ValueType, NumberType} from '../types';\n\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport type {Type, ArrayType} from '../types';\n\nimport type {Value} from '../values';\n\nclass At implements Expression {\n    type: Type;\n    index: Expression;\n    input: Expression;\n\n    constructor(type: Type, index: Expression, input: Expression) {\n        this.type = type;\n        this.index = index;\n        this.input = input;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 3)\n            return context.error(`Expected 2 arguments, but found ${args.length - 1} instead.`);\n\n        const index = context.parse(args[1], 1, NumberType);\n        const input = context.parse(args[2], 2, array(context.expectedType || ValueType));\n\n        if (!index || !input) return null;\n\n        const t: ArrayType = (input.type: any);\n        return new At(t.itemType, index, input);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const index = ((this.index.evaluate(ctx): any): number);\n        const array = ((this.input.evaluate(ctx): any): Array<Value>);\n\n        if (index < 0) {\n            throw new RuntimeError(`Array index out of bounds: ${index} < 0.`);\n        }\n\n        if (index >= array.length) {\n            throw new RuntimeError(`Array index out of bounds: ${index} > ${array.length - 1}.`);\n        }\n\n        if (index !== Math.floor(index)) {\n            throw new RuntimeError(`Array index must be an integer, but found ${index} instead.`);\n        }\n\n        return array[index];\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.index);\n        fn(this.input);\n    }\n\n    possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize()

 {\n        return [\"at\", this.index.serialize(), this.input.serialize()];\n    }\n}\n\nexport default At;\n","// @flow\n\nimport {ValueType, BooleanType, toString} from '../types';\n\nimport RuntimeError from '../runtime_error';\n\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport type {Type} from '../types';\n\nimport type {Value} from '../values';\n\nfunction isComparableType(type: Type) {\n    return type.kind === 'boolean' ||\n        type.kind === 'string' ||\n        type.kind === 'number' ||\n        type.kind === 'null' ||\n        type.kind === 'value';\n}\n\nfunction isComparableRuntimeValue(needle: boolean | string | number | null) {\n    return typeof needle === 'boolean' ||\n        typeof needle === 'string' ||\n        typeof needle === 'number';\n}\n\nfunction isSearchableRuntimeValue(haystack:

 Array<Value> | string) {\n    return Array.isArray(haystack) ||\n        typeof haystack === 'string';\n}\n\nclass In implements Expression {\n    type: Type;\n    needle: Expression;\n    haystack: Expression;\n\n    constructor(needle: Expression, haystack: Expression) {\n        this.type = BooleanType;\n        this.needle = needle;\n        this.haystack = haystack;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 3) {\n            return context.error(`Expected 2 arguments, but found ${args.length - 1} instead.`);\n        }\n\n        const needle = context.parse(args[1], 1, ValueType);\n\n        const haystack = context.parse(args[2], 2, ValueType);\n\n        if (!needle || !haystack) return null;\n\n        if (!isComparableType(needle.type)) {\n            return context.error(`Expected first argument to be of type boolean, string, number or null, but found ${toString(needle.type)} instead`);\n        }\n\n

    return new In(needle, haystack);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const needle = (this.needle.evaluate(ctx): any);\n        const haystack = (this.haystack.evaluate(ctx): any);\n\n        if (!needle || !haystack) return false;\n\n        if (!isComparableRuntimeValue(needle)) {\n            throw new RuntimeError(`Expected first argument to be of type boolean, string or number, but found ${toString(typeOf(needle))} instead.`);\n        }\n\n        if (!isSearchableRuntimeValue(haystack)) {\n            throw new RuntimeError(`Expected second argument to be of type array or string, but found ${toString(typeOf(haystack))} instead.`);\n        }\n\n        return haystack.indexOf(needle) >= 0;\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.needle);\n        fn(this.haystack);\n    }\n\n    possibleOutputs() {\n        return [true, false];\n    }\n\n    serialize() {\n        return [\"in\", this.needle.serialize(), this.haystack.serialize()];\n

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}\n}\n\nexport default In;\n","// @flow\n\nimport assert from 'assert';\n\nimport {typeOf} from
'../values';\n\nimport {ValueType, type Type} from '../types';\n\nimport type {Expression} from
'../expression';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type EvaluationContext from
'../evaluation_context';\n\nimport type {Value} from '../values';\n\n// Map input label values to output expression
index\n\ntype Cases = {[number | string]: number};\n\nclass Match implements Expression {\n   type: Type;\n
inputType: Type;\n   input: Expression;\n   cases: Cases;\n   outputs: Array<Expression>;\n   otherwise:
Expression;\n\n   constructor(inputType: Type, outputType: Type, input: Expression, cases: Cases, outputs:
Array<Expression>, otherwise: Expression) {\n       this.inputType = inputType;\n       this.type = outputType;\n
this.input = input;\n       this.cases = cases;\n       this.outputs = outputs;\n       this.otherwise = otherwise;\n
}\n\n   static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n       if (args.length < 5)\n
return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.`);\n       if (args.length % 2
!== 1)\n           return context.error(`Expected an even number of arguments.`);\n\n       let inputType;\n       let
outputType;\n       if (context.expectedType && context.expectedType.kind !== 'value') {\n           outputType =
context.expectedType;\n       }\n       const cases = {};\n       const outputs = [];\n       for (let i = 2; i < args.length -
1; i += 2) {\n           let labels = args[i];\n           const value = args[i + 1];\n\n           if (!Array.isArray(labels)) {\n
labels = [labels];\n           }\n\n           const labelContext = context.concat(i);\n           if (labels.length ===
0) {\n               return labelContext.error('Expected at least one branch label.');\n           }\n

for (const label of labels) {\n               if (typeof label !== 'number' && typeof label !== 'string') {\n
return labelContext.error(`Branch labels must be numbers or strings.`);\n               } else if (typeof label ===
'number' && Math.abs(label) > Number.MAX_SAFE_INTEGER) {\n                   return labelContext.error(`Branch
labels must be integers no larger than ${Number.MAX_SAFE_INTEGER}.`);\n\n               } else if (typeof label
=== 'number' && Math.floor(label) !== label) {\n                   return labelContext.error(`Numeric branch labels
must be integer values.`);\n\n               } else if (!inputType) {\n                   inputType = typeOf(label);\n
} else if (labelContext.checkSubtype(inputType, typeOf(label))) {\n                   return null;\n               }\n\n
if (typeof cases[String(label)] !== 'undefined') {\n                   return labelContext.error('Branch labels must be
unique.');\n

}\n\n               cases[String(label)] = outputs.length;\n           }\n\n           const result =
context.parse(value, i, outputType);\n           if (!result) return null;\n           outputType = outputType ||
result.type;\n           outputs.push(result);\n       }\n\n       const input = context.parse(args[1], 1, ValueType);\n
if (!input) return null;\n\n       const otherwise = context.parse(args[args.length - 1], args.length - 1, outputType);\n
if (!otherwise) return null;\n\n       assert(inputType && outputType);\n       if (input.type.kind !== 'value' &&
context.concat(1).checkSubtype((inputType: any), input.type)) {\n           return null;\n       }\n\n       return new
Match((inputType: any), (outputType: any), input, cases, outputs, otherwise);\n   }\n\n   evaluate(ctx:
EvaluationContext) {\n       const input = (this.input.evaluate(ctx): any);\n       const output = (typeOf(input) ===
this.inputType && this.outputs[this.cases[input]])
|| this.otherwise;\n       return output.evaluate(ctx);\n   }\n\n   eachChild(fn: (Expression) => void) {\n
fn(this.input);\n       this.outputs.forEach(fn);\n       fn(this.otherwise);\n   }\n\n   possibleOutputs(): Array<Value |
void> {\n       return []\n           .concat(...this.outputs.map((out) => out.possibleOutputs()))\n
.concat(this.otherwise.possibleOutputs());\n   }\n\n   serialize(): Array<mixed> {\n       const serialized =
[\"match\", this.input.serialize()];\n\n       // Sort so serialization has an arbitrary defined order, even though\n       //
branch order doesn't affect evaluation\n       const sortedLabels = Object.keys(this.cases).sort();\n\n       // Group
branches by unique match expression to support condensed\n       // serializations of the form [case1, case2, ...] ->
matchExpression\n       const groupedByOutput: Array<[number, Array<number | string>]> = [];\n       const
outputLookup: {[index: number]:
number} = {}; // lookup index into groupedByOutput for a given output expression\n       for (const label of
sortedLabels) {\n           const outputIndex = outputLookup[this.cases[label]];\n           if (outputIndex ===
undefined) {\n               // First time seeing this output, add it to the end of the grouped list\n
outputLookup[this.cases[label]] = groupedByOutput.length;\n               groupedByOutput.push([this.cases[label],
```

[label]]);\n          } else {\n               // We've seen this expression before, add the label to that output's group\n     groupedByOutput[outputIndex][1].push(label);\n          }\n     }\n\n     const coerceLabel = (label) => this.inputType.kind === 'number' ? Number(label) : label;\n\n     for (const [outputIndex, labels] of groupedByOutput) {\n          if (labels.length === 1) {\n               // Only a single label matches this output expression\n               serialized.push(coerceLabel(labels[0]));\n          } else {\n               // Array of literal labels pointing to this output expression\n               serialized.push(labels.map(coerceLabel));\n          }\n     }\n     serialized.push(this.outputs[outputIndex].serialize());\n     }\n     serialized.push(this.otherwise.serialize());\n     return serialized;\n     }\n}\n\nexport default Match;\n","// @flow\n\nimport assert from 'assert';\n\nimport {BooleanType} from '../types';\n\nimport type {Expression} from '../expression';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport type {Value} from '../values';\n\nimport type {Type} from '../types';\n\ntype Branches = Array<[Expression, Expression]>;\n\nclass Case implements Expression {\n     type: Type;\n     branches: Branches;\n     otherwise: Expression;\n\n     constructor(type: Type, branches: Branches, otherwise: Expression) {\n          this.type = type;\n          this.branches = branches;\n          this.otherwise = otherwise;\n     }\n\n     static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n          if (args.length < 4)\n               return context.error(`Expected at least 3 arguments, but found only ${args.length - 1}.`);\n          if (args.length % 2 !== 0)\n               return context.error(`Expected an odd number of arguments.`);\n\n          let outputType: ?Type;\n          if (context.expectedType && context.expectedType.kind !== 'value') {\n               outputType = context.expectedType;\n          }\n\n          const branches = [];\n          for (let i = 1; i < args.length - 1; i += 2) {\n               const test = context.parse(args[i], i, BooleanType);\n               if (!test) return null;\n\n               const result = context.parse(args[i + 1], i + 1, outputType);\n               if (!result) return null;\n\n               branches.push([test, result]);\n\n               outputType = outputType || result.type;\n          }\n\n          const otherwise = context.parse(args[args.length - 1], args.length - 1, outputType);\n          if (!otherwise) return null;\n\n          assert(outputType);\n          return new Case((outputType: any), branches, otherwise);\n     }\n\n     evaluate(ctx: EvaluationContext) {\n          for (const [test, expression] of this.branches) {\n               if (test.evaluate(ctx)) {\n                    return expression.evaluate(ctx);\n               }\n          }\n          return this.otherwise.evaluate(ctx);\n     }\n\n     eachChild(fn: (Expression) => void) {\n          for (const [test, expression] of this.branches) {\n               fn(test);\n               fn(expression);\n          }\n          fn(this.otherwise);\n     }\n\n     possibleOutputs(): Array<Value | void> {\n          return []\n               .concat(...this.branches.map(([_, out]) => out.possibleOutputs()))\n               .concat(this.otherwise.possibleOutputs());\n     }\n\n     serialize() {\n          const serialized = [\"case\"];\n          this.eachChild(child => { serialized.push(child.serialize());\n     });\n          return serialized;\n     }\n}\n\nexport default Case;\n","// @flow\n\nimport {toString, ValueType, BooleanType, CollatorType} from '../types';\n\nimport Assertion from './assertion';\n\nimport {typeOf} from '../values';\n\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type {Type} from '../types';\n\ntype ComparisonOperator = '==' | '!=' | '<' | '>' | '<=' | '>=' ;\n\nfunction isComparableType(op: ComparisonOperator, type: Type) {\n     if (op === '==' || op === '!=') {\n          // equality operator\n          return type.kind === 'boolean' ||\n               type.kind === 'string' ||\n               type.kind === 'number' ||\n               type.kind === 'null' ||\n               type.kind === 'value';\n     } else {\n          // ordering operator\n          return type.kind === 'string' ||\n               type.kind
=== 'number' ||\n          type.kind === 'value';\n     }\n}\n\nfunction eq(ctx, a, b) { return a === b; }\nfunction neq(ctx, a, b) { return a !== b; }\nfunction lt(ctx, a, b) { return a < b; }\nfunction gt(ctx, a, b) { return a > b; }\nfunction lteq(ctx, a, b) { return a <= b; }\nfunction gteq(ctx, a, b) { return a >= b; }\n\nfunction eqCollate(ctx, a, b, c) { return c.compare(a, b) === 0; }\nfunction neqCollate(ctx, a, b, c) { return !eqCollate(ctx, a, b, c); }\nfunction ltCollate(ctx, a, b, c) { return c.compare(a, b) < 0; }\nfunction gtCollate(ctx, a, b, c) { return c.compare(a, b) > 0; }\nfunction lteqCollate(ctx, a, b, c) { return c.compare(a, b) <= 0; }\nfunction gteqCollate(ctx, a, b, c) { return c.compare(a, b) >= 0; }\n\n/**\n * Special form for comparison operators, implementing the signatures:\n * - (T, T,

?Collator) => boolean\n * - (T, value, ?Collator) => boolean\n * - (value, T, ?Collator) => boolean\n *\n * For inequalities, T must be either value, string, or number.

 For ==/!=, it\n * can also be boolean or null.\n *\n * Equality semantics are equivalent to Javascript's strict equality (===/!==)\n * -- i.e., when the arguments' types don't match, == evaluates to false, != to\n * true.\n *\n * When types don't match in an ordering comparison, a runtime error is thrown.\n *\n * @private\n */\nfunction makeComparison(op: ComparisonOperator, compareBasic, compareWithCollator) {\n    const isOrderComparison = op !== '==' && op !== '!=';\n\n    return class Comparison implements Expression {\n        type: Type;\n        lhs: Expression;\n        rhs: Expression;\n        collator: ?Expression;\n        hasUntypedArgument: boolean;\n\n        constructor(lhs: Expression, rhs: Expression, collator: ?Expression) {\n            this.type = BooleanType;\n            this.lhs = lhs;\n            this.rhs = rhs;\n            this.collator = collator;\n            this.hasUntypedArgument = lhs.type.kind === 'value' || rhs.type.kind === 'value';\n        }\n\n        static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n            if (args.length !== 3 && args.length !== 4)\n                return context.error(`Expected two or three arguments.`);\n\n            const op: ComparisonOperator = (args[0]: any);\n\n            let lhs = context.parse(args[1], 1, ValueType);\n            if (!lhs) return null;\n            if (!isComparableType(op, lhs.type)) {\n                return context.concat(1).error(`"${op}\" comparisons are not supported for type '${toString(lhs.type)}'.`);\n            }\n            let rhs = context.parse(args[2], 2, ValueType);\n            if (!rhs) return null;\n            if (!isComparableType(op, rhs.type)) {\n                return context.concat(2).error(`"${op}\" comparisons are not supported for type '${toString(rhs.type)}'.`);\n            }\n\n            if (\n                lhs.type.kind !== rhs.type.kind &&\n                lhs.type.kind !== 'value' &&\n                rhs.type.kind !== 'value'\n            ) {\n                return context.error(`Cannot compare types '${toString(lhs.type)}' and '${toString(rhs.type)}'.`);\n            }\n\n            if (isOrderComparison) {\n                // typing rules specific to less/greater than operators\n                if (lhs.type.kind === 'value' && rhs.type.kind !== 'value') {\n                    // (value, T)\n                    lhs = new Assertion(rhs.type, [lhs]);\n                } else if (lhs.type.kind !== 'value' && rhs.type.kind === 'value') {\n                    // (T, value)\n                    rhs = new Assertion(lhs.type, [rhs]);\n                }\n            }\n\n            let collator = null;\n            if (args.length === 4) {\n                if (\n                    lhs.type.kind !== 'string' &&\n                    rhs.type.kind !== 'string' &&\n                    lhs.type.kind !== 'value' &&\n                    rhs.type.kind !== 'value'\n                ) {\n                    return context.error(`Cannot use collator to compare non-string types.`);\n                }\n                collator = context.parse(args[3], 3, CollatorType);\n                if (!collator) return null;\n            }\n            return new Comparison(lhs, rhs, collator);\n        }\n\n        evaluate(ctx: EvaluationContext) {\n            const lhs = this.lhs.evaluate(ctx);\n            const rhs = this.rhs.evaluate(ctx);\n\n            if (isOrderComparison && this.hasUntypedArgument) {\n                const lt = typeOf(lhs);\n                const rt = typeOf(rhs);\n                // check that type is string or number, and equal\n                if (lt.kind !== rt.kind || !(lt.kind === 'string' || lt.kind === 'number')) {\n                    throw new RuntimeError(`Expected arguments for \"${op}\" to be (string, string) or (number, number), but found (${lt.kind}, ${rt.kind}) instead.`);\n                }\n            }\n\n            if (this.collator && !isOrderComparison && this.hasUntypedArgument) {\n                const lt = typeOf(lhs);\n                const rt = typeOf(rhs);\n                if (lt.kind !== 'string' || rt.kind !== 'string') {\n                    return compareBasic(ctx, lhs, rhs);\n                }\n            }\n\n            return this.collator ?\n                compareWithCollator(ctx, lhs, rhs, this.collator.evaluate(ctx)) :\n                compareBasic(ctx, lhs, rhs);\n        }\n\n        eachChild(fn: (Expression) => void) {\n            fn(this.lhs);\n            fn(this.rhs);\n            if (this.collator) {\n                fn(this.collator);\n            }\n        }\n\n        possibleOutputs() {\n            return [true, false];\n        }\n\n        serialize() {\n            const serialized = [op];\n            this.eachChild(child => { serialized.push(child.serialize()); });\n            return serialized;\n        }\n    };\n}\n\nexport const Equals = makeComparison('==', eq, eqCollate);\nexport const NotEquals = makeComparison('!=', neq, neqCollate);\nexport const LessThan = makeComparison('<', lt, ltCollate);\nexport const GreaterThan = makeComparison('>', gt, gtCollate);\nexport const LessThanOrEqual = makeComparison('<=', lteq, lteqCollate);\nexport const GreaterThanOrEqual = makeComparison('>=', gteq, gteqCollate);\n","// @flow\n\nimport {StringType, NumberType} from '../types';\n\nimport type {Expression} from

'../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\ndeclare var Intl: {\n    NumberFormat: Class<Intl$NumberFormat>\n};\n\ndeclare class Intl$NumberFormat {\n    constructor (\n        locales?: string | string[],\n        options?: NumberFormatOptions\n    ): Intl$NumberFormat;\n\n    static (\n        locales?: string | string[],\n        options?: NumberFormatOptions\n    ): Intl$NumberFormat;\n\n    format(a: number): string;\n\n    resolvedOptions(): any;\n}\n\ntype NumberFormatOptions = {\n    style?: 'decimal' | 'currency' | 'percent';\n    currency?: null | string;\n    minimumFractionDigits?: null | string;\n    maximumFractionDigits?: null | string;\n};\n\nexport default class NumberFormat implements Expression {\n    type: Type;\n    number: Expression;\n    locale: Expression | null;  // BCP 47 language tag\n    currency: Expression | null; // ISO 4217 currency code, required if style=currency\n    minFractionDigits: Expression | null; // Default 0\n    maxFractionDigits: Expression | null; // Default 3\n\n    constructor(number: Expression,\n                locale: Expression | null,\n                currency: Expression | null,\n                minFractionDigits: Expression | null,\n                maxFractionDigits: Expression | null) {\n        this.type = StringType;\n        this.number = number;\n        this.locale = locale;\n        this.currency = currency;\n        this.minFractionDigits = minFractionDigits;\n        this.maxFractionDigits = maxFractionDigits;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length !== 3)\n            return context.error(`Expected two arguments.`);\n\n        const number = context.parse(args[1], 1, NumberType);\n        if (!number) return null;\n\n        const options = (args[2]: any);\n        if (typeof options !== \"object\" || Array.isArray(options))\n            return context.error(`NumberFormat options argument must be an object.`);\n\n        let locale = null;\n        if (options['locale']) {\n            locale = context.parse(options['locale'], 1, StringType);\n            if (!locale) return null;\n        }\n\n        let currency = null;\n        if (options['currency']) {\n            currency = context.parse(options['currency'], 1, StringType);\n            if (!currency) return null;\n        }\n\n        let minFractionDigits = null;\n        if (options['min-fraction-digits'])\n {\n            minFractionDigits = context.parse(options['min-fraction-digits'], 1, NumberType);\n            if (!minFractionDigits) return null;\n        }\n\n        let maxFractionDigits = null;\n        if (options['max-fraction-digits']) {\n            maxFractionDigits = context.parse(options['max-fraction-digits'], 1, NumberType);\n            if (!maxFractionDigits) return null;\n        }\n\n        return new NumberFormat(number, locale, currency, minFractionDigits, maxFractionDigits);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        return new Intl.NumberFormat(this.locale ? this.locale.evaluate(ctx) : [],\n            {\n                style: this.currency ? \"currency\" : \"decimal\",\n                currency: this.currency ? this.currency.evaluate(ctx) : undefined,\n                minimumFractionDigits: this.minFractionDigits ? this.minFractionDigits.evaluate(ctx) : undefined,\n                maximumFractionDigits: this.maxFractionDigits
 ? this.maxFractionDigits.evaluate(ctx) : undefined,\n            }).format(this.number.evaluate(ctx));\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.number);\n        if (this.locale) {\n            fn(this.locale);\n        }\n        if (this.currency) {\n            fn(this.currency);\n        }\n        if (this.minFractionDigits) {\n            fn(this.minFractionDigits);\n        }\n        if (this.maxFractionDigits) {\n            fn(this.maxFractionDigits);\n        }\n    }\n\n    possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize() {\n        const options = {};\n        if (this.locale) {\n            options['locale'] = this.locale.serialize();\n        }\n        if (this.currency) {\n            options['currency'] = this.currency.serialize();\n        }\n        if (this.minFractionDigits) {\n            options['min-fraction-digits'] = this.minFractionDigits.serialize();\n        }\n        if (this.maxFractionDigits)\n {\n            options['max-fraction-digits'] = this.maxFractionDigits.serialize();\n        }\n        return [\"number-format\", this.number.serialize(), options];\n    }\n}\n","// @flow\n\nimport {NumberType, toString} from '../types';\nimport {typeOf} from '../values';\nimport RuntimeError from '../runtime_error';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type} from '../types';\n\nclass Length implements Expression {\n    type: Type;\n    input: Expression;\n\n    constructor(input: Expression) {\n        this.type = NumberType;\n        this.input = input;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 2)\n            return context.error(`Expected 1 argument, but found

${args.length - 1} instead.`);\n\n        const input = context.parse(args[1], 1);\n        if (!input) return null;\n\n        if (input.type.kind !== 'array' && input.type.kind !== 'string' && input.type.kind !== 'value')\n            return context.error(`Expected argument of type string or array, but found ${toString(input.type)} instead.`);\n\n        return new Length(input);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const input = this.input.evaluate(ctx);\n        if (typeof input === 'string') {\n            return input.length;\n        } else if (Array.isArray(input)) {\n            return input.length;\n        } else {\n            throw new RuntimeError(`Expected value to be of type string or array, but found ${toString(typeOf(input))} instead.`);\n        }\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.input);\n    }\n\n    possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize() {\n        const serialized = [\"length\"];\n        this.eachChild(child => { serialized.push(child.serialize()); });\n        return serialized;\n

    }\n}\n\nexport default Length;\n","// @flow\n\nimport {\n    type Type,\n    NumberType,\n    StringType,\n    BooleanType,\n    ColorType,\n    ObjectType,\n    ValueType,\n    ErrorType,\n    CollatorType,\n    array,\n    toString as typeToString\n} from '../types';\n\nimport {typeOf, Color, validateRGBA, toString as valueToString} from '../values';\nimport CompoundExpression from '../compound_expression';\nimport RuntimeError from '../runtime_error';\nimport Let from './let';\nimport Var from './var';\nimport Literal from './literal';\nimport Assertion from './assertion';\nimport Coercion from './coercion';\nimport At from './at';\nimport In from './in';\nimport Match from './match';\nimport Case from './case';\nimport Step from './step';\nimport Interpolate from './interpolate';\nimport Coalesce from './coalesce';\nimport {\n    Equals,\n    NotEquals,\n    LessThan,\n    GreaterThan,\n    LessThanOrEqual,\n    GreaterThanOrEqual\n} from './comparison';\nimport CollatorExpression from './collator';\nimport NumberFormat from './number_format';\nimport FormatExpression from './format';\nimport ImageExpression from './image';\nimport Length from './length';\n\nimport type {Varargs} from '../compound_expression';\nimport type {ExpressionRegistry} from '../expression';\n\nconst expressions: ExpressionRegistry = {\n    // special forms\n    '==': Equals,\n    '!=': NotEquals,\n    '>': GreaterThan,\n    '<': LessThan,\n    '>=': GreaterThanOrEqual,\n    '<=': LessThanOrEqual,\n    'array': Assertion,\n    'at': At,\n    'boolean': Assertion,\n    'case': Case,\n    'coalesce': Coalesce,\n    'collator': CollatorExpression,\n    'format': FormatExpression,\n    'image': ImageExpression,\n    'in': In,\n    'interpolate': Interpolate,\n    'interpolate-hcl': Interpolate,\n    'interpolate-lab': Interpolate,\n    'length': Length,\n    'let': Let,\n    'literal': Literal,\n    'match': Match,\n    'number': Assertion,\n    'number-format': NumberFormat,\n    'object': Assertion,\n    'step': Step,\n    'string': Assertion,\n    'to-boolean': Coercion,\n    'to-color': Coercion,\n    'to-number': Coercion,\n    'to-string': Coercion,\n    'var': Var\n};\n\nfunction rgba(ctx, [r, g, b, a]) {\n    r = r.evaluate(ctx);\n    g = g.evaluate(ctx);\n    b = b.evaluate(ctx);\n    const alpha = a ? a.evaluate(ctx) : 1;\n    const error = validateRGBA(r, g, b, alpha);\n    if (error) throw new RuntimeError(error);\n    return new Color(r / 255 * alpha, g / 255 * alpha, b / 255 * alpha, alpha);\n}\n\nfunction has(key, obj) {\n    return key in obj;\n}\n\nfunction get(key, obj) {\n    const v = obj[key];\n    return typeof v === 'undefined' ? null : v;\n}\n\nfunction binarySearch(v, a, i, j) {\n    while (i <= j) {\n        const m = (i + j) >> 1;\n        if (a[m] === v)\n            return true;\n        if (a[m] > v)\n            j = m - 1;\n        else\n            i = m + 1;\n    }\n    return false;\n}\n\nfunction varargs(type: Type): Varargs {\n    return

 {type};\n}\n\nCompoundExpression.register(expressions, {\n    'error': [\n        ErrorType,\n        [StringType],\n        (ctx, [v]) => { throw new RuntimeError(v.evaluate(ctx)); }\n    ],\n    'typeof': [\n        StringType,\n        [ValueType],\n        (ctx, [v]) => typeToString(typeOf(v.evaluate(ctx)))\n    ],\n    'to-rgba': [\n        array(NumberType, 4),\n        [ColorType],\n        (ctx, [v]) => {\n            return v.evaluate(ctx).toArray();\n        }\n    ],\n    'rgb': [\n        ColorType,\n        [NumberType, NumberType, NumberType],\n        rgba\n    ],\n    'rgba': [\n        ColorType,\n        [NumberType, NumberType, NumberType, NumberType],\n        rgba\n    ],\n    'has': {\n        type: BooleanType,\n        overloads: [\n            [\n                [StringType],\n                (ctx, [key]) => has(key.evaluate(ctx), ctx.properties())\n            ], [\n                [StringType, ObjectType],\n                (ctx, [key, obj]) => has(key.evaluate(ctx),

 obj.evaluate(ctx))\n            ]\n        ]\n    },\n    'get': {\n        type: ValueType,\n        overloads: [\n            [\n                [StringType],\n                (ctx, [key]) => get(key.evaluate(ctx), ctx.properties())\n            ], [\n

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[StringType, ObjectType],\n            (ctx, [key, obj]) => get(key.evaluate(ctx), obj.evaluate(ctx))\n          ]\n
]\n    },\n    'feature-state': [\n        ValueType,\n        [StringType],\n        (ctx, [key]) => get(key.evaluate(ctx),
ctx.featureState || {})\n    ],\n    'properties': [\n        ObjectType,\n        [],\n        (ctx) => ctx.properties()\n    ],\n
'geometry-type': [\n        StringType,\n        [],\n        (ctx) => ctx.geometryType()\n    ],\n    'id': [\n
ValueType,\n        [],\n        (ctx) => ctx.id()\n    ],\n    'zoom': [\n        NumberType,\n        [],\n        (ctx) =>
ctx.globals.zoom\n    ],\n    'heatmap-density': [\n        NumberType,\n
 [],\n        (ctx) => ctx.globals.heatmapDensity || 0\n    ],\n    'line-progress': [\n        NumberType,\n        [],\n
(ctx) => ctx.globals.lineProgress || 0\n    ],\n    'accumulated': [\n        ValueType,\n        [],\n        (ctx) =>
ctx.globals.accumulated === undefined ? null : ctx.globals.accumulated\n    ],\n    '+': [\n        NumberType,\n
varargs(NumberType),\n        (ctx, args) => {\n            let result = 0;\n            for (const arg of args) {\n
result += arg.evaluate(ctx);\n            }\n            return result;\n        }\n    ],\n    '*': [\n        NumberType,\n
varargs(NumberType),\n        (ctx, args) => {\n            let result = 1;\n            for (const arg of args) {\n
result *= arg.evaluate(ctx);\n            }\n            return result;\n        }\n    ],\n    '-': {\n        type: NumberType,\n
overloads: [\n            [\n                [NumberType, NumberType],\n                (ctx,
 [a, b]) => a.evaluate(ctx) - b.evaluate(ctx)\n            ], [\n                [NumberType],\n                (ctx, [a]) => -
a.evaluate(ctx)\n            ]\n        ]\n    },\n    '/': [\n        NumberType,\n        [NumberType, NumberType],\n        (ctx,
[a, b]) => a.evaluate(ctx) / b.evaluate(ctx)\n    ],\n    '%': [\n        NumberType,\n        [NumberType,
NumberType],\n        (ctx, [a, b]) => a.evaluate(ctx) % b.evaluate(ctx)\n    ],\n    'ln2': [\n        NumberType,\n
[],\n        () => Math.LN2\n    ],\n    'pi': [\n        NumberType,\n        [],\n        () => Math.PI\n    ],\n    'e': [\n
NumberType,\n        [],\n        () => Math.E\n    ],\n    '^': [\n        NumberType,\n        [NumberType,
NumberType],\n        (ctx, [b, e]) => Math.pow(b.evaluate(ctx), e.evaluate(ctx))\n    ],\n    'sqrt': [\n
NumberType,\n        [NumberType],\n        (ctx, [x]) => Math.sqrt(x.evaluate(ctx))\n    ],\n    'log10': [\n
NumberType,\n        [NumberType],\n
        (ctx, [n]) => Math.log(n.evaluate(ctx)) / Math.LN10\n    ],\n    'ln': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.log(n.evaluate(ctx))\n    ],\n    'log2': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.log(n.evaluate(ctx)) / Math.LN2\n    ],\n    'sin': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.sin(n.evaluate(ctx))\n    ],\n    'cos': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.cos(n.evaluate(ctx))\n    ],\n    'tan': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.tan(n.evaluate(ctx))\n    ],\n    'asin': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.asin(n.evaluate(ctx))\n    ],\n    'acos': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.acos(n.evaluate(ctx))\n    ],\n    'atan': [\n        NumberType,\n
[NumberType],\n        (ctx, [n]) => Math.atan(n.evaluate(ctx))\n
    ],\n    'min': [\n        NumberType,\n        varargs(NumberType),\n        (ctx, args) => Math.min(...args.map(arg =>
arg.evaluate(ctx)))\n    ],\n    'max': [\n        NumberType,\n        varargs(NumberType),\n        (ctx, args) =>
Math.max(...args.map(arg => arg.evaluate(ctx)))\n    ],\n    'abs': [\n        NumberType,\n        [NumberType],\n
(ctx, [n]) => Math.abs(n.evaluate(ctx))\n    ],\n    'round': [\n        NumberType,\n        [NumberType],\n        (ctx,
[n]) => {\n        const v = n.evaluate(ctx);\n        // Javascript's Math.round() rounds towards +Infinity for
halfway\n        // values, even when they're negative. It's more common to round\n        // away from 0 (e.g., this
is what python and C++ do)\n        return v < 0 ? -Math.round(-v) : Math.round(v);\n        }\n    ],\n    'floor': [\n
 NumberType,\n        [NumberType],\n        (ctx, [n]) => Math.floor(n.evaluate(ctx))\n    ],\n    'ceil': [\n
NumberType,\n
    [NumberType],\n        (ctx, [n]) => Math.ceil(n.evaluate(ctx))\n    ],\n    'filter-==': [\n        BooleanType,\n
[StringType, ValueType],\n        (ctx, [k, v]) => ctx.properties()[(k: any).value] === (v: any).value\n    ],\n    'filter-
id-==': [\n        BooleanType,\n        [ValueType],\n        (ctx, [v]) => ctx.id() === (v: any).value\n    ],\n    'filter-
type-==': [\n        BooleanType,\n        [StringType],\n        (ctx, [v]) => ctx.geometryType() === (v: any).value\n
],\n    'filter-<': [\n        BooleanType,\n        [StringType, ValueType],\n        (ctx, [k, v]) => {\n        const a =
ctx.properties()[(k: any).value];\n        const b = (v: any).value;\n        return typeof a === typeof b && a < b;\n
}\n    ],\n    'filter-id-<': [\n        BooleanType,\n        [ValueType],\n        (ctx, [v]) => {\n        const a =
```

```
ctx.id();\n          const b = (v: any).value;\n          return typeof a === typeof b && a < b;\n
   }\n   ],\n   'filter->': [\n        BooleanType,\n        [StringType, ValueType],\n        (ctx, [k, v]) => {\n          const
a = ctx.properties()[(k: any).value];\n          const b = (v: any).value;\n          return typeof a === typeof b && a >
b;\n        }\n   ],\n   'filter-id->': [\n        BooleanType,\n        [ValueType],\n        (ctx, [v]) => {\n          const a =
ctx.id();\n          const b = (v: any).value;\n          return typeof a === typeof b && a > b;\n        }\n   ],\n   'filter-
<=': [\n        BooleanType,\n        [StringType, ValueType],\n        (ctx, [k, v]) => {\n          const a =
ctx.properties()[(k: any).value];\n          const b = (v: any).value;\n          return typeof a === typeof b && a <=
b;\n        }\n   ],\n   'filter-id-<=': [\n        BooleanType,\n        [ValueType],\n        (ctx, [v]) => {\n          const a =
ctx.id();\n          const b = (v: any).value;\n          return typeof a === typeof b && a <=
 b;\n        }\n   ],\n   'filter->=': [\n        BooleanType,\n        [StringType, ValueType],\n        (ctx, [k, v]) => {\n
   const a = ctx.properties()[(k: any).value];\n          const b = (v: any).value;\n          return typeof a === typeof b
&& a >= b;\n        }\n   ],\n   'filter-id->=': [\n        BooleanType,\n        [ValueType],\n        (ctx, [v]) => {\n
const a = ctx.id();\n          const b = (v: any).value;\n          return typeof a === typeof b && a >= b;\n        }\n
],\n   'filter-has': [\n        BooleanType,\n        [ValueType],\n        (ctx, [k]) => (k: any).value in ctx.properties()\n
],\n   'filter-has-id': [\n        BooleanType,\n        [],\n        (ctx) => ctx.id() !== null\n   ],\n   'filter-type-in': [\n
BooleanType,\n        [array(StringType)],\n        (ctx, [v]) => (v: any).value.indexOf(ctx.geometryType()) >= 0\n
],\n   'filter-id-in': [\n        BooleanType,\n        [array(ValueType)],\n
   (ctx, [v]) => (v: any).value.indexOf(ctx.id()) >= 0\n   ],\n   'filter-in-small': [\n        BooleanType,\n
[StringType, array(ValueType)],\n        // assumes v is an array literal\n        (ctx, [k, v]) => (v:
any).value.indexOf(ctx.properties()[(k: any).value]) >= 0\n   ],\n   'filter-in-large': [\n        BooleanType,\n
[StringType, array(ValueType)],\n        // assumes v is a array literal with values sorted in ascending order and of a
single type\n        (ctx, [k, v]) => binarySearch(ctx.properties()[(k: any).value], (v: any).value, 0, (v:
any).value.length - 1)\n   ],\n   'all': {\n        type: BooleanType,\n        overloads: [\n            [\n
[BooleanType, BooleanType],\n                (ctx, [a, b]) => a.evaluate(ctx) && b.evaluate(ctx)\n            ],\n            [\n
        varargs(BooleanType),\n                (ctx, args) => {\n                    for (const arg of args) {\n                        if
(!arg.evaluate(ctx))\n
                        return false;\n                    }\n                    return true;\n                }\n            ]\n        ]\n    },\n
'any': {\n        type: BooleanType,\n        overloads: [\n            [\n                [BooleanType, BooleanType],\n
(ctx, [a, b]) => a.evaluate(ctx) || b.evaluate(ctx)\n            ],\n            [\n                varargs(BooleanType),\n
(ctx, args) => {\n                    for (const arg of args) {\n                        if (arg.evaluate(ctx))\n                            return
true;\n                    }\n                    return false;\n                }\n            ]\n        ]\n    },\n   '!': [\n        BooleanType,\n
   [BooleanType],\n        (ctx, [b]) => !b.evaluate(ctx)\n   ],\n   'is-supported-script': [\n        BooleanType,\n
[StringType],\n        // At parse time this will always return true, so we need to exclude this expression with
isGlobalPropertyConstant\n
     (ctx, [s]) => {\n            const isSupportedScript = ctx.globals && ctx.globals.isSupportedScript;\n            if
(isSupportedScript) {\n                return isSupportedScript(s.evaluate(ctx));\n            }\n            return true;\n        }\n
],\n   'upcase': [\n        StringType,\n        [StringType],\n        (ctx, [s]) => s.evaluate(ctx).toUpperCase()\n   ],\n
'downcase': [\n        StringType,\n        [StringType],\n        (ctx, [s]) => s.evaluate(ctx).toLowerCase()\n   ],\n
'concat': [\n        StringType,\n        varargs(ValueType),\n        (ctx, args) => args.map(arg =>
valueToString(arg.evaluate(ctx))).join('')\n   ],\n   'resolved-locale': [\n        StringType,\n        [CollatorType],\n
(ctx, [collator]) => collator.evaluate(ctx).resolvedLocale()\n   ]\n});\n\nexport default expressions;\n","//
@flow\n\n/**\n * A type used for returning and propagating errors. The first element of the union\n * represents
success and contains
 a value, and the second represents an error and\n * contains an error value.\n * @private\n */\nexport type
Result<T, E> =\n    | {| result: 'success', value: T |}\n    | {| result: 'error', value: E |};\n\nexport function success<T,
E>(value: T): Result<T, E> {\n    return {result: 'success', value};\n}\n\nexport function error<T, E>(value: E):
Result<T, E> {\n    return {result: 'error', value};\n}\n","// @flow\n\nimport type {StylePropertySpecification} from
'../style-spec';\n\nexport function supportsPropertyExpression(spec: StylePropertySpecification): boolean {\n
```

return spec['property-type'] === 'data-driven' || spec['property-type'] === 'cross-faded-data-driven';\n}\n\nexport function supportsZoomExpression(spec: StylePropertySpecification): boolean {\n    return !!spec.expression && spec.expression.parameters.indexOf('zoom') > -1;\n}\n\nexport function supportsInterpolation(spec: StylePropertySpecification): boolean {\n    return !!spec.expression && spec.expression.interpolated;\n}\n","// @flow\n\nexport default function getType(val: mixed): string {\n    if (val instanceof Number) {\n        return 'number';\n    } else if (val instanceof String) {\n        return 'string';\n    } else if (val instanceof Boolean) {\n        return 'boolean';\n    } else if (Array.isArray(val)) {\n        return 'array';\n    } else if (val === null) {\n        return 'null';\n    } else {\n        return typeof val;\n    }\n}\n","\nimport * as colorSpaces from '../util/color_spaces';\nimport Color from '../util/color';\nimport extend from '../util/extend';\nimport getType from '../util/get_type';\nimport * as interpolate from '../util/interpolate';\nimport Interpolate from '../expression/definitions/interpolate';\nimport Formatted from '../expression/types/formatted';\nimport ResolvedImage from '../expression/types/resolved_image';\nimport {supportsInterpolation} from '../util/properties';\nimport {findStopLessThanOrEqualTo} from '../expression/stops';\n\nexport function isFunction(value) {\n    return typeof value === 'object' && value !== null && !Array.isArray(value);\n}\n\nfunction identityFunction(x) {\n    return x;\n}\n\nexport function createFunction(parameters, propertySpec) {\n    const isColor = propertySpec.type === 'color';\n    const zoomAndFeatureDependent = parameters.stops && typeof parameters.stops[0][0] === 'object';\n    const featureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n    const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n    const type = parameters.type || (supportsInterpolation(propertySpec) ? 'exponential' : 'interval');\n\n    if (isColor) {\n        parameters = extend({}, parameters);\n\n        if (parameters.stops) {\n            parameters.stops = parameters.stops.map((stop) => {\n                return [stop[0], Color.parse(stop[1])];\n            });\n        }\n\n        if (parameters.default) {\n            parameters.default = Color.parse(parameters.default);\n        } else {\n            parameters.default = Color.parse(propertySpec.default);\n        }\n    }\n\n    if (parameters.colorSpace && parameters.colorSpace !== 'rgb' && !colorSpaces[parameters.colorSpace]) { // eslint-disable-line import/namespace\n        throw new Error(`Unknown color space: ${parameters.colorSpace}`);\n    }\n\n    let innerFun;\n    let hashedStops;\n    let categoricalKeyType;\n    if (type === 'exponential') {\n        innerFun = evaluateExponentialFunction;\n    } else if (type === 'interval') {\n        innerFun = evaluateIntervalFunction;\n    } else if (type === 'categorical') {\n        innerFun = evaluateCategoricalFunction;\n\n        // For categorical functions, generate an Object as a hashmap of the stops for fast searching\n        hashedStops = Object.create(null);\n        for (const stop of parameters.stops) {\n            hashedStops[stop[0]] = stop[1];\n        }\n\n        // Infer key type based on first stop key-- used to encforce strict type checking later\n        categoricalKeyType = typeof parameters.stops[0][0];\n\n    } else if (type === 'identity') {\n        innerFun = evaluateIdentityFunction;\n    } else {\n        throw new Error(`Unknown function type \"${type}\"`);\n    }\n\n    if (zoomAndFeatureDependent) {\n        const featureFunctions = {};\n        const zoomStops = [];\n        for (let s = 0; s < parameters.stops.length; s++) {\n            const stop = parameters.stops[s];\n            const zoom = stop[0].zoom;\n            if (featureFunctions[zoom] === undefined) {\n                featureFunctions[zoom] = {\n                    zoom,\n                    type: parameters.type,\n                    property: parameters.property,\n                    default: parameters.default,\n                    stops: []\n                };\n                zoomStops.push(zoom);\n            }\n            featureFunctions[zoom].stops.push([stop[0].value, stop[1]]);\n        }\n\n        const featureFunctionStops = [];\n        for (const z of zoomStops) {\n            featureFunctionStops.push([featureFunctions[z].zoom, createFunction(featureFunctions[z], propertySpec)]);\n        }\n\n        const interpolationType = {name: 'linear'};\n        return {\n            kind: 'composite',\n            interpolationType,\n            interpolationFactor: Interpolate.interpolationFactor.bind(undefined, interpolationType),\n            zoomStops: featureFunctionStops.map(s => s[0]),\n            evaluate({zoom}, properties) {\n                return evaluateExponentialFunction({\n                    stops: featureFunctionStops,\n                    base: parameters.base\n                }, propertySpec, zoom).evaluate(zoom, properties);\n            }\n        };\n    } else if (zoomDependent) {\n

```
const interpolationType = type === 'exponential' ?\n          {name: 'exponential', base: parameters.base !==
undefined ? parameters.base : 1} : null;\n      return {\n          kind:
 'camera',\n          interpolationType,\n          interpolationFactor: Interpolate.interpolationFactor.bind(undefined,
interpolationType),\n          zoomStops: parameters.stops.map(s => s[0]),\n          evaluate: ({zoom}) =>
innerFun(parameters, propertySpec, zoom, hashedStops, categoricalKeyType)\n      };\n   } else {\n      return {\n
      kind: 'source',\n          evaluate(_, feature) {\n               const value = feature && feature.properties ?
feature.properties[parameters.property] : undefined;\n          if (value === undefined) {\n               return
coalesce(parameters.default, propertySpec.default);\n          }\n          return innerFun(parameters,
propertySpec, value, hashedStops, categoricalKeyType);\n          }\n      };\n   }\n}\n\nfunction coalesce(a, b, c)
{\n   if (a !== undefined) return a;\n   if (b !== undefined) return b;\n   if (c !== undefined) return c;\n}\n\nfunction
evaluateCategoricalFunction(parameters,
 propertySpec, input, hashedStops, keyType) {\n   const evaluated = typeof input === keyType ?
hashedStops[input] : undefined; // Enforce strict typing on input\n   return coalesce(evaluated, parameters.default,
propertySpec.default);\n}\n\nfunction evaluateIntervalFunction(parameters, propertySpec, input) {\n   // Edge
cases\n   if (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n   const n =
parameters.stops.length;\n   if (n === 1) return parameters.stops[0][1];\n   if (input <= parameters.stops[0][0])
return parameters.stops[0][1];\n   if (input >= parameters.stops[n - 1][0]) return parameters.stops[n - 1][1];\n\n
const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0]), input);\n\n   return
parameters.stops[index][1];\n}\n\nfunction evaluateExponentialFunction(parameters, propertySpec, input) {\n
const base = parameters.base !== undefined ? parameters.base : 1;\n\n   // Edge cases\n   if
 (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n   const n =
parameters.stops.length;\n   if (n === 1) return parameters.stops[0][1];\n   if (input <= parameters.stops[0][0])
return parameters.stops[0][1];\n   if (input >= parameters.stops[n - 1][0]) return parameters.stops[n - 1][1];\n\n
const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0]), input);\n   const t =
interpolationFactor(\n      input, base,\n      parameters.stops[index][0],\n      parameters.stops[index + 1][0]);\n\n
 const outputLower = parameters.stops[index][1];\n   const outputUpper = parameters.stops[index + 1][1];\n   let
interp = interpolate[propertySpec.type] || identityFunction; // eslint-disable-line import/namespace\n\n   if
(parameters.colorSpace && parameters.colorSpace !== 'rgb') {\n      const colorspace =
colorSpaces[parameters.colorSpace]; // eslint-disable-line import/namespace\n      interp = (a, b) =>
colorspace.reverse(colorspace.interpolate(colorspace.forward(a),
 colorspace.forward(b), t));\n   }\n\n   if (typeof outputLower.evaluate === 'function') {\n      return {\n
evaluate(...args) {\n          const evaluatedLower = outputLower.evaluate.apply(undefined, args);\n
const evaluatedUpper = outputUpper.evaluate.apply(undefined, args);\n          // Special case for fill-outline-
color, which has no spec default.\n          if (evaluatedLower === undefined || evaluatedUpper === undefined)
{\n             return undefined;\n          }\n          return interp(evaluatedLower, evaluatedUpper, t);\n          }
\n      };\n   }\n\n   return interp(outputLower, outputUpper, t);\n}\n\nfunction
evaluateIdentityFunction(parameters, propertySpec, input) {\n   if (propertySpec.type === 'color') {\n      input =
Color.parse(input);\n   } else if (propertySpec.type === 'formatted') {\n      input =
Formatted.fromString(input.toString());\n
   } else if (propertySpec.type === 'resolvedImage') {\n      input = ResolvedImage.fromString(input.toString());\n
} else if (getType(input) !== propertySpec.type && (propertySpec.type !== 'enum' || !propertySpec.values[input]))
{\n      input = undefined;\n   }\n   return coalesce(input, parameters.default, propertySpec.default);\n}\n\n/**\n *
Returns a ratio that can be used to interpolate between exponential function\n * stops.\n *\n * How it works:\n *
Two consecutive stop values define a (scaled and shifted) exponential\n * function `f(x) = a * base^x + b`, where
`base` is the user-specified base,\n * and `a` and `b` are constants affording sufficient degrees of freedom to fit\n *
the function to the given stops.\n *\n * Here's a bit of algebra that lets us compute `f(x)` directly from the stop\n *
values without explicitly solving for `a` and `b`:\n *\n * First stop value: `f(x0) = y0 = a * base^x0 + b`\n * Second
stop value: `f(x1) = y1 = a * base^x1 + b`\n
```

* => `y1 - y0 = a(base^x1 - base^x0)`\n * => `a = (y1 - y0)/(base^x1 - base^x0)`\n *\n * Desired value: `f(x) = y = a * base^x + b`\n * => `f(x) = y0 + a * (base^x - base^x0)`\n *\n * From the above, we can replace the `a` in `a * (base^x - base^x0)` and do a\n * little algebra:\n * ```\n * a * (base^x - base^x0) = (y1 - y0)/(base^x1 - base^x0) * (base^x - base^x0)\n *                        = (y1 - y0) * (base^x - base^x0) / (base^x1 - base^x0)\n * ```\n *\n * If we let `(base^x - base^x0) / (base^x1 base^x0)`, then we have\n * `f(x) = y0 + (y1 - y0) * ratio`. In other words, `ratio` may be treated as\n * an interpolation factor between the two stops' output values.\n *\n * (Note: a slightly different form for `ratio`,\n * `(base^(x-x0) - 1) / (base^(x1-x0) - 1) `, is equivalent, but requires fewer\n * expensive `Math.pow()` operations.)\n *\n * @private\n */\nfunction interpolationFactor(input, base, lowerValue, upperValue) {\n    const difference = upperValue - lowerValue;\n    const progress = input - lowerValue;\n\n    if (difference === 0) {\n        return 0;\n    } else if (base === 1) {\n        return progress / difference;\n    } else {\n        return (Math.pow(base, progress) - 1) / (Math.pow(base, difference) - 1);\n    }\n}\n","// @flow\n\nimport assert from 'assert';\nimport extend from '../util/extend';\nimport ParsingError from './parsing_error';\nimport ParsingContext from './parsing_context';\nimport EvaluationContext from './evaluation_context';\nimport CompoundExpression from './compound_expression';\nimport Step from './definitions/step';\nimport Interpolate from './definitions/interpolate';\nimport Coalesce from './definitions/coalesce';\nimport Let from './definitions/let';\nimport definitions from './definitions';\nimport * as isConstant from './is_constant';\nimport RuntimeError from './runtime_error';\nimport {success, error} from '../util/result';\nimport {supportsPropertyExpression, supportsZoomExpression, supportsInterpolation} from '../util/properties';\nimport type {Type, EvaluationKind} from './types';\nimport type {Value} from './values';\nimport type {Expression} from './expression';\nimport type {StylePropertySpecification} from '../style-spec';\nimport type {Result} from '../util/result';\nimport type {InterpolationType} from './definitions/interpolate';\nimport type {PropertyValueSpecification} from '../types';\nimport type {FormattedSection} from './types/formatted';\n\nexport type Feature = {\n    +type: 1 | 2 | 3 | 'Unknown' | 'Point' | 'MultiPoint' | 'LineString' | 'MultiLineString' | 'Polygon' | 'MultiPolygon',\n    +id?: any,\n    +properties: {[string]: any},\n    +patterns?: {[string]: {\"min\": string, \"mid\": string, \"max\": string}}}\n;\n\nexport type FeatureState = {[string]: any};\n\nexport type GlobalProperties = $ReadOnly<{\n    zoom: number,\n    heatmapDensity?: number,\n    lineProgress?: number,\n    isSupportedScript?: (string) => boolean,\n    accumulated?: Value\n}>;\n\nexport class StyleExpression {\n    expression: Expression;\n\n    _evaluator: EvaluationContext;\n    _defaultValue: Value;\n    _warningHistory: {[key: string]: boolean};\n    _enumValues: ?{[string]: any};\n\n    constructor(expression: Expression, propertySpec: ?StylePropertySpecification) {\n        this.expression = expression;\n        this._warningHistory = {};\n        this._evaluator = new EvaluationContext();\n        this._defaultValue = propertySpec ? getDefaultValue(propertySpec) : null;\n        this._enumValues = propertySpec && propertySpec.type === 'enum' ? propertySpec.values : null;\n    }\n\n    evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        this._evaluator.globals = globals;\n        this._evaluator.feature = feature;\n        this._evaluator.featureState = featureState;\n        this._evaluator.availableImages = availableImages || null;\n        this._evaluator.formattedSection = formattedSection;\n\n        return this.expression.evaluate(this._evaluator);\n    }\n\n    evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        this._evaluator.globals = globals;\n        this._evaluator.feature = feature || null;\n        this._evaluator.featureState = featureState || null;\n        this._evaluator.availableImages = availableImages || null;\n        this._evaluator.formattedSection = formattedSection || null;\n\n        try {\n            const val = this.expression.evaluate(this._evaluator);\n            // eslint-disable-next-line no-self-compare\n            if (val === null || val === undefined || (typeof val === 'number' && val !== val)) {\n                return this._defaultValue;\n            }\n            if (this._enumValues && !(val in this._enumValues)) {\n                throw new RuntimeError(`Expected value to be one of ${Object.keys(this._enumValues).map(v => JSON.stringify(v)).join(', ')}, but found ${JSON.stringify(val)} instead.`);\n            }\n            return val;\n        } catch (e) {\n            if

(!this._warningHistory[e.message]) {\n                this._warningHistory[e.message] = true;\n            if (typeof console !== 'undefined') {\n                console.warn(e.message);\n            }\n        }\n        return this._defaultValue;\n    }\n  }\n}\n\nexport function isExpression(expression: mixed) {\n    return Array.isArray(expression) && expression.length > 0 &&\n        typeof expression[0] === 'string' && expression[0] in definitions;\n}\n\n/**\n * Parse and typecheck the given style spec JSON expression. If\n * options.defaultValue is provided, then the resulting StyleExpression's\n * `evaluate()` method will handle errors by logging a warning (once per\n * message) and returning the default value. Otherwise,

 it will throw\n * evaluation errors.\n *\n * @private\n */\nexport function createExpression(expression: mixed, propertySpec: ?StylePropertySpecification): Result<StyleExpression, Array<ParsingError>> {\n    const parser = new ParsingContext(definitions, [], propertySpec ? getExpectedType(propertySpec) : undefined);\n\n    // For string-valued properties, coerce to string at the top level rather than asserting.\n    const parsed = parser.parse(expression, undefined, undefined, undefined,\n        propertySpec && propertySpec.type === 'string' ? {typeAnnotation: 'coerce'} : undefined);\n\n    if (!parsed) {\n        assert(parser.errors.length > 0);\n        return error(parser.errors);\n    }\n\n    return success(new StyleExpression(parsed, propertySpec));\n}\n\nexport class ZoomConstantExpression<Kind: EvaluationKind> {\n    kind: Kind;\n    isStateDependent: boolean;\n    _styleExpression: StyleExpression;\n\n    constructor(kind: Kind, expression: StyleExpression) {\n        this.kind = kind;\n        this._styleExpression = expression;\n        this.isStateDependent = kind !== ('constant': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n    }\n\n    evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        return this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, availableImages, formattedSection);\n    }\n\n    evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        return this._styleExpression.evaluate(globals, feature, featureState, availableImages, formattedSection);\n    }\n}\n\nexport class ZoomDependentExpression<Kind: EvaluationKind> {\n    kind: Kind;\n    zoomStops: Array<number>;\n    isStateDependent: boolean;\n\n    _styleExpression: StyleExpression;\n

    interpolationType: ?InterpolationType;\n    constructor(kind: Kind, expression: StyleExpression, zoomStops: Array<number>, interpolationType?: InterpolationType) {\n        this.kind = kind;\n        this.zoomStops = zoomStops;\n        this._styleExpression = expression;\n        this.isStateDependent = kind !== ('camera': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n        this.interpolationType = interpolationType;\n    }\n\n    evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        return this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, availableImages, formattedSection);\n    }\n\n    evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        return this._styleExpression.evaluate(globals,

 feature, featureState, availableImages, formattedSection);\n    }\n\n    interpolationFactor(input: number, lower: number, upper: number): number {\n        if (this.interpolationType) {\n            return Interpolate.interpolationFactor(this.interpolationType, input, lower, upper);\n        } else {\n            return 0;\n        }\n    }\n}\n\nexport type ConstantExpression = {\n    kind: 'constant',\n    +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>) => any,\n}\n\nexport type SourceExpression = {\n    kind: 'source',\n    isStateDependent: boolean,\n    +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,\n};\n\nexport type CameraExpression = {\n    kind: 'camera',\n    +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>)

 => any,\n    +interpolationFactor: (input: number, lower: number, upper: number) => number,\n    zoomStops: Array<number>,\n    interpolationType: ?InterpolationType\n};\n\nexport type CompositeExpression = {\n    kind: 'composite',\n    isStateDependent: boolean,\n    +evaluate: (globals: GlobalProperties, feature?: Feature,

featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,\n +interpolationFactor: (input: number, lower: number, upper: number) => number,\n    zoomStops: Array<number>,\n    interpolationType: ?InterpolationType\n};\n\nexport type StylePropertyExpression =\n    | ConstantExpression\n    | SourceExpression\n    | CameraExpression\n    | CompositeExpression;\n\nexport function createPropertyExpression(expression: mixed, propertySpec: StylePropertySpecification): Result<StylePropertyExpression, Array<ParsingError>> {\n    expression = createExpression(expression, propertySpec);\n    if (expression.result ===

'error') {\n        return expression;\n    }\n\n    const parsed = expression.value.expression;\n\n    const isFeatureConstant = isConstant.isFeatureConstant(parsed);\n    if (!isFeatureConstant && !supportsPropertyExpression(propertySpec)) {\n        return error([new ParsingError(", 'data expressions not supported')]);\n    }\n\n    const isZoomConstant = isConstant.isGlobalPropertyConstant(parsed, ['zoom']);\n    if (!isZoomConstant && !supportsZoomExpression(propertySpec)) {\n        return error([new ParsingError(", 'zoom expressions not supported')]);\n    }\n\n    const zoomCurve = findZoomCurve(parsed);\n    if (!zoomCurve && !isZoomConstant) {\n        return error([new ParsingError(", \"zoom\" expression may only be used as input to a top-level \"step\" or \"interpolate\" expression.')]);\n    } else if (zoomCurve instanceof ParsingError) {\n        return error([zoomCurve]);\n    } else if (zoomCurve instanceof Interpolate && !supportsInterpolation(propertySpec)) {\n        return error([new ParsingError(", \"interpolate\" expressions cannot be used with this property')]);\n    }\n\n    if (!zoomCurve) {\n        return success(isFeatureConstant ?\n        (new ZoomConstantExpression('constant', expression.value): ConstantExpression) :\n        (new ZoomConstantExpression('source', expression.value): SourceExpression));\n    }\n\n    const interpolationType = zoomCurve instanceof Interpolate ? zoomCurve.interpolation : undefined;\n\n    return success(isFeatureConstant ?\n        (new ZoomDependentExpression('camera', expression.value, zoomCurve.labels, interpolationType): CameraExpression) :\n        (new ZoomDependentExpression('composite', expression.value, zoomCurve.labels, interpolationType): CompositeExpression));\n}\n\nimport {isFunction, createFunction} from '../function';\nimport {Color} from './values';\n\n// serialization wrapper for old-style stop functions normalized to the\n// expression interface\nexport class StylePropertyFunction<T>

{\n    _parameters: PropertyValueSpecification<T>;\n    _specification: StylePropertySpecification;\n\n    kind: EvaluationKind;\n    evaluate: (globals: GlobalProperties, feature?: Feature) => any;\n    interpolationFactor: ?(input: number, lower: number, upper: number) => number;\n    zoomStops: ?Array<number>;\n\n    constructor(parameters: PropertyValueSpecification<T>, specification: StylePropertySpecification) {\n        this._parameters = parameters;\n        this._specification = specification;\n        extend(this, createFunction(this._parameters, this._specification));\n    }\n\n    static deserialize(serialized: {_parameters: PropertyValueSpecification<T>, _specification: StylePropertySpecification}) {\n        return ((new StylePropertyFunction(serialized._parameters, serialized._specification)): StylePropertyFunction<T>);\n    }\n\n    static serialize(input: StylePropertyFunction<T>) {\n        return {\n            _parameters: input._parameters,\n            _specification:

input._specification\n        };\n    }\n}\n\nexport function normalizePropertyExpression<T>(value: PropertyValueSpecification<T>, specification: StylePropertySpecification): StylePropertyExpression {\n    if (isFunction(value)) {\n        return (new StylePropertyFunction(value, specification): any);\n\n    } else if (isExpression(value)) {\n        const expression = createPropertyExpression(value, specification);\n        if (expression.result === 'error') {\n            // this should have been caught in validation\n            throw new Error(expression.value.map(err => `${err.key}: ${err.message}`).join(', '));\n        }\n        return expression.value;\n\n    } else {\n        let constant: any = value;\n        if (typeof value === 'string' && specification.type === 'color') {\n            constant = Color.parse(value);\n        }\n        return {\n            kind: 'constant',\n            evaluate: () => constant\n        };\n    }\n}\n\n// Zoom-dependent expressions
may only use [\"zoom\"] as the input to a top-level \"step\" or \"interpolate\"\n// expression (collectively referred to as a \"curve\"). The curve may be wrapped in one or more \"let\" or\n// \"coalesce\" expressions.\nfunction findZoomCurve(expression: Expression): Step | Interpolate | ParsingError | null {\n    let result = null;\n    if

(expression instanceof Let) {\n    result = findZoomCurve(expression.result);\n\n    } else if (expression instanceof Coalesce) {\n    for (const arg of expression.args) {\n    result = findZoomCurve(arg);\n    if (result) {\n    break;\n    }\n    }\n\n    } else if ((expression instanceof Step || expression instanceof Interpolate) &&\n    expression.input instanceof CompoundExpression &&\n    expression.input.name === 'zoom') {\n\n    result = expression;\n    }\n\n    if (result instanceof ParsingError) {\n    return result;\n    }\n\n    expression.eachChild((child) => {\n

const childResult = findZoomCurve(child);\n    if (childResult instanceof ParsingError) {\n    result = childResult;\n    } else if (!result && childResult) {\n    result = new ParsingError('', '\"zoom\" expression may only be used as input to a top-level \"step\" or \"interpolate\" expression.');\n    } else if (result && childResult && result !== childResult) {\n    result = new ParsingError('', 'Only one zoom-based \"step\" or \"interpolate\" subexpression may be used in an expression.');\n    }\n    });\n\n    return result;\n}\n\nimport {ColorType, StringType, NumberType, BooleanType, ValueType, FormattedType, ResolvedImageType, array} from './types';\n\nfunction getExpectedType(spec: StylePropertySpecification): Type {\n    const types = {\n    color: ColorType,\n    string: StringType,\n    number: NumberType,\n    enum: StringType,\n    boolean: BooleanType,\n    formatted: FormattedType,\n    resolvedImage: ResolvedImageType\n    };\n\n    if (spec.type === 'array') {\n    return array(types[spec.value] || ValueType, spec.length);\n    }\n\n    return types[spec.type];\n}\n\nfunction getDefaultValue(spec: StylePropertySpecification): Value {\n    if (spec.type === 'color' && isFunction(spec.default)) {\n    // Special case for heatmap-color: it uses the 'default:' to define a\n    // default color ramp, but createExpression expects a simple value to fall\n    // back to in case of runtime errors\n    return new Color(0, 0, 0, 0);\n    } else if (spec.type === 'color') {\n    return Color.parse(spec.default) || null;\n    } else if (spec.default === undefined) {\n    return null;\n    } else {\n    return spec.default;\n    }\n}\n","// @flow\n\nimport assert from 'assert';\nimport type {StylePropertySpecification} from '../style-spec';\n\nexport default convertFunction;\n\nfunction convertLiteral(value) {\n    return typeof value === 'object' ? ['literal',

value] : value;\n}\n\nfunction convertFunction(parameters: any, propertySpec: StylePropertySpecification) {\n    let stops = parameters.stops;\n    if (!stops) {\n    // identity function\n    return convertIdentityFunction(parameters, propertySpec);\n    }\n\n    const zoomAndFeatureDependent = stops && typeof stops[0][0] === 'object';\n    const featureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n    const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n\n    stops = stops.map((stop) => {\n    if (!featureDependent && propertySpec.tokens && typeof stop[1] === 'string') {\n    return [stop[0], convertTokenString(stop[1])];\n    }\n    return [stop[0], convertLiteral(stop[1])];\n    });\n\n    if (zoomAndFeatureDependent) {\n    return convertZoomAndPropertyFunction(parameters, propertySpec, stops);\n    } else if (zoomDependent) {\n    return convertZoomFunction(parameters, propertySpec, stops);\n

    } else {\n    return convertPropertyFunction(parameters, propertySpec, stops);\n    }\n}\n\nfunction convertIdentityFunction(parameters, propertySpec): Array<mixed> {\n    const get = ['get', parameters.property];\n\n    if (parameters.default === undefined) {\n    // By default, expressions for string-valued properties get coerced. To preserve\n    // legacy function semantics, insert an explicit assertion instead.\n    return propertySpec.type === 'string' ? ['string', get] : get;\n    } else if (propertySpec.type === 'enum') {\n    return [\n    'match',\n    get,\n    Object.keys(propertySpec.values),\n    get,\n    parameters.default\n    ];\n    } else {\n    const expression = [propertySpec.type === 'color' ? 'to-color' : propertySpec.type, get, convertLiteral(parameters.default)];\n    if (propertySpec.type === 'array') {\n    expression.splice(1, 0, propertySpec.value, propertySpec.length || null);\n

    }\n    return expression;\n    }\n}\n\nfunction getInterpolateOperator(parameters) {\n    switch (parameters.colorSpace) {\n    case 'hcl': return 'interpolate-hcl';\n    case 'lab': return 'interpolate-lab';\n    default: return 'interpolate';\n    }\n}\n\nfunction convertZoomAndPropertyFunction(parameters, propertySpec, stops) {\n    const featureFunctionParameters = {};\n    const featureFunctionStops = {};\n    const zoomStops = [];\n    for (let s = 0; s < stops.length; s++) {\n    const stop = stops[s];\n    const zoom = stop[0].zoom;\n    if (featureFunctionParameters[zoom] === undefined) {\n    featureFunctionParameters[zoom] = {\n

```
zoom,\n                type: parameters.type,\n                property: parameters.property,\n                default:
parameters.default,\n           };\n           featureFunctionStops[zoom] = [];\n           zoomStops.push(zoom);\n
}\n        featureFunctionStops[zoom].push([stop[0].value,
 stop[1]]);\n    }\n\n    // the interpolation type for the zoom dimension of a zoom-and-property\n    // function is
determined directly from the style property specification\n    // for which it's being used: linear for interpolatable
properties, step\n    // otherwise.\n    const functionType = getFunctionType({}, propertySpec);\n    if (functionType
=== 'exponential') {\n        const expression = [getInterpolateOperator(parameters), ['linear'], ['zoom']];\n\n        for
(const z of zoomStops) {\n            const output = convertPropertyFunction(featureFunctionParameters[z],
propertySpec, featureFunctionStops[z]);\n            appendStopPair(expression, z, output, false);\n        }\n\n
return expression;\n    } else {\n        const expression = ['step', ['zoom']];\n\n        for (const z of zoomStops) {\n
   const output = convertPropertyFunction(featureFunctionParameters[z], propertySpec, featureFunctionStops[z]);\n
      appendStopPair(expression, z, output,
 true);\n        }\n\n        fixupDegenerateStepCurve(expression);\n\n        return expression;\n    }\n}\n\nfunction
coalesce(a, b) {\n    if (a !== undefined) return a;\n    if (b !== undefined) return b;\n}\n\nfunction
convertPropertyFunction(parameters, propertySpec, stops) {\n    const type = getFunctionType(parameters,
propertySpec);\n    const get = ['get', parameters.property];\n    if (type === 'categorical' && typeof stops[0][0] ===
'boolean') {\n        assert(parameters.stops.length > 0 && parameters.stops.length <= 2);\n        const expression =
['case'];\n        for (const stop of stops) {\n            expression.push(['==', get, stop[0]], stop[1]);\n        }\n
expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n        return expression;\n    }
else if (type === 'categorical') {\n        const expression = ['match', get];\n        for (const stop of stops) {\n
appendStopPair(expression, stop[0], stop[1], false);\n
        }\n        expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n        return
expression;\n    } else if (type === 'interval') {\n        const expression = ['step', ['number', get]];\n        for (const stop
of stops) {\n            appendStopPair(expression, stop[0], stop[1], true);\n        }\n
fixupDegenerateStepCurve(expression);\n        return parameters.default === undefined ? expression : [\n
'case',\n            ['==', ['typeof', get], 'number'],\n            expression,\n            convertLiteral(parameters.default)\n
];\n    } else if (type === 'exponential') {\n        const base = parameters.base !== undefined ? parameters.base : 1;\n
   const expression = [\n            getInterpolateOperator(parameters),\n            base === 1 ? [\"linear\"] :
[\"exponential\", base],\n            [\"number\", get]\n        ];\n\n        for (const stop of stops) {\n
appendStopPair(expression, stop[0],
 stop[1], false);\n        }\n        return parameters.default === undefined ? expression : [\n            'case',\n            ['==',
['typeof', get], 'number'],\n            expression,\n            convertLiteral(parameters.default)\n        ];\n    } else {\n
throw new Error(`Unknown property function type ${type}`);\n    }\n}\n\nfunction
convertZoomFunction(parameters, propertySpec, stops, input = ['zoom']) {\n    const type =
getFunctionType(parameters, propertySpec);\n    let expression;\n    let isStep = false;\n    if (type === 'interval') {\n
   expression = ['step', input];\n        isStep = true;\n    } else if (type === 'exponential') {\n        const base =
parameters.base !== undefined ? parameters.base : 1;\n        expression = [getInterpolateOperator(parameters), base
=== 1 ? [\"linear\"] : [\"exponential\", base], input];\n\n    } else {\n        throw new Error(`Unknown zoom function
type \"${type}\"`);\n    }\n\n    for (const stop of stops) {\n
 appendStopPair(expression, stop[0], stop[1], isStep);\n    }\n\n    fixupDegenerateStepCurve(expression);\n\n
return expression;\n}\n\nfunction fixupDegenerateStepCurve(expression) {\n    // degenerate step curve (i.e. a
constant function): add a noop stop\n    if (expression[0] === 'step' && expression.length === 3) {\n
expression.push(0);\n        expression.push(expression[3]);\n    }\n}\n\nfunction appendStopPair(curve, input,
output, isStep) {\n    // Skip duplicate stop values. They were not validated for functions, but they are for
expressions.\n    // https://github.com/mapbox/mapbox-gl-js/issues/4107\n    if (curve.length > 3 && input ===
curve[curve.length - 2]) {\n        return;\n    }\n    // step curves don't get the first input value, as it is redundant.\n    if
(!(isStep && curve.length === 2)) {\n        curve.push(input);\n    }\n    curve.push(output);\n}\n\nfunction
getFunctionType(parameters, propertySpec) {\n    if (parameters.type) {\n        return parameters.type;\n
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} else {\n     assert(propertySpec.expression);\n     return (propertySpec.expression: any).interpolated ? 'exponential' : 'interval';\n   }\n}\n\n// \"String with {name} token\" => [\"concat\", \"String with \", [\"get\", \"name\"], \" token\"]\nexport function convertTokenString(s: string) {\n   const result = ['concat'];\n   const re = /{([^{}]+)}/g;\n   let pos = 0;\n   for (let match = re.exec(s); match !== null; match = re.exec(s)) {\n       const literal = s.slice(pos, re.lastIndex - match[0].length);\n       pos = re.lastIndex;\n       if (literal.length > 0) result.push(literal);\n       result.push(['get', match[1]]);\n   }\n\n   if (result.length === 1) {\n       return s;\n   }\n\n   if (pos < s.length) {\n       result.push(s.slice(pos));\n   } else if (result.length === 2) {\n       return ['to-string', result[1]];\n   }\n\n   return result;\n}\n","// @flow\n\nimport {createExpression} from '../expression';\n\nimport type {GlobalProperties} from '../expression';\nexport type FeatureFilter = (globalProperties: GlobalProperties, feature: VectorTileFeature) => boolean;\n\nexport default createFilter;\nexport {isExpressionFilter};\n\nfunction isExpressionFilter(filter: any) {\n   if (filter === true || filter === false) {\n       return true;\n   }\n\n   if (!Array.isArray(filter) || filter.length === 0) {\n       return false;\n   }\n   switch (filter[0]) {\n   case 'has':\n       return filter.length >= 2 && filter[1] !== '$id' && filter[1] !== '$type';\n\n   case 'in':\n       return filter.length >= 3 && Array.isArray(filter[2]);\n   case '!in':\n   case '!has':\n   case 'none':\n       return false;\n\n   case '==':\n   case '!=':\n   case '>':\n   case '>=':\n   case '<':\n   case '<=':\n       return filter.length !== 3 || (Array.isArray(filter[1]) || Array.isArray(filter[2]));\n\n   case 'any':\n   case 'all':\n       for (const f of filter.slice(1)) {\n           if (!isExpressionFilter(f) && typeof f !== 'boolean') {\n               return false;\n           }\n       }\n       return true;\n\n   default:\n       return true;\n   }\n}\n\nconst filterSpec = {\n   'type': 'boolean',\n   'default': false,\n   'transition': false,\n   'property-type': 'data-driven',\n   'expression': {\n       'interpolated': false,\n       'parameters': ['zoom', 'feature']\n   }\n};\n\n/**\n * Given a filter expressed as nested arrays, return a new function\n * that evaluates whether a given feature (with a .properties or .tags property)\n * passes its test.\n *\n * @private\n * @param {Array} filter mapbox gl filter\n * @returns {Function} filter-evaluating function\n */\nfunction createFilter(filter: any): FeatureFilter {\n   if (filter === null || filter === undefined) {\n       return () => true;\n   }\n\n   if (!isExpressionFilter(filter)) {\n       filter = convertFilter(filter);\n   }\n\n   const compiled = createExpression(filter, filterSpec);\n\n   if (compiled.result === 'error') {\n       throw new Error(compiled.value.map(err => `${err.key}: ${err.message}`).join(', '));\n   } else {\n       return (globalProperties: GlobalProperties, feature: VectorTileFeature) => compiled.value.evaluate(globalProperties, feature);\n   }\n}\n\n// Comparison function to sort numbers and strings\nfunction compare(a, b) {\n   return a < b ? -1 : a > b ? 1 : 0;\n}\n\nfunction convertFilter(filter: ?Array<any>): mixed {\n   if (!filter) return true;\n   const op = filter[0];\n   if (filter.length <= 1) return (op !== 'any');\n   const converted =\n       op === '==' ? convertComparisonOp(filter[1], filter[2], '=') :\n       op === '!=' ? convertNegation(convertComparisonOp(filter[1], filter[2], '==')) :\n       op === '<' ||\n       op === '>' ||\n       op === '<=' ||\n       op === '>=' ? convertComparisonOp(filter[1], filter[2], op) :\n       op === 'any' ? convertDisjunctionOp(filter.slice(1)) :\n       op === 'all' ? ['all'].concat(filter.slice(1).map(convertFilter)) :\n       op === 'none' ? ['all'].concat(filter.slice(1).map(convertFilter).map(convertNegation)) :\n       op === 'in' ? convertInOp(filter[1], filter.slice(2)) :\n       op === '!in' ? convertNegation(convertInOp(filter[1], filter.slice(2))) :\n       op === 'has' ? convertHasOp(filter[1]) :\n       op === '!has' ? convertNegation(convertHasOp(filter[1])) :\n       true;\n   return converted;\n}\n\nfunction convertComparisonOp(property: string, value: any, op: string) {\n   switch (property) {\n   case '$type':\n       return [`filter-type-${op}`, value];\n   case '$id':\n       return [`filter-id-${op}`, value];\n   default:\n       return [`filter-${op}`, property, value];\n   }\n}\n\nfunction convertDisjunctionOp(filters: Array<Array<any>>) {\n   return ['any'].concat(filters.map(convertFilter));\n}\n\nfunction convertInOp(property: string, values: Array<any>) {\n   if (values.length === 0) { return false; }\n   switch (property) {\n   case '$type':\n       return [`filter-type-in`, ['literal', values]];\n   case '$id':\n       return [`filter-id-in`, ['literal', values]];\n   default:\n       if (values.length > 200 && !values.some(v => typeof v !== typeof values[0])) {\n           return ['filter-in-large', property, ['literal', values.sort(compare)]];\n       } else {\n           return ['filter-in-small', property, ['literal', values]];\n       }\n   }\n}\n\nfunction convertHasOp(property: string) {\n   switch (property) {\n   case '$type':\n       return true;\n   case '$id':\n       return [`filter-has-id`];\n   default:\n

return [`filter-has`, property];\n   }\n}\n\nfunction convertNegation(filter: mixed) {\n   return ['!', filter];\n}\n}\n","//
@flow\n\nimport {isExpressionFilter} from './index';\n\nimport type {FilterSpecification} from '../types';\n\ntype
ExpectedTypes = {[string]: 'string' | 'number' | 'boolean'};\n\n/**\n * Convert the given legacy filter to (the
JSON representation of) an\n * equivalent expression\n * @private\n */\n\nexport default function
convertFilter(filter: FilterSpecification): mixed {\n   return _convertFilter(filter, {});\n}\n\n/*\n * Convert the given
filter to an expression, storing the expected types for\n * any feature properties referenced in expectedTypes.\n *\n *
These expected types are needed in order to construct preflight type checks\n * needed for handling 'any' filters. A
preflight type check is necessary in\n * order to mimic legacy filters' semantics around expected type mismatches.\n
* For example, consider the legacy filter:\n *\n *    [\"any\", [\"all\", [\">\", \"y\", 0], [\">\", \"y\", 0]], [\">\", \"x\",
0]]\n *\n * Naively, we might convert this to the expression:\n *\n *    [\"any\", [\"all\", [\">\", [\"get\", \"y\"], 0],
[\">\", [\"get\", \"z\"], 0]], [\">\", [\"get\", \"x\"], 0]]\n *\n * But if we tried to evaluate this against, say `{x: 1, y:
null, z: 0}`, the\n * [\">\", [\"get\", \"y\"],
0] would cause an evaluation error, leading to the\n * entire filter returning false. Legacy filter semantics, though,
ask for\n * [\">\", \"y\", 0] to simply return `false` when `y` is of the wrong type,\n * allowing the subsequent terms
of the outer \"any\" expression to be evaluated\n * (resulting, in this case, in a `true` value, because x > 0).\n *\n *
We account for this by inserting a preflight type-checking expression before\n * each \"any\" term, allowing us to
avoid evaluating the actual converted filter\n * if any type mismatches would cause it to produce an evalaution
error:\n *\n *    [\"any\",\n *        [\"case\",\n *            [\"all\", [\"==\", [\"typeof\", [\"get\", \"y\"]], \"number\"], [\"==\",
[\"typeof\", [\"get\", \"z\"], \"number\"]],\n *            [\"all\", [\">\", [\"get\", \"y\"], 0], [\">\", [\"get\", \"z\"], 0]],\n *
false\n *        ],\n *        [\"case\",\n *            [\"==\", [\"typeof\", [\"get\", \"x\"]], \"number\"]],\n *            [\">\", [\"get\",
\"x\"],
0],\n *        false\n *        ]\n *    ]\n *\n * An alternative, possibly more direct approach would be to use type
checks\n * in the conversion of each comparison operator, so that the converted version\n * of each individual ==,
>=, etc. would mimic the legacy filter semantics. The\n * downside of this approach is that it can lead to many more
type checks than\n * would otherwise be necessary: outside the context of an \"any\" expression,\n * bailing out due
to a runtime type error (expression semantics) and returning\n * false (legacy filter semantics) are equivalent: they
cause the filter to\n * produce a `false` result.\n */\n\nfunction _convertFilter(filter: FilterSpecification,
expectedTypes: ExpectedTypes): mixed {\n   if (isExpressionFilter(filter)) { return filter; }\n\n   if (!filter) return
true;\n   const op = filter[0];\n   if (filter.length <= 1) return (op !== 'any');\n\n   let converted;\n\n   if (\n      op
=== '==' ||\n      op === '!=' ||\n      op
=== '<' ||\n      op === '>' ||\n      op === '<=' ||\n      op === '>=\n   ) {\n      const [, property, value] = (filter:
any);\n      converted = convertComparisonOp(property, value, op, expectedTypes);\n   } else if (op === 'any') {\n
const children = (filter: any).slice(1).map(f => {\n         const types = {};\n         const child = _convertFilter(f,
types);\n         const typechecks = runtimeTypeChecks(types);\n         return typechecks === true ? child : ['case',
typechecks, child, false];\n      });\n      return ['any'].concat(children);\n   } else if (op === 'all') {\n      const
children = (filter: any).slice(1).map(f => _convertFilter(f, expectedTypes));\n      return children.length > 1 ?
['all'].concat(children) : [].concat(...children);\n   } else if (op === 'none') {\n      return ['!',
_convertFilter(['any'].concat(filter.slice(1)), {})];\n   } else if (op === 'in') {\n      converted =
convertInOp((filter[1]: any), filter.slice(2));\n
   } else if (op === '!in') {\n      converted = convertInOp((filter[1]: any), filter.slice(2), true);\n   } else if (op ===
'has') {\n      converted = convertHasOp((filter[1]: any));\n   } else if (op === '!has') {\n      converted = ['!',
convertHasOp((filter[1]: any))];\n   } else {\n      converted = true;\n   }\n\n   return converted;\n}\n\n// Given a
set of feature properties and an expected type for each one,\n// construct an boolean expression that tests whether
each property has the\n// right type.\n// E.g.: for {name: 'string', population: 'number'}, return\n// [ 'all',\n//   ['==',
['typeof', ['get', 'name'], 'string']],\n//   ['==', ['typeof', ['get', 'population'], 'number']]\n// ]\nfunction
runtimeTypeChecks(expectedTypes: ExpectedTypes) {\n   const conditions = [];\n   for (const property in
expectedTypes) {\n      const get = property === '$id' ? ['id'] : ['get', property];\n      conditions.push(['==',
['typeof', get], expectedTypes[property]]);\n

}\n    if (conditions.length === 0) return true;\n    if (conditions.length === 1) return conditions[0];\n    return ['all'].concat(conditions);\n}\n\nfunction convertComparisonOp(property: string, value: any, op: string, expectedTypes: ?ExpectedTypes) {\n    let get;\n    if (property === '$type') {\n        return [op, ['geometry-type'], value];\n    } else if (property === '$id') {\n        get = ['id'];\n    } else {\n        get = ['get', property];\n    }\n\n    if (expectedTypes && value !== null) {\n        const type = ((typeof value): any);\n        expectedTypes[property] = type;\n    }\n\n    if (op === '==' && property !== '$id' && value === null) {\n        return [\n            'all',\n            ['has', property], // missing property != null for legacy filters\n            ['==', get, null]\n        ];\n    } else if (op === '!=' && property !== '$id' && value === null) {\n        return [\n            'any',\n            ['!', ['has', property]], // missing property != null for legacy filters\n            ['!=', get, null]\n        ];\n    }\n\n    return [op, get, value];\n}\n\nfunction convertInOp(property: string, values: Array<any>, negate = false) {\n    if (values.length === 0) return negate;\n\n    let get;\n    if (property === '$type') {\n        get = ['geometry-type'];\n    } else if (property === '$id') {\n        get = ['id'];\n    } else {\n        get = ['get', property];\n    }\n\n    // Determine if the list of values to be searched is homogenously typed.\n    // If so (and if the type is string or number), then we can use a\n    // [match, input, [...values], true, false] construction rather than a\n    // bunch of `==` tests.\n    let uniformTypes = true;\n    const type = typeof values[0];\n    for (const value of values) {\n        if (typeof value !== type) {\n            uniformTypes = false;\n            break;\n        }\n    }\n\n    if (uniformTypes && (type === 'string' || type === 'number')) {\n        // Match expressions must have unique values.\n        const uniqueValues = values.sort().filter((v, i) => i === 0 || values[i - 1] !== v);\n        return ['match', get, uniqueValues, !negate, negate];\n    }\n\n    return [ negate ? 'all' : 'any' ].concat(\n        values.map(v => [negate ? '!=' : '==', get, v])\n    );\n}\n\nfunction convertHasOp(property: string) {\n    if (property === '$type') {\n        return true;\n    } else if (property === '$id') {\n        return ['!=', ['id'], null];\n    } else {\n        return ['has', property];\n    }\n","// @flow\n\nimport {\n    eachLayer,\n    eachProperty\n} from '../visit';\nimport {isExpression} from '../expression';\nimport convertFunction, {convertTokenString} from '../function/convert';\nimport convertFilter from '../feature_filter/convert';\nimport type {StyleSpecification} from '../types';\n\n/**\n * Migrate the given style object in place to use expressions. Specifically,\n * this will convert (a) \"stop\" functions, and (b) legacy filters to their\n * expression equivalents.\n */\nexport default function(style: StyleSpecification) {\n    const converted = [];\n\n    eachLayer(style, (layer) => {\n        if (layer.filter) {\n            layer.filter = (convertFilter(layer.filter): any);\n        }\n    });\n\n    eachProperty(style, {paint: true, layout: true}, ({path, value, reference, set}) => {\n        if (isExpression(value)) return;\n        if (typeof value === 'object' && !Array.isArray(value)) {\n            set(convertFunction(value, reference));\n            converted.push(path.join('.'));\n        } else if (reference.tokens && typeof value === 'string') {\n            set(convertTokenString(value));\n        }\n    });\n\n    return style;\n}\n","\nimport migrateToV8 from './migrate/v8';\nimport migrateToExpressions from './migrate/expressions';\n\n/**\n * Migrate a Mapbox GL Style to the latest version.\n *\n * @private\n * @alias migrate\n * @param {object} style a Mapbox GL Style\n * @returns {Object} a migrated style\n * @example\n * var fs = require('fs');\n * var migrate = require('mapbox-gl-style-spec').migrate;\n * var style = fs.readFileSync('./style.json', 'utf8');\n * fs.writeFileSync('./style.json', JSON.stringify(migrate(style)));\n */\nexport default function(style) {\n    let migrated = false;\n\n    if (style.version === 7) {\n        style = migrateToV8(style);\n        migrated = true;\n    }\n\n    if (style.version === 8) {\n        migrated = migrateToExpressions(style);\n        migrated = true;\n    }\n\n    if (!migrated) {\n        throw new Error('cannot migrate from', style.version);\n    }\n\n    return style;\n}\n","\nexport default function (style) {\n    const styleIDs = [];\n    const sourceIDs = [];\n    const compositedSourceLayers = [];\n\n    for (const id in style.sources) {\n        const source = style.sources[id];\n\n        if (source.type !== \"vector\")\n            continue;\n\n        const match = /^mapbox:\\/\\/(.*)/.exec(source.url);\n\n        if (!match)\n            continue;\n\n        styleIDs.push(id);\n        sourceIDs.push(match[1]);\n    }\n\n    if (styleIDs.length < 2)\n        return style;\n\n    styleIDs.forEach((id) => {\n        delete style.sources[id];\n    });\n\n    const compositeID = sourceIDs.join(\",\");\n\n    style.sources[compositeID] = {\n        \"type\": \"vector\",\n        \"url\": `mapbox://${compositeID}`\n    };\n\n    style.layers.forEach((layer) => {\n        if

(styleIDs.indexOf(layer.source) >= 0) {\n          layer.source = compositeID;\n\n          if ('source-layer' in layer) {\n          if (compositedSourceLayers.indexOf(layer['source-layer']) >= 0) {\n          throw new Error('Conflicting source layer names');\n          } else {\n          compositedSourceLayers.push(layer['source-layer']);\n          }\n          }\n          }\n     });\n\n   return style;\n}\n","\nexport default ['type', 'source', 'source-layer',
 'minzoom', 'maxzoom', 'filter', 'layout'];\n","\nimport refProperties from './util/ref_properties';\n\nfunction deref(layer, parent) {\n   const result = {};\n\n   for (const k in layer) {\n          if (k !== 'ref') {\n          result[k] = layer[k];\n          }\n     }\n\n   refProperties.forEach((k) => {\n          if (k in parent) {\n          result[k] = parent[k];\n     }\n     });\n\n   return result;\n}\n\nexport default derefLayers;\n\n/**\n * Given an array of layers, some of which may contain `ref` properties\n * whose value is the `id` of another property, return a new array where\n * such layers have been augmented with the 'type', 'source', etc. properties\n * from the parent layer, and the `ref` property has been removed.\n *\n * The input is not modified. The output may contain references to portions\n * of the input.\n *\n * @private\n * @param {Array<Layer>} layers\n * @returns {Array<Layer>}\n */\nfunction derefLayers(layers) {\n   layers = layers.slice();\n\n   const map = Object.create(null);\n   for (let i = 0; i < layers.length; i++) {\n          map[layers[i].id] = layers[i];\n   }\n\n   for (let i = 0; i < layers.length; i++) {\n          if ('ref' in layers[i]) {\n          layers[i] = deref(layers[i], map[layers[i].ref]);\n          }\n     }\n\n   return layers;\n}\n","// @flow\n\n/**\n * Deeply compares two object literals.\n *\n * @private\n */\nfunction deepEqual(a: ?mixed, b: ?mixed): boolean {\n   if (Array.isArray(a)) {\n   if (!Array.isArray(b) || a.length !== b.length) return false;\n          for (let i = 0; i < a.length; i++) {\n          if (!deepEqual(a[i], b[i])) return false;\n          }\n          return true;\n   }\n   if (typeof a === 'object' && a !== null && b !== null) {\n          if (!(typeof b === 'object')) return false;\n          const keys = Object.keys(a);\n          if (keys.length !== Object.keys(b).length) return false;\n          for (const key in a) {\n          if (!deepEqual(a[key], b[key])) return false;\n          }\n          return true;\n   }\n   return a === b;\n}\n\nexport default deepEqual;\n","\nimport isEqual from './util/deep_equal';\n\nconst operations = {\n\n   /*\n    * { command: 'setStyle', args: [stylesheet] }\n    */\n   setStyle: 'setStyle',\n\n   /*\n    * { command: 'addLayer', args: [layer, 'beforeLayerId'] }\n    */\n   addLayer: 'addLayer',\n\n   /*\n    * { command: 'removeLayer', args: ['layerId'] }\n    */\n   removeLayer: 'removeLayer',\n\n   /*\n    * { command: 'setPaintProperty', args: ['layerId', 'prop', value] }\n    */\n   setPaintProperty: 'setPaintProperty',\n\n   /*\n    * { command: 'setLayoutProperty', args: ['layerId', 'prop', value] }\n    */\n   setLayoutProperty: 'setLayoutProperty',\n\n   /*\n    * { command: 'setFilter', args: ['layerId', filter] }\n    */\n   setFilter: 'setFilter',\n\n   /*\n    * { command: 'addSource', args: ['sourceId', source] }\n    */\n   addSource: 'addSource',\n\n   /*\n    * { command: 'removeSource', args: ['sourceId'] }\n    */\n   removeSource: 'removeSource',\n\n   /*\n    * { command: 'setGeoJSONSourceData', args: ['sourceId', data] }\n    */\n   setGeoJSONSourceData: 'setGeoJSONSourceData',\n\n   /*\n    * { command: 'setLayerZoomRange', args: ['layerId', 0, 22] }\n    */\n   setLayerZoomRange: 'setLayerZoomRange',\n\n   /*\n    * { command: 'setLayerProperty', args: ['layerId', 'prop', value] }\n    */\n   setLayerProperty: 'setLayerProperty',\n\n   /*\n    * { command: 'setCenter', args: [[lon, lat]] }\n    */\n   setCenter: 'setCenter',\n\n   /*\n    * { command: 'setZoom', args: [zoom] }\n    */\n   setZoom: 'setZoom',\n\n   /*\n    * { command: 'setBearing', args: [bearing] }\n    */\n   setBearing: 'setBearing',\n\n   /*\n    * { command: 'setPitch', args: [pitch] }\n    */\n   setPitch: 'setPitch',\n\n   /*\n    * { command: 'setSprite', args: ['spriteUrl'] }\n    */\n   setSprite: 'setSprite',\n\n   /*\n    * { command: 'setGlyphs', args: ['glyphsUrl'] }\n    */\n   setGlyphs: 'setGlyphs',\n\n   /*\n    * { command: 'setTransition', args: [transition] }\n    */\n   setTransition: 'setTransition',\n\n   /*\n    * { command: 'setLighting', args: [lightProperties] }\n    */\n   setLight: 'setLight'\n\n};\n\nfunction addSource(sourceId, after, commands) {\n   commands.push({command: operations.addSource, args: [sourceId, after[sourceId]]});\n}\n\nfunction removeSource(sourceId, commands, sourcesRemoved) {\n   commands.push({command: operations.removeSource, args: [sourceId]});\n   sourcesRemoved[sourceId] = true;\n}\n\nfunction updateSource(sourceId, after, commands, sourcesRemoved) {\n   removeSource(sourceId, commands, sourcesRemoved);\n   addSource(sourceId, after, commands);\n}\n\nfunction canUpdateGeoJSON(before, after, sourceId) {\n   let prop;\n   for (prop in

before[sourceId]) {\n        if (!before[sourceId].hasOwnProperty(prop)) continue;\n        if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n            return false;\n        }\n    }\n    for (prop in after[sourceId]) {\n        if (!after[sourceId].hasOwnProperty(prop)) continue;\n        if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n            return false;\n        }\n    }\n    return true;\n}\n\nfunction diffSources(before, after, commands, sourcesRemoved) {\n    before = before || {};\n    after = after || {};\n\n    let sourceId;\n\n    // look for sources to remove\n    for (sourceId in before) {\n        if (!before.hasOwnProperty(sourceId)) continue;\n        if (!after.hasOwnProperty(sourceId)) {\n            removeSource(sourceId, commands, sourcesRemoved);\n        }\n    }\n\n    // look for sources to add/update\n    for (sourceId in after) {\n        if (!after.hasOwnProperty(sourceId)) continue;\n        if (!before.hasOwnProperty(sourceId)) {\n            addSource(sourceId, after, commands);\n        } else if (!isEqual(before[sourceId], after[sourceId])) {\n            if (before[sourceId].type === 'geojson' && after[sourceId].type === 'geojson' && canUpdateGeoJSON(before, after, sourceId)) {\n                commands.push({command: operations.setGeoJSONSourceData, args: [sourceId, after[sourceId].data]});\n            } else {\n                // no update command, must remove then add\n                updateSource(sourceId, after, commands, sourcesRemoved);\n            }\n        }\n    }\n}\n\nfunction diffLayerPropertyChanges(before, after, commands, layerId, klass, command) {\n    before = before || {};\n    after = after || {};\n\n    let prop;\n\n    for (prop in before) {\n        if (!before.hasOwnProperty(prop)) continue;\n        if (!isEqual(before[prop], after[prop])) {\n            commands.push({command, args: [layerId, prop, after[prop], klass]});\n        }\n    }\n    for (prop in after) {\n        if (!after.hasOwnProperty(prop) || before.hasOwnProperty(prop))

continue;\n        if (!isEqual(before[prop], after[prop])) {\n            commands.push({command, args: [layerId, prop, after[prop], klass]});\n        }\n    }\n}\n\nfunction pluckId(layer) {\n    return layer.id;\n}\nfunction indexById(group, layer) {\n    group[layer.id] = layer;\n    return group;\n}\n\nfunction diffLayers(before, after, commands) {\n    before = before || [];\n    after = after || [];\n\n    // order of layers by id\n    const beforeOrder = before.map(pluckId);\n    const afterOrder = after.map(pluckId);\n\n    // index of layer by id\n    const beforeIndex = before.reduce(indexById, {});\n    const afterIndex = after.reduce(indexById, {});\n\n    // track order of layers as if they have been mutated\n    const tracker = beforeOrder.slice();\n\n    // layers that have been added do not need to be diffed\n    const clean = Object.create(null);\n\n    let i, d, layerId, beforeLayer, afterLayer, insertBeforeLayerId, prop;\n\n    // remove layers\n    for (i = 0,

d = 0; i < beforeOrder.length; i++) {\n        layerId = beforeOrder[i];\n        if (!afterIndex.hasOwnProperty(layerId)) {\n            commands.push({command: operations.removeLayer, args: [layerId]});\n            tracker.splice(tracker.indexOf(layerId, d), 1);\n        } else {\n            // limit where in tracker we need to look for a match\n            d++;\n        }\n    }\n\n    // add/reorder layers\n    for (i = 0, d = 0; i < afterOrder.length; i++) {\n        // work backwards as insert is before an existing layer\n        layerId = afterOrder[afterOrder.length - 1 - i];\n\n        if (tracker[tracker.length - 1 - i] === layerId) continue;\n\n        if (beforeIndex.hasOwnProperty(layerId)) {\n            // remove the layer before we insert at the correct position\n            commands.push({command: operations.removeLayer, args: [layerId]});\n            tracker.splice(tracker.lastIndexOf(layerId, tracker.length - d), 1);\n        } else {\n            // limit where

in tracker we need to look for a match\n            d++;\n        }\n\n        // add layer at correct position\n        insertBeforeLayerId = tracker[tracker.length - i];\n        commands.push({command: operations.addLayer, args: [afterIndex[layerId], insertBeforeLayerId]});\n        tracker.splice(tracker.length - i, 0, layerId);\n        clean[layerId] = true;\n    }\n\n    // update layers\n    for (i = 0; i < afterOrder.length; i++) {\n        layerId = afterOrder[i];\n        beforeLayer = beforeIndex[layerId];\n        afterLayer = afterIndex[layerId];\n\n        // no need to update if previously added (new or moved)\n        if (clean[layerId] || isEqual(beforeLayer, afterLayer)) continue;\n\n        // If source, source-layer, or type have changes, then remove the layer\n        // and add it back 'from scratch'.\n        if (!isEqual(beforeLayer.source, afterLayer.source) || !isEqual(beforeLayer['source-layer'], afterLayer['source-layer']) || !isEqual(beforeLayer.type, afterLayer.type))

{\n            commands.push({command: operations.removeLayer, args: [layerId]});\n            // we add the layer back at the same position it was already in, so\n            // there's no need to update the `tracker`\n

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insertBeforeLayerId = tracker[tracker.lastIndexOf(layerId) + 1];\n            commands.push({command:
operations.addLayer, args: [afterLayer, insertBeforeLayerId]});\n            continue;\n        }\n\n       // layout, paint,
filter, minzoom, maxzoom\n        diffLayerPropertyChanges(beforeLayer.layout, afterLayer.layout, commands,
layerId, null, operations.setLayoutProperty);\n        diffLayerPropertyChanges(beforeLayer.paint, afterLayer.paint,
commands, layerId, null, operations.setPaintProperty);\n        if (!isEqual(beforeLayer.filter, afterLayer.filter)) {\n
    commands.push({command: operations.setFilter, args: [layerId, afterLayer.filter]});\n        }\n        if
(!isEqual(beforeLayer.minzoom, afterLayer.minzoom) || !isEqual(beforeLayer.maxzoom,
 afterLayer.maxzoom)) {\n            commands.push({command: operations.setLayerZoomRange, args: [layerId,
afterLayer.minzoom, afterLayer.maxzoom]});\n        }\n\n       // handle all other layer props, including paint.*\n
for (prop in beforeLayer) {\n            if (!beforeLayer.hasOwnProperty(prop)) continue;\n            if (prop === 'layout'
|| prop === 'paint' || prop === 'filter' ||\n                prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom')
continue;\n            if (prop.indexOf('paint.') === 0) {\n                diffLayerPropertyChanges(beforeLayer[prop],
afterLayer[prop], commands, layerId, prop.slice(6), operations.setPaintProperty);\n            } else if
(!isEqual(beforeLayer[prop], afterLayer[prop])) {\n                commands.push({command:
operations.setLayerProperty, args: [layerId, prop, afterLayer[prop]]});\n            }\n        }\n        for (prop in
afterLayer) {\n            if (!afterLayer.hasOwnProperty(prop)
 || beforeLayer.hasOwnProperty(prop)) continue;\n            if (prop === 'layout' || prop === 'paint' || prop === 'filter'
||\n                prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom') continue;\n            if
(prop.indexOf('paint.') === 0) {\n                diffLayerPropertyChanges(beforeLayer[prop], afterLayer[prop],
commands, layerId, prop.slice(6), operations.setPaintProperty);\n            } else if (!isEqual(beforeLayer[prop],
afterLayer[prop])) {\n                commands.push({command: operations.setLayerProperty, args: [layerId, prop,
afterLayer[prop]]});\n            }\n        }\n    }\n\n/**\n * Diff two stylesheet\n *\n * Creates semanticly aware
diffs that can easily be applied at runtime.\n * Operations produced by the diff closely resemble the mapbox-gl-js
API. Any\n * error creating the diff will fall back to the 'setStyle' operation.\n *\n * Example diff:\n * [\n *     {
command: 'setConstant', args: ['@water', '#0000FF'] },\n *     {
 command: 'setPaintProperty', args: ['background', 'background-color', 'black'] }\n * ]\n *\n * @private\n * @param
{*} [before] stylesheet to compare from\n * @param {*} after stylesheet to compare to\n * @returns Array list of
changes\n */\nfunction diffStyles(before, after) {\n    if (!before) return [{command: operations.setStyle, args:
[after]}];\n\n    let commands = [];\n\n    try {\n        // Handle changes to top-level properties\n        if
(!isEqual(before.version, after.version)) {\n            return [{command: operations.setStyle, args: [after]}];\n        }\n
    if (!isEqual(before.center, after.center)) {\n            commands.push({command: operations.setCenter, args:
[after.center]});\n        }\n        if (!isEqual(before.zoom, after.zoom)) {\n            commands.push({command:
operations.setZoom, args: [after.zoom]});\n        }\n        if (!isEqual(before.bearing, after.bearing)) {\n
commands.push({command: operations.setBearing, args: [after.bearing]});\n
        }\n        if (!isEqual(before.pitch, after.pitch)) {\n            commands.push({command: operations.setPitch, args:
[after.pitch]});\n        }\n        if (!isEqual(before.sprite, after.sprite)) {\n            commands.push({command:
operations.setSprite, args: [after.sprite]});\n        }\n        if (!isEqual(before.glyphs, after.glyphs)) {\n
commands.push({command: operations.setGlyphs, args: [after.glyphs]});\n        }\n        if
(!isEqual(before.transition, after.transition)) {\n            commands.push({command: operations.setTransition, args:
[after.transition]});\n        }\n        if (!isEqual(before.light, after.light)) {\n            commands.push({command:
operations.setLight, args: [after.light]});\n        }\n\n        // Handle changes to `sources`\n        // If a source is to be
removed, we also--before the removeSource\n        // command--need to remove all the style layers that depend on
it.\n        const sourcesRemoved = {};\n\n
        // First collect the {add,remove}Source commands\n        const removeOrAddSourceCommands = [];\n
diffSources(before.sources, after.sources, removeOrAddSourceCommands, sourcesRemoved);\n\n        // Push a
removeLayer command for each style layer that depends on a\n        // source that's being removed.\n        // Also,
exclude any such layers them from the input to `diffLayers`\n        // below, so that diffLayers produces the
appropriate `addLayers`\n        // command\n        const beforeLayers = [];\n        if (before.layers) {\n
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before.layers.forEach((layer) => {\n                    if (sourcesRemoved[layer.source]) {\n
commands.push({command: operations.removeLayer, args: [layer.id]});\n                } else {\n
beforeLayers.push(layer);\n                }\n            });\n        }\n        commands =
commands.concat(removeOrAddSourceCommands);\n\n        // Handle changes to `layers`\n
diffLayers(beforeLayers,
 after.layers, commands);\n\n    } catch (e) {\n        // fall back to setStyle\n        console.warn('Unable to compute
style diff:', e);\n        commands = [{command: operations.setStyle, args: [after]}];\n    }\n\n    return
commands;\n}\n\nexport default diffStyles;\nexport {operations};\n","// @flow\n\n// Note: Do not inherit from
Error. It breaks when transpiling to ES5.\n\nexport default class ValidationError {\n    message: string;\n
identifier: ?string;\n    line: ?number;\n\n    constructor(key: ?string, value: ?{ __line__: number }, message: string,
identifier: ?string) {\n        this.message = (key ? `${key}: ` : '') + message;\n        if (identifier) this.identifier =
identifier;\n\n        if (value !== null && value !== undefined && value.__line__) {\n            this.line =
value.__line__;\n        }\n    }\n}\n","// @flow\n\n// Note: Do not inherit from Error. It breaks when transpiling to
ES5.\n\nexport default class ParsingError {\n    message: string;\n
   error: Error;\n    line: number;\n\n    constructor(error: Error) {\n        this.error = error;\n        this.message =
error.message;\n        const match = error.message.match(/line (\\d+)/);\n        this.line = match ? parseInt(match[1],
10) : 0;\n    }\n}\n","\nimport ValidationError from '../error/validation_error';\n\nexport default function
validateConstants(options) {\n    const key = options.key;\n    const constants = options.value;\n\n    if (constants)
{\n        return [new ValidationError(key, constants, 'constants have been deprecated as of v8')];\n    } else {\n
return [];\n    }\n}\n","// @flow\n\n// Turn jsonlint-lines-primitives objects into primitive objects\nexport function
unbundle(value: mixed) {\n    if (value instanceof Number || value instanceof String || value instanceof Boolean) {\n
    return value.valueOf();\n    } else {\n        return value;\n    }\n}\n\nexport function deepUnbundle(value: mixed):
mixed {\n    if (Array.isArray(value)) {\n
        return value.map(deepUnbundle);\n    } else if (value instanceof Object && !(value instanceof Number || value
instanceof String || value instanceof Boolean)) {\n        const unbundledValue: { [key: string]: mixed } = {};\n
for (const key in value) {\n            unbundledValue[key] = deepUnbundle(value[key]);\n        }\n        return
unbundledValue;\n    }\n\n    return unbundle(value);\n}\n","\nimport ValidationError from
'../error/validation_error';\nimport getType from '../util/get_type';\nimport validateSpec from './validate';\n\nexport
default function validateObject(options) {\n    const key = options.key;\n    const object = options.value;\n    const
elementSpecs = options.valueSpec || {};\n    const elementValidators = options.objectElementValidators || {};\n
const style = options.style;\n    const styleSpec = options.styleSpec;\n    let errors = [];\n\n    const type =
getType(object);\n    if (type !== 'object') {\n        return [new ValidationError(key,
 object, `object expected, ${type} found`)];\n    }\n\n    for (const objectKey in object) {\n        const
elementSpecKey = objectKey.split('.')[0]; // treat 'paint.*' as 'paint'\n        const elementSpec =
elementSpecs[elementSpecKey] || elementSpecs['*'];\n\n        let validateElement;\n        if
(elementValidators[elementSpecKey]) {\n            validateElement = elementValidators[elementSpecKey];\n        }
else if (elementSpecs[elementSpecKey]) {\n            validateElement = validateSpec;\n        } else if
(elementValidators['*']) {\n            validateElement = elementValidators['*'];\n        } else if (elementSpecs['*']) {\n
    validateElement = validateSpec;\n        } else {\n            errors.push(new ValidationError(key,
object[objectKey], `unknown property \"${objectKey}\"`));\n            continue;\n        }\n\n        errors =
errors.concat(validateElement({\n            key: (key ? `${key}.` : key) + objectKey,\n            value:
object[objectKey],\n
            valueSpec: elementSpec,\n            style,\n            styleSpec,\n            object,\n            objectKey\n        },
object));\n    }\n\n    for (const elementSpecKey in elementSpecs) {\n        // Don't check `required` when there's a
custom validator for that property.\n        if (elementValidators[elementSpecKey]) {\n            continue;\n        }\n\n
  if (elementSpecs[elementSpecKey].required && elementSpecs[elementSpecKey]['default'] === undefined &&
object[elementSpecKey] === undefined) {\n            errors.push(new ValidationError(key, object, `missing required
property \"${elementSpecKey}\"`));\n        }\n    }\n\n    return errors;\n}\n","\nimport getType from

'../util/get_type';\nimport validate from './validate';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateArray(options) {\n    const array = options.value;\n    const arraySpec = options.valueSpec;\n    const style = options.style;\n    const styleSpec = options.styleSpec;\n    const key = options.key;\n    const validateArrayElement = options.arrayElementValidator || validate;\n\n    if (getType(array) !== 'array') {\n        return [new ValidationError(key, array, `array expected, ${getType(array)} found`)];\n    }\n\n    if (arraySpec.length && array.length !== arraySpec.length) {\n        return [new ValidationError(key, array, `array length ${arraySpec.length} expected, length ${array.length} found`)];\n    }\n\n    if (arraySpec['min-length'] && array.length < arraySpec['min-length']) {\n        return [new ValidationError(key, array, `array length at least ${arraySpec['min-length']} expected, length ${array.length} found`)];\n    }\n\n    let arrayElementSpec = {\n        \"type\": arraySpec.value,\n        \"values\": arraySpec.values\n    };\n\n    if (styleSpec.$version < 7) {\n        arrayElementSpec.function = arraySpec.function;\n    }\n\n    if (getType(arraySpec.value) === 'object') {\n        arrayElementSpec = arraySpec.value;\n    }\n\n    let errors = [];\n    for (let i = 0; i < array.length; i++) {\n        errors = errors.concat(validateArrayElement({\n            array,\n            arrayIndex: i,\n            value: array[i],\n            valueSpec: arrayElementSpec,\n            style,\n            styleSpec,\n            key: `${key}[${i}]`\n        }));\n    }\n    return errors;\n}\n","\nimport getType from '../util/get_type';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateNumber(options) {\n    const key = options.key;\n    const value = options.value;\n    const valueSpec = options.valueSpec;\n    let type = getType(value);\n\n    // eslint-disable-next-line no-self-compare\n    if (type === 'number' && value !== value) {\n        type = 'NaN';\n    }\n\n    if (type !== 'number') {\n        return [new ValidationError(key, value, `number expected, ${type} found`)];\n    }\n\n    if ('minimum' in valueSpec && value < valueSpec.minimum) {\n        return [new ValidationError(key, value, `${value} is less than the minimum value ${valueSpec.minimum}`)];\n    }\n\n    if ('maximum' in valueSpec && value > valueSpec.maximum) {\n        return [new ValidationError(key, value, `${value} is greater than the maximum value ${valueSpec.maximum}`)];\n    }\n\n    return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validate from './validate';\nimport validateObject from './validate_object';\nimport validateArray from './validate_array';\nimport validateNumber from './validate_number';\nimport {isExpression} from '../expression';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {\n    supportsPropertyExpression,\n    supportsZoomExpression,\n    supportsInterpolation\n} from '../util/properties';\n\nexport default function validateFunction(options) {\n    const functionValueSpec = options.valueSpec;\n    const functionType = unbundle(options.value.type);\n    let stopKeyType;\n    let stopDomainValues = {};\n    let previousStopDomainValue;\n    let previousStopDomainZoom;\n\n    const isZoomFunction = functionType !== 'categorical' && options.value.property === undefined;\n    const isPropertyFunction = !isZoomFunction;\n    const isZoomAndPropertyFunction =\n        getType(options.value.stops) === 'array' &&\n        getType(options.value.stops[0]) === 'array' &&\n        getType(options.value.stops[0][0]) === 'object';\n\n    const errors = validateObject({\n        key: options.key,\n        value: options.value,\n        valueSpec: options.styleSpec.function,\n        style: options.style,\n        styleSpec: options.styleSpec,\n        objectElementValidators: {\n            stops: validateFunctionStops,\n            default: validateFunctionDefault\n        }\n    });\n\n    if (functionType === 'identity' && isZoomFunction) {\n        errors.push(new ValidationError(options.key, options.value, 'missing required property \"property\"'));\n    }\n\n    if (functionType !== 'identity' && !options.value.stops) {\n        errors.push(new ValidationError(options.key, options.value, 'missing required property \"stops\"'));\n    }\n\n    if (functionType === 'exponential' && options.valueSpec.expression && !supportsInterpolation(options.valueSpec)) {\n        errors.push(new ValidationError(options.key, options.value, 'exponential functions not supported'));\n    }\n\n    if (options.styleSpec.$version >= 8) {\n        if (isPropertyFunction && !supportsPropertyExpression(options.valueSpec)) {\n            errors.push(new ValidationError(options.key, options.value, 'property functions not supported'));\n        } else if (isZoomFunction &&

!supportsZoomExpression(options.valueSpec)) {\n         errors.push(new ValidationError(options.key, options.value, 'zoom functions not supported'));\n     }\n   }\n\n   if ((functionType === 'categorical' || isZoomAndPropertyFunction) && options.value.property === undefined) {\n       errors.push(new ValidationError(options.key, options.value, '\"property\" property is required'));\n     }\n\n   return errors;\n\n   function validateFunctionStops(options) {\n       if (functionType === 'identity') {\n           return [new ValidationError(options.key, options.value, 'identity function may not have a \"stops\" property')];\n       }\n\n       let errors = [];\n       const value = options.value;\n\n       errors = errors.concat(validateArray({\n           key: options.key,\n           value,\n           valueSpec: options.valueSpec,\n           style: options.style,\n           styleSpec: options.styleSpec,\n           arrayElementValidator: validateFunctionStop\n       }));\n\n       if (getType(value) === 'array' && value.length === 0) {\n           errors.push(new ValidationError(options.key, value, 'array must have at least one stop'));\n       }\n\n       return errors;\n   }\n\n   function validateFunctionStop(options) {\n       let errors = [];\n       const value = options.value;\n       const key = options.key;\n\n       if (getType(value) !== 'array') {\n           return [new ValidationError(key, value, `array expected, ${getType(value)} found`)];\n       }\n\n       if (value.length !== 2) {\n           return [new ValidationError(key, value, `array length 2 expected, length ${value.length} found`)];\n       }\n\n       if (isZoomAndPropertyFunction) {\n           if (getType(value[0]) !== 'object') {\n               return [new ValidationError(key, value, `object expected, ${getType(value[0])} found`)];\n           }\n           if (value[0].zoom === undefined) {\n               return [new ValidationError(key, value, 'object stop key must have zoom')];\n           }\n           if (value[0].value === undefined) {\n               return [new ValidationError(key, value, 'object stop key must have value')];\n           }\n           if (previousStopDomainZoom && previousStopDomainZoom > unbundle(value[0].zoom)) {\n               return [new ValidationError(key, value[0].zoom, 'stop zoom values must appear in ascending order')];\n           }\n           if (unbundle(value[0].zoom) !== previousStopDomainZoom) {\n               previousStopDomainZoom = unbundle(value[0].zoom);\n               previousStopDomainValue = undefined;\n               stopDomainValues = {};\n           }\n           errors = errors.concat(validateObject({\n               key: `${key}[0]`,\n               value: value[0],\n               valueSpec: {zoom: {}},\n               style: options.style,\n               styleSpec: options.styleSpec,\n               objectElementValidators: {zoom: validateNumber, value: validateStopDomainValue}\n           }));\n       } else {\n           errors = errors.concat(validateStopDomainValue({\n               key: `${key}[0]`,\n               value: value[0],\n               valueSpec: {},\n               style: options.style,\n               styleSpec: options.styleSpec\n           }, value));\n       }\n\n       if (isExpression(deepUnbundle(value[1]))) {\n           return errors.concat([new ValidationError(`${key}[1]`, value[1], 'expressions are not allowed in function stops.')]);\n       }\n\n       return errors.concat(validate({\n           key: `${key}[1]`,\n           value: value[1],\n           valueSpec: functionValueSpec,\n           style: options.style,\n           styleSpec: options.styleSpec\n       }));\n   }\n\n   function validateStopDomainValue(options, stop) {\n       const type = getType(options.value);\n       const value = unbundle(options.value);\n\n       const reportValue = options.value !== null ? options.value : stop;\n\n       if (!stopKeyType) {\n           stopKeyType = type;\n       } else if (type !== stopKeyType) {\n           return [new ValidationError(options.key, reportValue, `${type} stop domain type must match previous stop domain type ${stopKeyType}`)];\n       }\n\n       if (type !== 'number' && type !== 'string' && type !== 'boolean') {\n           return [new ValidationError(options.key, reportValue, 'stop domain value must be a number, string, or boolean')];\n       }\n\n       if (type !== 'number' && functionType !== 'categorical') {\n           let message = `number expected, ${type} found`;\n           if (supportsPropertyExpression(functionValueSpec) && functionType === undefined) {\n               message += '\\nIf you intended to use a categorical function, specify `\"type\": \"categorical\"`.';\n           }\n           return [new ValidationError(options.key, reportValue, message)];\n       }\n\n       if (functionType === 'categorical' && type === 'number' && (!isFinite(value) || Math.floor(value) !== value)) {\n           return [new ValidationError(options.key, reportValue, `integer expected, found ${value}`)];\n       }\n\n       if (functionType !== 'categorical' && type

=== 'number' && previousStopDomainValue !== undefined && value < previousStopDomainValue) {\n       return [new ValidationError(options.key, reportValue, 'stop domain values must appear in ascending order')];\n       } else {\n          previousStopDomainValue = value;\n       }\n\n       if (functionType === 'categorical' && value in stopDomainValues) {\n          return [new ValidationError(options.key, reportValue, 'stop domain values must be unique')];\n       } else {\n          stopDomainValues[value] = true;\n       }\n\n       return [];\n   }\n\n   function validateFunctionDefault(options) {\n       return validate({\n          key: options.key,\n          value: options.value,\n          valueSpec: functionValueSpec,\n          style: options.style,\n          styleSpec: options.styleSpec\n       });\n   }\n}","// @flow\n\nimport ValidationError from '../error/validation_error';\n\nimport {createExpression, createPropertyExpression} from '../expression';\n\nimport {deepUnbundle} from '../util/unbundle_jsonlint';\n\nimport {isStateConstant, isGlobalPropertyConstant, isFeatureConstant} from '../expression/is_constant';\n\nexport default function validateExpression(options: any): Array<ValidationError> {\n   const expression = (options.expressionContext === 'property' ? createPropertyExpression : createExpression)(deepUnbundle(options.value), options.valueSpec);\n   if (expression.result === 'error') {\n       return expression.value.map((error) => {\n          return new ValidationError(`${options.key}${error.key}`, options.value, error.message);\n       });\n   }\n\n   const expressionObj = (expression.value: any).expression || (expression.value: any)._styleExpression.expression;\n\n   if (options.expressionContext === 'property' && (options.propertyKey === 'text-font') &&\n expressionObj.possibleOutputs().indexOf(undefined) !== -1) {\n       return [new ValidationError(options.key, options.value, `Invalid data

 expression for \"${options.propertyKey}\". Output values must be contained as literals within the expression.`)];\n   }\n\n   if (options.expressionContext === 'property' && options.propertyType === 'layout' &&\n (!isStateConstant(expressionObj))) {\n       return [new ValidationError(options.key, options.value, '\"feature-state\" data expressions are not supported with layout properties.')];\n   }\n\n   if (options.expressionContext === 'filter' && !isStateConstant(expressionObj)) {\n       return [new ValidationError(options.key, options.value, '\"feature-state\" data expressions are not supported with filters.')];\n   }\n\n   if (options.expressionContext && options.expressionContext.indexOf('cluster') === 0) {\n       if (!isGlobalPropertyConstant(expressionObj, ['zoom', 'feature-state'])) {\n          return [new ValidationError(options.key, options.value, '\"zoom\" and \"feature-state\" expressions are not supported with cluster properties.')];\n       }\n

       if (options.expressionContext === 'cluster-initial' && !isFeatureConstant(expressionObj)) {\n          return [new ValidationError(options.key, options.value, 'Feature data expressions are not supported with initial expression part of cluster properties.')];\n       }\n   }\n\n   return [];\n}\n","\nimport getType from '../util/get_type';\n\nimport ValidationError from '../error/validation_error';\n\nexport default function validateBoolean(options) {\n   const value = options.value;\n   const key = options.key;\n   const type = getType(value);\n\n   if (type !== 'boolean') {\n       return [new ValidationError(key, value, `boolean expected, ${type} found`)];\n   }\n\n   return [];\n}\n","\nimport ValidationError from '../error/validation_error';\n\nimport getType from '../util/get_type';\n\nimport {parseCSSColor} from 'csscolorparser';\n\nexport default function validateColor(options) {\n   const key = options.key;\n   const value = options.value;\n   const type = getType(value);\n\n

   if (type !== 'string') {\n       return [new ValidationError(key, value, `color expected, ${type} found`)];\n   }\n\n   if (parseCSSColor(value) === null) {\n       return [new ValidationError(key, value, `color expected, \"${value}\" found`)];\n   }\n\n   return [];\n}\n","\nimport ValidationError from '../error/validation_error';\n\nimport {unbundle} from '../util/unbundle_jsonlint';\n\nexport default function validateEnum(options) {\n   const key = options.key;\n   const value = options.value;\n   const valueSpec = options.valueSpec;\n   const errors = [];\n\n   if (Array.isArray(valueSpec.values)) { // <=v7\n       if (valueSpec.values.indexOf(unbundle(value)) === -1) {\n          errors.push(new ValidationError(key, value, `expected one of [${valueSpec.values.join(', ')}], ${JSON.stringify(value)} found`));\n       }\n   } else { // >=v8\n       if (Object.keys(valueSpec.values).indexOf(unbundle(value)) === -1) {\n          errors.push(new ValidationError(key,
 value, `expected one of [${Object.keys(valueSpec.values).join(', ')}], ${JSON.stringify(value)} found`));\n       }\n   }\n   return errors;\n}\n","\nimport ValidationError from '../error/validation_error';\n\nimport validateExpression

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from './validate_expression';\nimport validateEnum from './validate_enum';\nimport getType from
'../util/get_type';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport extend from
'../util/extend';\nimport {isExpressionFilter} from '../feature_filter';\n\nexport default function validateFilter(options)
{\n    if (isExpressionFilter(deepUnbundle(options.value))) {\n        return validateExpression(extend({}, options,
{\n            expressionContext: 'filter',\n            valueSpec: {value: 'boolean'}\n        }));\n    } else {\n        return
validateNonExpressionFilter(options);\n    }\n}\n\nfunction validateNonExpressionFilter(options) {\n    const value
= options.value;\n    const key = options.key;\n\n    if (getType(value)
 !== 'array') {\n        return [new ValidationError(key, value, `array expected, ${getType(value)} found`)];\n    }\n\n
 const styleSpec = options.styleSpec;\n    let type;\n\n    let errors = [];\n\n    if (value.length < 1) {\n        return [new
ValidationError(key, value, 'filter array must have at least 1 element')];\n    }\n\n    errors =
errors.concat(validateEnum({\n        key: `${key}[0]`,\n        value: value[0],\n        valueSpec:
styleSpec.filter_operator,\n        style: options.style,\n        styleSpec: options.styleSpec\n    }));\n\n    switch
(unbundle(value[0])) {\n    case '<':\n    case '<=':\n    case '>':\n    case '>=':\n        if (value.length >= 2 &&
unbundle(value[1]) === '$type') {\n            errors.push(new ValidationError(key, value, `\"$type\" cannot be use
with operator \"${value[0]}\"`));\n        }\n        /* falls through */\n    case '==':\n    case '!=':\n        if (value.length
 !== 3) {\n            errors.push(new ValidationError(key,
 value, `filter array for operator \"${value[0]}\" must have 3 elements`));\n        }\n        /* falls through */\n    case
'in':\n    case '!in':\n        if (value.length >= 2) {\n            type = getType(value[1]);\n            if (type !== 'string') {\n
            errors.push(new ValidationError(`${key}[1]`, value[1], `string expected, ${type} found`));\n            }\n
}\n        for (let i = 2; i < value.length; i++) {\n            type = getType(value[i]);\n            if (unbundle(value[1]) ===
'$type') {\n                errors = errors.concat(validateEnum({\n                    key: `${key}[${i}]`,\n                    value:
value[i],\n                    valueSpec: styleSpec.geometry_type,\n                    style: options.style,\n
styleSpec: options.styleSpec\n                }));\n            } else if (type !== 'string' && type !== 'number' && type !==
'boolean') {\n                errors.push(new ValidationError(`${key}[${i}]`,
 value[i], `string, number, or boolean expected, ${type} found`));\n            }\n        }\n        break;\n\n    case 'any':\n
 case 'all':\n    case 'none':\n        for (let i = 1; i < value.length; i++) {\n            errors =
errors.concat(validateNonExpressionFilter({\n                key: `${key}[${i}]`,\n                value: value[i],\n
style: options.style,\n                styleSpec: options.styleSpec\n            }));\n        }\n        break;\n\n    case 'has':\n
case '!has':\n        type = getType(value[1]);\n        if (value.length !== 2) {\n            errors.push(new
ValidationError(key, value, `filter array for \"${value[0]}\" operator must have 2 elements`));\n        } else if (type
 !== 'string') {\n            errors.push(new ValidationError(`${key}[1]`, value[1], `string expected, ${type} found`));\n
    }\n        break;\n\n    }\n\n    return errors;\n}\n","\nimport validate from './validate';\nimport ValidationError
from '../error/validation_error';\nimport
 getType from '../util/get_type';\nimport {isFunction} from '../function';\nimport {unbundle, deepUnbundle} from
'../util/unbundle_jsonlint';\nimport {supportsPropertyExpression} from '../util/properties';\n\nexport default function
validateProperty(options, propertyType) {\n    const key = options.key;\n    const style = options.style;\n    const
styleSpec = options.styleSpec;\n    const value = options.value;\n    const propertyKey = options.objectKey;\n
const layerSpec = styleSpec[`${propertyType}_${options.layerType}`];\n\n    if (!layerSpec) return [];\n\n    const
transitionMatch = propertyKey.match(/^(.*)-transition$/);\n    if (propertyType === 'paint' && transitionMatch &&
layerSpec[transitionMatch[1]] && layerSpec[transitionMatch[1]].transition) {\n        return validate({\n
key,\n            value,\n            valueSpec: styleSpec.transition,\n            style,\n            styleSpec\n        });\n    }\n\n
const valueSpec = options.valueSpec
 || layerSpec[propertyKey];\n    if (!valueSpec) {\n        return [new ValidationError(key, value, `unknown property
\"${propertyKey}\"`)];\n    }\n\n    let tokenMatch;\n    if (getType(value) === 'string' &&
supportsPropertyExpression(valueSpec) && !valueSpec.tokens && (tokenMatch = /^{([^}]+)}$/.exec(value))) {\n
    return [new ValidationError(\n            key, value,\n            `\"${propertyKey}\" does not support interpolation
syntax\\n` +\n                `Use an identity property function instead: \\`{ \"type\": \"identity\", \"property\":
${JSON.stringify(tokenMatch[1])} }\\`.`)];\n    }\n\n    const errors = [];\n\n    if (options.layerType === 'symbol')
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{\n      if (propertyKey === 'text-field' && style && !style.glyphs) {\n          errors.push(new ValidationError(key,
value, 'use of \"text-field\" requires a style \"glyphs\" property'));\n      }\n      if (propertyKey === 'text-font' &&
isFunction(deepUnbundle(value)) && unbundle(value.type)
 === 'identity') {\n          errors.push(new ValidationError(key, value, '\"text-font\" does not support identity
functions'));\n      }\n   }\n\n   return errors.concat(validate({\n      key: options.key,\n      value,\n
valueSpec,\n      style,\n      styleSpec,\n      expressionContext: 'property',\n      propertyType,\n
propertyKey\n   }));\n}\n\n","'\nimport validateProperty from './validate_property';\n\nexport default function
validatePaintProperty(options) {\n   return validateProperty(options, 'paint');\n}\n\n","'\nimport validateProperty from
'./validate_property';\n\nexport default function validateLayoutProperty(options) {\n   return
validateProperty(options, 'layout');\n}\n\n","'\nimport ValidationError from '../error/validation_error';\nimport
{unbundle} from '../util/unbundle_jsonlint';\nimport validateObject from './validate_object';\nimport validateFilter
from './validate_filter';\nimport validatePaintProperty from './validate_paint_property';\nimport
 validateLayoutProperty from './validate_layout_property';\nimport validateSpec from './validate';\nimport extend
from '../util/extend';\n\nexport default function validateLayer(options) {\n   let errors = [];\n\n   const layer =
options.value;\n   const key = options.key;\n   const style = options.style;\n   const styleSpec =
options.styleSpec;\n\n   if (!layer.type && !layer.ref) {\n      errors.push(new ValidationError(key, layer, 'either
\"type\" or \"ref\" is required'));\n   }\n   let type = unbundle(layer.type);\n   const ref = unbundle(layer.ref);\n\n   if
(layer.id) {\n      const layerId = unbundle(layer.id);\n      for (let i = 0; i < options.arrayIndex; i++) {\n
const otherLayer = style.layers[i];\n         if (unbundle(otherLayer.id) === layerId) {\n            errors.push(new
ValidationError(key, layer.id, `duplicate layer id \"${layer.id}\", previously used at line
${otherLayer.id.__line__}`));\n         }\n      }\n   }\n\n
   if ('ref' in layer) {\n      ['type', 'source', 'source-layer', 'filter', 'layout'].forEach((p) => {\n         if (p in layer) {\n
      errors.push(new ValidationError(key, layer[p], `\"${p}\" is prohibited for ref layers`));\n         }\n
});\n\n      let parent;\n\n      style.layers.forEach((layer) => {\n         if (unbundle(layer.id) === ref) parent =
layer;\n      });\n\n      if (!parent) {\n         errors.push(new ValidationError(key, layer.ref, `ref layer \"${ref}\"
not found`));\n      } else if (parent.ref) {\n         errors.push(new ValidationError(key, layer.ref, 'ref cannot
reference another ref layer'));\n      } else {\n         type = unbundle(parent.type);\n      }\n   } else if (type !==
'background') {\n      if (!layer.source) {\n         errors.push(new ValidationError(key, layer, 'missing required
property \"source\"'));\n      } else {\n         const source = style.sources && style.sources[layer.source];\n
      const sourceType = source && unbundle(source.type);\n         if (!source) {\n            errors.push(new
ValidationError(key, layer.source, `source \"${layer.source}\" not found`));\n         } else if (sourceType ===
'vector' && type === 'raster') {\n            errors.push(new ValidationError(key, layer.source, `layer \"${layer.id}\"
requires a raster source`));\n         } else if (sourceType === 'raster' && type !== 'raster') {\n
errors.push(new ValidationError(key, layer.source, `layer \"${layer.id}\" requires a vector source`));\n         } else
if (sourceType === 'vector' && !layer['source-layer']) {\n            errors.push(new ValidationError(key, layer,
`layer \"${layer.id}\" must specify a \"source-layer\"`));\n         } else if (sourceType === 'raster-dem' && type !==
'hillshade') {\n            errors.push(new ValidationError(key, layer.source, 'raster-dem source can only be used with
layer type \\'hillshade\\'.'));\n
         } else if (type === 'line' && layer.paint && layer.paint['line-gradient'] &&\n            (sourceType !==
'geojson' || !source.lineMetrics)) {\n            errors.push(new ValidationError(key, layer, `layer \"${layer.id}\"
specifies a line-gradient, which requires a GeoJSON source with \\`lineMetrics\\` enabled.`));\n         }\n      }\n
}\n\n   errors = errors.concat(validateObject({\n      key,\n      value: layer,\n      valueSpec: styleSpec.layer,\n
style: options.style,\n      styleSpec: options.styleSpec,\n      objectElementValidators: {\n         '*'() {\n
return [];\n         },\n         // We don't want to enforce the spec's `\"requires\": true` for backward compatibility
with refs;\n         // the actual requirement is validated above. See https://github.com/mapbox/mapbox-gl-
js/issues/5772.\n         type() {\n            return validateSpec({\n               key:
`${key}.type`,\n               value: layer.type,\n               valueSpec: styleSpec.layer.type,\n               style:
options.style,\n               styleSpec: options.styleSpec,\n               object: layer,\n               objectKey:
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'type'\n                })\n            },\n         filter: validateFilter,\n         layout(options) {\n               return validateObject({\n               layer,\n                  key: options.key,\n               value: options.value,\n style: options.style,\n               styleSpec: options.styleSpec,\n               objectElementValidators: {\n     '*'(options) {\n                     return validateLayoutProperty(extend({layerType: type}, options));\n               }\n            }\n         });\n         },\n         paint(options) {\n               return validateObject({\n     layer,\n

key: options.key,\n               value: options.value,\n               style: options.style,\n styleSpec: options.styleSpec,\n            objectElementValidators: {\n               '*'(options) {\n   return validatePaintProperty(extend({layerType: type}, options));\n            }\n            }\n });\n         }\n      }));\n\n   return errors;\n}\n","\nimport getType from '../util/get_type';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateString(options) {\n   const value = options.value;\n   const key = options.key;\n   const type = getType(value);\n\n   if (type !== 'string') {\n return [new ValidationError(key, value, `string expected, ${type} found`)];\n   }\n\n   return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\nimport validateObject from './validate_object';\nimport validateEnum from './validate_enum';\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\nimport getType from '../util/get_type';\nconst objectElementValidators = {\n   promoteId: validatePromoteId\n};\n\nexport default function validateSource(options) {\n   const value = options.value;\n   const key = options.key;\n   const styleSpec = options.styleSpec;\n   const style = options.style;\n\n   if (!value.type) {\n      return [new ValidationError(key, value, '\"type\" is required')];\n   }\n\n   const type = unbundle(value.type);\n   let errors;\n\n   switch (type) {\n   case 'vector':\n   case 'raster':\n   case 'raster-dem':\n      errors = validateObject({\n         key,\n            value,\n         valueSpec: styleSpec[`source_${type.replace('-', '_')}`],\n         style: options.style,\n         styleSpec,\n objectElementValidators\n

});\n      return errors;\n\n   case 'geojson':\n      errors = validateObject({\n         key,\n            value,\n valueSpec: styleSpec.source_geojson,\n         style,\n         styleSpec,\n         objectElementValidators\n });\n      if (value.cluster) {\n         for (const prop in value.clusterProperties) {\n            const [operator, mapExpr] = value.clusterProperties[prop];\n            const reduceExpr = typeof operator === 'string' ? [operator, ['accumulated'], ['get', prop]] : operator;\n\n            errors.push(...validateExpression({\n            key: `${key}.${prop}.map`,\n               value: mapExpr,\n               expressionContext: 'cluster-map'\n }));\n            errors.push(...validateExpression({\n            key: `${key}.${prop}.reduce`,\n               value: reduceExpr,\n            expressionContext: 'cluster-reduce'\n

}));\n         }\n      }\n      return errors;\n\n   case 'video':\n      return validateObject({\n         key,\n value,\n         valueSpec: styleSpec.source_video,\n         style,\n         styleSpec\n      });\n\n   case 'image':\n      return validateObject({\n         key,\n         value,\n         valueSpec: styleSpec.source_image,\n style,\n         styleSpec\n      });\n\n   case 'canvas':\n      return [new ValidationError(key, null, `Please use runtime APIs to add canvas sources, rather than including them in stylesheets.`, 'source.canvas')];\n\n   default:\n      return validateEnum({\n         key: `${key}.type`,\n         value: value.type,\n         valueSpec: {values: ['vector', 'raster', 'raster-dem', 'geojson', 'video', 'image']},\n         style,\n         styleSpec\n      });\n   }\n}\n\nfunction validatePromoteId({key, value}) {\n   if (getType(value) === 'string') {\n

return validateString({key, value});\n   } else {\n      const errors = [];\n      for (const prop in value) {\n errors.push(...validateString({key: `${key}.${prop}`, value: value[prop]}));\n      }\n      return errors;\n }\n}\n","\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validate from './validate';\n\nexport default function validateLight(options) {\n   const light = options.value;\n const styleSpec = options.styleSpec;\n   const lightSpec = styleSpec.light;\n   const style = options.style;\n\n   let errors = [];\n\n   const rootType = getType(light);\n   if (light === undefined) {\n      return errors;\n   } else if (rootType !== 'object') {\n      errors = errors.concat([new ValidationError('light', light, `object expected, ${rootType} found`)]);\n      return errors;\n   }\n\n   for (const key in light) {\n      const transitionMatch = key.match(/^(.*)-transition$/);\n\n

if (transitionMatch && lightSpec[transitionMatch[1]] && lightSpec[transitionMatch[1]].transition) {\n                errors = errors.concat(validate({\n                    key,\n                    value: light[key],\n                    valueSpec: styleSpec.transition,\n                    style,\n                    styleSpec\n                }));\n            } else if (lightSpec[key]) {\n                errors = errors.concat(validate({\n                    key,\n                    value: light[key],\n                    valueSpec: lightSpec[key],\n                    style,\n                    styleSpec\n                }));\n            } else {\n                errors = errors.concat([new ValidationError(key, light[key], `unknown property \"${key}\"`)]);\n            }\n    }\n\n    return errors;\n}\n","// @flow\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateFormatted(options: any) {\n    if (validateString(options).length === 0) {\n        return [];\n    }\n\n    return validateExpression(options);\n}\n","// @flow\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateImage(options: any) {\n    if (validateString(options).length === 0) {\n        return [];\n    }\n\n    return validateExpression(options);\n}\n","\nimport extend from '../util/extend';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {isExpression} from '../expression';\nimport {isFunction} from '../function';\n\nimport validateFunction from './validate_function';\nimport validateExpression from './validate_expression';\nimport validateObject from './validate_object';\nimport validateArray from './validate_array';\nimport validateBoolean from './validate_boolean';\nimport validateNumber from './validate_number';\nimport validateColor from './validate_color';\nimport validateConstants from './validate_constants';\nimport validateEnum from './validate_enum';\nimport validateFilter from './validate_filter';\nimport validateLayer from './validate_layer';\nimport validateSource from './validate_source';\nimport validateLight from './validate_light';\nimport validateString from './validate_string';\nimport validateFormatted from './validate_formatted';\nimport validateImage from './validate_image';\n\nconst VALIDATORS = {\n    '*'() {\n        return [];\n    },\n    'array': validateArray,\n    'boolean': validateBoolean,\n    'number': validateNumber,\n    'color': validateColor,\n    'constants': validateConstants,\n    'enum': validateEnum,\n    'filter': validateFilter,\n    'function': validateFunction,\n    'layer': validateLayer,\n    'object': validateObject,\n    'source': validateSource,\n    'light': validateLight,\n    'string': validateString,\n    'formatted': validateFormatted,\n    'resolvedImage': validateImage\n};\n\n// Main recursive validation function. Tracks:\n//\n// - key: string representing location of validation in style tree. Used only\n//   for more informative error reporting.\n// - value: current value from style being evaluated. May be anything from a\n//   high level object that needs to be descended into deeper or a simple\n//   scalar value.\n// - valueSpec: current spec being evaluated. Tracks value.\n// - styleSpec: current full spec being evaluated.\nexport default function validate(options) {\n    const value = options.value;\n    const valueSpec = options.valueSpec;\n    const styleSpec = options.styleSpec;\n\n    if (valueSpec.expression && isFunction(unbundle(value))) {\n        return validateFunction(options);\n\n    } else if (valueSpec.expression && isExpression(deepUnbundle(value))) {\n        return validateExpression(options);\n\n    } else if (valueSpec.type && VALIDATORS[valueSpec.type]) {\n        return VALIDATORS[valueSpec.type](options);\n\n    } else {\n        const valid = validateObject(extend({}, options, {\n            valueSpec: valueSpec.type ? styleSpec[valueSpec.type] : valueSpec\n        }));\n        return valid;\n    }\n}\n","\nimport ValidationError from '../error/validation_error';\nimport validateString from './validate_string';\n\nexport default function(options) {\n    const value = options.value;\n    const key = options.key;\n\n    const errors = validateString(options);\n    if (errors.length) return errors;\n\n    if (value.indexOf('{fontstack}') === -1) {\n        errors.push(new ValidationError(key, value, '\"glyphs\" url must include a \"{fontstack}\" token'));\n    }\n\n    if (value.indexOf('{range}') === -1) {\n        errors.push(new ValidationError(key, value, '\"glyphs\" url must include a \"{range}\" token'));\n    }\n\n    return errors;\n}\n","\nimport validateConstants from './validate/validate_constants';\nimport validate from './validate/validate';\nimport latestStyleSpec from './reference/latest';\nimport validateGlyphsURL from './validate/validate_glyphs_url';\n\nimport validateSource from './validate/validate_source';\nimport

validateLight from './validate/validate_light';\nimport validateLayer from './validate/validate_layer';\nimport validateFilter from './validate/validate_filter';\nimport validatePaintProperty from './validate/validate_paint_property';\nimport validateLayoutProperty from './validate/validate_layout_property';\n\n/**\n * Validate a Mapbox GL style against the style specification. This entrypoint,\n * `mapbox-gl-style-spec/lib/validate_style.min`, is designed to produce as\n * small a browserify bundle as possible by omitting unnecessary functionality\n * and legacy style specifications.\n *\n * @private\n * @param {Object} style The style to be validated.\n * @param {Object} [styleSpec] The style specification to validate against.\n *     If omitted, the latest style spec is used.\n * @returns {Array<ValidationError>}\n * @example\n *   var validate = require('mapbox-gl-style-spec/lib/validate_style.min');\n *   var errors = validate(style);\n */\nfunction validateStyleMin(style, styleSpec = latestStyleSpec) {\n\n    let errors = [];\n\n    errors = errors.concat(validate({\n        key: '',\n        value: style,\n        valueSpec: styleSpec.$root,\n        styleSpec,\n        style,\n        objectElementValidators: {\n            glyphs: validateGlyphsURL,\n            '*'() {\n                return [];\n            }\n        }\n    }));\n\n    if (style.constants) {\n        errors = errors.concat(validateConstants({\n            key: 'constants',\n            value: style.constants,\n            style,\n            styleSpec\n        }));\n    }\n\n    return sortErrors(errors);\n}\n\nvalidateStyleMin.source = wrapCleanErrors(validateSource);\nvalidateStyleMin.light = wrapCleanErrors(validateLight);\nvalidateStyleMin.layer = wrapCleanErrors(validateLayer);\nvalidateStyleMin.filter = wrapCleanErrors(validateFilter);\nvalidateStyleMin.paintProperty = wrapCleanErrors(validatePaintProperty);\nvalidateStyleMin.layoutProperty = wrapCleanErrors(validateLayoutProperty);\n\nfunction sortErrors(errors) {\n    return [].concat(errors).sort((a, b) => {\n        return a.line - b.line;\n    });\n}\n\nfunction wrapCleanErrors(inner) {\n    return function(...args) {\n        return sortErrors(inner.apply(this, args));\n    };\n}\n\nexport default validateStyleMin;\n","/* parser generated by jison 0.4.15 */\n/*\n  Returns a Parser object of the following structure:\n\n  Parser: {\n    yy: {}\n  }\n\n  Parser.prototype: {\n    yy: {},\n    trace: function(),\n    symbols_: {associative list: name ==> number},\n    terminals_: {associative list: number ==> name},\n    productions_: [...],\n    performAction: function anonymous(yytext, yyleng, yylineno, yy, yystate, $$, _$),\n    table: [...],\n    defaultActions: {...},\n    parseError: function(str, hash),\n    parse: function(input),\n\n    lexer: {\n        EOF: 1,\n        parseError: function(str, hash),\n        setInput: function(input),\n        input: function(),\n        unput: function(str),\n        more: function(),\n        less: function(n),\n        pastInput: function(),\n        upcomingInput: function(),\n        showPosition: function(),\n        test_match: function(regex_match_array, rule_index),\n        next: function(),\n        lex: function(),\n        begin: function(condition),\n        popState: function(),\n        _currentRules: function(),\n        topState: function(),\n        pushState: function(condition),\n\n        options: {\n            ranges: boolean           (optional: true ==> token location info will include a .range[] member)\n            flex: boolean           (optional: true ==> flex-like lexing behaviour where the rules are tested exhaustively to find the longest match)\n            backtrack_lexer: boolean  (optional: true ==> lexer regexes are tested in order and for each matching regex the action code is invoked; the lexer terminates the scan when a token is returned by the action code)\n        },\n\n        performAction: function(yy, yy_, $avoiding_name_collisions, YY_START),\n        rules: [...],\n        conditions: {associative list: name ==> set},\n    }\n  }\n\n\n  token location info (@$, _$, etc.): {\n    first_line: n,\n    last_line: n,\n    first_column: n,\n    last_column: n,\n    range: [start_number, end_number]       (where the numbers are indexes into the input string, regular zero-based)\n  }\n\n\n  the parseError function receives a 'hash' object with these members for lexer and parser errors: {\n    text:        (matched text)\n    token:       (the produced terminal token, if any)\n    line:        (yylineno)\n  }\n  while parser (grammar) errors will also provide these members, i.e. parser errors deliver a superset of attributes: {\n    loc:         (yylloc)\n    expected:    (string describing the set of expected tokens)\n    recoverable: (boolean: TRUE when the parser has a error recovery rule available for this particular error)\n  }\n*/\nvar parser = (function(){\nvar

o=function(k,v,o,l){for(o=o||{},l=k.length;l--;)o[k[l]]=v);return
o},$V0=[1,12],$V1=[1,13],$V2=[1,9],$V3=[1,10],$V4=[1,11],$V5=[1,14],$V6=[1,15],$V7=[14,18,22,24],$V8=[1
8,22],$V9=[22,24];\nvar parser = {trace: function trace() { },\nyy: {},\nsymbols_:
{\"error\":2,\"JSONString\":3,\"STRING\":4,\"JSONNumber\":5,\"NUMBER\":6,\"JSONNullLiteral\":7,\"NULL\":
8,\"JSONBooleanLiteral\":9,\"TRUE\":10,\"FALSE\":11,\"JSONText\":12,\"JSONValue\":13,\"EOF\":14,\"JSONO
bject\":15,\"JSONArray\":16,\"{\":17,\"}\":18,\"JSONMemberList\":19,\"JSONMember\":20,\":\":21,\",\":22,\"[\":23
,\"]\":24,\"JSONElementList\":25,\"$accept\":0,\"$end\":1},\nterminals_:
{2:\"error\",4:\"STRING\",6:\"NUMBER\",8:\"NULL\",10:\"TRUE\",11:\"FALSE\",14:\"EOF\",17:\"{\",18:\"}\",21
:\":\",22:\",\",23:\"[\",24:\"]\"},\nproductions_:
[0,[3,1],[5,1],[7,1],[9,1],[9,1],[12,2],[13,1],[13,1],[13,1],[13,1],[13,1],[13,1],[15,2],[15,3],[20,3],[19,1],[19,3],[16,2],
[16,3],[25,1],[25,3]],\nperformAction: function anonymous(yytext,
 yyleng, yylineno, yy, yystate /* action[1] */, $$ /* vstack */, _$ /* lstack */) {\n/* this == yyval */\n\nvar $0 =
$$.length - 1;\nswitch (yystate) {\ncase 1:\n // replace escaped characters with actual character\n        this.$ = new
String(yytext.replace(/\\\\(\\\\\\\")/g, \"$\\"+\"1\")\n                .replace(/\\\\n/g,'\\n')\n
.replace(/\\\\r/g,'\\r')\n                .replace(/\\\\t/g,'\\t')\n                .replace(/\\\\v/g,'\\v')\n
.replace(/\\\\f/g,'\\f')\n                .replace(/\\\\b/g,'\\b'));\n        this.$.__line__ = this._$.first_line;\n
\nbreak;\ncase 2:\n\n        this.$ = new Number(yytext);\n        this.$.__line__ = this._$.first_line;\n
\nbreak;\ncase 3:\n            this.$ = null;\n        \nbreak;\ncase 4:\n\n            this.$ = new Boolean(true);\n
this.$.__line__ = this._$.first_line;\n        \nbreak;\ncase 5:\n\n            this.$ = new Boolean(false);\n
        this.$.__line__ = this._$.first_line;\n        \nbreak;\ncase 6:\nreturn this.$ = $$[$0-1];\nbreak;\ncase
13:\nthis.$ = {}; Object.defineProperty(this.$, '__line__', {\n            value: this._$.first_line,\n         enumerable:
false\n        })\nbreak;\ncase 14: case 19:\nthis.$ = $$[$0-1]; Object.defineProperty(this.$, '__line__', {\n
value: this._$.first_line,\n            enumerable: false\n        })\nbreak;\ncase 15:\nthis.$ = [$$[$0-2],
$$[$0]];\nbreak;\ncase 16:\nthis.$ = {}; this.$[$$[$0][0]] = $$[$0][1];\nbreak;\ncase 17:\nthis.$ = $$[$0-2]; $$[$0-
2][$$[$0][0]] = $$[$0][1];\nbreak;\ncase 18:\nthis.$ = []; Object.defineProperty(this.$, '__line__', {\n           value:
this._$.first_line,\n            enumerable: false\n        })\nbreak;\ncase 20:\nthis.$ = [$$[$0]];\nbreak;\ncase 21:\nthis.$
= $$[$0-2]; $$[$0-2].push($$[$0]);\nbreak;\n}\n},\ntable:
[{3:5,4:$V0,5:6,6:$V1,7:3,8:$V2,9:4,10:$V3,11:$V4,12:1,13:2,15:7,16:8,17:$V5,23:$V6},{1:[3]},{14:[1,16]},o($
V7,[2,7]),o($V7,[2,8]),o($V7,[2,9]),o($V7,[2,10]),o($V7,[2,11]),o($V7,[2,12]),o($V7,[2,3]),o($V7,[2,4]),o($V7,[2,
5]),o([14,18,21,22,24],[2,1]),o($V7,[2,2]),{3:20,4:$V0,18:[1,17],19:18,20:19},{3:5,4:$V0,5:6,6:$V1,7:3,8:$V2,9:4,
10:$V3,11:$V4,13:23,15:7,16:8,17:$V5,23:$V6,24:[1,21],25:22},{1:[2,6]},o($V7,[2,13]),{18:[1,24],22:[1,25]},o($
V8,[2,16]),{21:[1,26]},o($V7,[2,18]),{22:[1,28],24:[1,27]},o($V9,[2,20]),o($V7,[2,14]),{3:20,4:$V0,20:29},{3:5,4:
$V0,5:6,6:$V1,7:3,8:$V2,9:4,10:$V3,11:$V4,13:30,15:7,16:8,17:$V5,23:$V6},o($V7,[2,19]),{3:5,4:$V0,5:6,6:$V1
,7:3,8:$V2,9:4,10:$V3,11:$V4,13:31,15:7,16:8,17:$V5,23:$V6},o($V8,[2,17]),o($V8,[2,15]),o($V9,[2,21])],\ndefa
ultActions:
 {16:[2,6]},\nparseError: function parseError(str, hash) {\n    if (hash.recoverable) {\n        this.trace(str);\n    } else
{\n        throw new Error(str);\n    }\n},\nparse: function parse(input) {\n    var self = this, stack = [0], tstack = [],
vstack = [null], lstack = [], table = this.table, yytext = '',
 yylineno = 0, yyleng = 0, recovering = 0, TERROR = 2, EOF = 1;\n    var args = lstack.slice.call(arguments, 1);\n
var lexer = Object.create(this.lexer);\n    var sharedState = { yy: {} };\n    for (var k in this.yy) {\n        if
(Object.prototype.hasOwnProperty.call(this.yy, k)) {\n            sharedState.yy[k] = this.yy[k];\n        }\n    }\n
lexer.setInput(input, sharedState.yy);\n    sharedState.yy.lexer = lexer;\n    sharedState.yy.parser = this;\n    if (typeof
lexer.yylloc == 'undefined') {\n        lexer.yylloc = {};\n    }\n    var yyloc = lexer.yylloc;\n    lstack.push(yyloc);\n
var ranges = lexer.options && lexer.options.ranges;\n    if (typeof sharedState.yy.parseError === 'function') {\n
this.parseError = sharedState.yy.parseError;\n    } else {\n        this.parseError =
Object.getPrototypeOf(this).parseError;\n    }\n    function popStack(n) {\n        stack.length = stack.length - 2 * n;\n
    vstack.length = vstack.length - n;\n        lstack.length

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= lstack.length - n;\n    }\n    _token_stack:\n        function lex() {\n        var token;\n        token = lexer.lex() ||
EOF;\n        if (typeof token !== 'number') {\n        token = self.symbols_[token] || token;\n        }\n
return token;\n    }\n    var symbol, preErrorSymbol, state, action, a, r, yyval = {}, p, len, newState, expected;\n
while (true) {\n        state = stack[stack.length - 1];\n        if (this.defaultActions[state]) {\n        action =
this.defaultActions[state];\n        } else {\n        if (symbol === null || typeof symbol == 'undefined') {\n
symbol = lex();\n        }\n        action = table[state] && table[state][symbol];\n        }\n        if (typeof
action === 'undefined' || !action.length || !action[0]) {\n        var errStr = '';\n        expected = [];\n
for (p in table[state]) {\n        if (this.terminals_[p] && p >
TERROR) {\n        expected.push('\\'' + this.terminals_[p] + '\\'');\n        }\n        }\n
if (lexer.showPosition) {\n        errStr = 'Parse error on line ' + (yylineno + 1) + ':\\n' + lexer.showPosition() +
'\\nExpecting ' + expected.join(', ') + ', got \\'' + (this.terminals_[symbol] || symbol) + '\\'';\n        } else {\n
errStr = 'Parse error on line ' + (yylineno + 1) + ': Unexpected ' + (symbol == EOF ? 'end of input' : '\\'' +
(this.terminals_[symbol] || symbol) + '\\'');\n        }\n        this.parseError(errStr, {\n        text:
lexer.match,\n        token: this.terminals_[symbol] || symbol,\n        line: lexer.yylineno,\n
loc: yyloc,\n        expected: expected\n        });\n        }\n        if (action[0] instanceof Array &&
action.length > 1) {\n        throw new Error('Parse Error:
multiple actions possible at state: ' + state + ', token: ' + symbol);\n        }\n        switch (action[0]) {\n        case 1:\n
stack.push(symbol);\n        vstack.push(lexer.yytext);\n        lstack.push(lexer.yylloc);\n
stack.push(action[1]);\n        symbol = null;\n        if (!preErrorSymbol) {\n        yyleng = lexer.yyleng;\n
yytext = lexer.yytext;\n        yylineno = lexer.yylineno;\n        yyloc = lexer.yylloc;\n        if
(recovering > 0) {\n        recovering--;\n        }\n        } else {\n        symbol = preErrorSymbol;\n
preErrorSymbol = null;\n        }\n        break;\n        case 2:\n        len =
this.productions_[action[1]][1];\n        yyval.$ = vstack[vstack.length - len];\n        yyval._$ = {\n
first_line: lstack[lstack.length - (len || 1)].first_line,\n        last_line: lstack[lstack.length
- 1].last_line,\n        first_column: lstack[lstack.length - (len || 1)].first_column,\n        last_column:
lstack[lstack.length - 1].last_column\n        };\n        if (ranges) {\n        yyval._$.range = [\n
lstack[lstack.length - (len || 1)].range[0],\n        lstack[lstack.length - 1].range[1]\n        ];\n        }\n
r = this.performAction.apply(yyval, [\n        yytext,\n        yyleng,\n        yylineno,\n
sharedState.yy,\n        action[1],\n        vstack,\n        lstack\n        ].concat(args));\n        if
(typeof r !== 'undefined') {\n        return r;\n        }\n        if (len) {\n        stack = stack.slice(0, -1 *
len * 2);\n        vstack = vstack.slice(0, -1 * len);\n        lstack = lstack.slice(0, -1 * len);\n        }\n
stack.push(this.productions_[action[1]][0]);\n
vstack.push(yyval.$);\n        lstack.push(yyval._$);\n        newState = table[stack[stack.length -
2]][stack[stack.length - 1]];\n        stack.push(newState);\n        break;\n        case 3:\n        return true;\n
}\n    }\n    return true;\n}};\n/* generated by jison-lex 0.3.4 */\nvar lexer = (function(){\nvar lexer =
({\n\nEOF:1,\n\nparseError:function parseError(str, hash) {\n        if (this.yy.parser) {\n
this.yy.parser.parseError(str, hash);\n        } else {\n        throw new Error(str);\n        }\n    },\n\n// resets the lexer,
sets new input\nsetInput:function (input, yy) {\n        this.yy = yy || this.yy || {};\n        this._input = input;\n
this._more = this._backtrack = this.done = false;\n        this.yylineno = this.yyleng = 0;\n        this.yytext =
this.matched = this.match = '';\n        this.conditionStack = ['INITIAL'];\n        this.yylloc = {\n        first_line: 1,\n
first_column: 0,\n        last_line: 1,\n        last_column: 0\n        };\n        if (this.options.ranges) {\n
this.yylloc.range = [0,0];\n        }\n        this.offset = 0;\n        return this;\n    },\n\n// consumes and returns one char
from the input\ninput:function () {\n        var ch = this._input[0];\n        this.yytext += ch;\n        this.yyleng++;\n
this.offset++;\n        this.match += ch;\n        this.matched += ch;\n        var lines = ch.match(/(?:\\r\\n?|\\n).*/g);\n
if (lines) {\n        this.yylineno++;\n        this.yylloc.last_line++;\n        } else {\n
this.yylloc.last_column++;\n        }\n        if (this.options.ranges) {\n        this.yylloc.range[1]++;\n        }\n\n
this._input = this._input.slice(1);\n        return ch;\n    },\n\n// unshifts one char (or a string) into the
input\nunput:function (ch) {\n        var len = ch.length;\n        var lines = ch.split(/(?:\\r\\n?|\\n)/g);\n\n
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        this._input = ch + this._input;\n        this.yytext = this.yytext.substr(0, this.yytext.length - len);\n
//this.yyleng -= len;\n        this.offset -= len;\n        var oldLines = this.match.split(/(?:\\r\\n?|\\n)/g);\n        this.match
= this.match.substr(0, this.match.length - 1);\n        this.matched = this.matched.substr(0, this.matched.length -
1);\n\n        if (lines.length - 1) {\n            this.yylineno -= lines.length - 1;\n        }\n        var r =
this.yylloc.range;\n\n        this.yylloc = {\n            first_line: this.yylloc.first_line,\n            last_line: this.yylineno +
1,\n            first_column: this.yylloc.first_column,\n            last_column: lines ?\n                (lines.length ===
oldLines.length ? this.yylloc.first_column : 0)\n                + oldLines[oldLines.length - lines.length].length -
lines[0].length :\n            this.yylloc.first_column - len\n        };\n\n        if (this.options.ranges) {\n
this.yylloc.range
 = [r[0], r[0] + this.yyleng - len];\n        }\n        this.yyleng = this.yytext.length;\n        return this;\n    },\n\n// When
called from action, caches matched text and appends it on next action\nmore:function () {\n        this._more = true;\n
    return this;\n    },\n\n// When called from action, signals the lexer that this rule fails to match the input, so the
next matching rule (regex) should be tested instead.\nreject:function () {\n        if (this.options.backtrack_lexer) {\n
        this._backtrack = true;\n        } else {\n            return this.parseError('Lexical error on line ' + (this.yylineno + 1)
+ '. You can only invoke reject() in the lexer when the lexer is of the backtracking persuasion
(options.backtrack_lexer = true).\\n' + this.showPosition(), {\n                text: \"\",\n                token: null,\n
line: this.yylineno\n            });\n\n        }\n        return this;\n    },\n\n// retain first n characters of
 the match\nless:function (n) {\n        this.unput(this.match.slice(n));\n    },\n\n// displays already matched input, i.e.
for error messages\npastInput:function () {\n        var past = this.matched.substr(0, this.matched.length -
this.match.length);\n        return (past.length > 20 ? '...':"") + past.substr(-20).replace(/\\n/g, \"\");\n    },\n\n// displays
upcoming input, i.e. for error messages\nupcomingInput:function () {\n        var next = this.match;\n        if
(next.length < 20) {\n            next += this._input.substr(0, 20-next.length);\n        }\n        return (next.substr(0,20) +
(next.length > 20 ? '...' : "")).replace(/\\n/g, \"\");\n    },\n\n// displays the character position where the lexing error
occurred, i.e. for error messages\nshowPosition:function () {\n        var pre = this.pastInput();\n        var c = new
Array(pre.length + 1).join(\"-\");\n        return pre + this.upcomingInput() + \"\\n\" + c + \"^\";\n    },\n\n// test the
lexed token: return FALSE
 when not a match, otherwise return token\ntest_match:function (match, indexed_rule) {\n        var token,\n
lines,\n        backup;\n\n        if (this.options.backtrack_lexer) {\n            // save context\n            backup = {\n
    yylineno: this.yylineno,\n                yylloc: {\n                    first_line: this.yylloc.first_line,\n
last_line: this.last_line,\n                    first_column: this.yylloc.first_column,\n                    last_column:
this.yylloc.last_column\n                },\n                yytext: this.yytext,\n                match: this.match,\n
matches: this.matches,\n                matched: this.matched,\n                yyleng: this.yyleng,\n                offset:
this.offset,\n                _more: this._more,\n                _input: this._input,\n                yy: this.yy,\n
conditionStack: this.conditionStack.slice(0),\n                done: this.done\n
    };\n            if (this.options.ranges) {\n                backup.yylloc.range = this.yylloc.range.slice(0);\n            }\n
}\n\n        lines = match[0].match(/(?:\\r\\n?|\\n).*/g);\n        if (lines) {\n            this.yylineno += lines.length;\n
}\n        this.yylloc = {\n            first_line: this.yylloc.last_line,\n            last_line: this.yylineno + 1,\n
first_column: this.yylloc.last_column,\n            last_column: lines ?\n                        lines[lines.length - 1].length -
lines[lines.length - 1].match(/\\r?\\n?/)[0].length :\n                        this.yylloc.last_column + match[0].length\n
};\n        this.yytext += match[0];\n        this.match += match[0];\n        this.matches = match;\n        this.yyleng =
this.yytext.length;\n        if (this.options.ranges) {\n            this.yylloc.range = [this.offset, this.offset +=
this.yyleng];\n        }\n        this._more = false;\n        this._backtrack = false;\n
    this._input = this._input.slice(match[0].length);\n        this.matched += match[0];\n        token =
this.performAction.call(this, this.yy, this, indexed_rule, this.conditionStack[this.conditionStack.length - 1]);\n        if
(this.done && this._input) {\n            this.done = false;\n        }\n        if (token) {\n            return token;\n        } else
if (this._backtrack) {\n            // recover context\n            for (var k in backup) {\n                this[k] = backup[k];\n
    }\n            return false; // rule action called reject() implying the next rule should be tested instead.\n        }\n
return false;\n    },\n\n// return next match in input\nnext:function () {\n        if (this.done) {\n            return
```

this.EOF;\n          }\n       if (!this._input) {\n          this.done = true;\n          }\n\n       var token,\n          match,\n       tempMatch,\n          index;\n       if (!this._more) {\n          this.yytext = '';\n          this.match = '';\n          }\n       var rules = this._currentRules();\n       for (var i = 0; i < rules.length; i++) {\n          tempMatch = this._input.match(this.rules[rules[i]]);\n          if (tempMatch && (!match || tempMatch[0].length > match[0].length)) {\n             match = tempMatch;\n             index = i;\n             if (this.options.backtrack_lexer) {\n                token = this.test_match(tempMatch, rules[i]);\n                if (token !== false) {\n                   return token;\n                } else if (this._backtrack) {\n                   match = false;\n                   continue; // rule action called reject() implying a rule MISmatch.\n                } else {\n                   // else: this is a lexer rule which consumes input without producing a token (e.g. whitespace)\n                   return false;\n                }\n             } else if (!this.options.flex) {\n                break;\n             }\n          }\n       }\n       if (match) {\n          token = this.test_match(match, rules[index]);\n          if (token !== false) {\n             return token;\n          }\n          // else: this is a lexer rule which consumes input without producing a token (e.g. whitespace)\n          return false;\n       }\n       if (this._input === \"\") {\n          return this.EOF;\n       } else {\n          return this.parseError('Lexical error on line ' + (this.yylineno + 1) + '. Unrecognized text.\\n' + this.showPosition(), {\n             text: \"\",\n             token: null,\n             line: this.yylineno\n          });\n       }\n    },\n\n// return next match that has a token\nlex:function lex() {\n       var r = this.next();\n       if (r) {\n          return r;\n       } else {\n          return this.lex();\n       }\n    },\n\n// activates a new lexer condition state (pushes the new lexer condition
 state onto the condition stack)\nbegin:function begin(condition) {\n       this.conditionStack.push(condition);\n    },\n\n// pop the previously active lexer condition state off the condition stack\npopState:function popState() {\n       var n = this.conditionStack.length - 1;\n       if (n > 0) {\n          return this.conditionStack.pop();\n       } else {\n          return this.conditionStack[0];\n       }\n    },\n\n// produce the lexer rule set which is active for the currently active lexer condition state\n_currentRules:function _currentRules() {\n       if (this.conditionStack.length && this.conditionStack[this.conditionStack.length - 1]) {\n          return this.conditions[this.conditionStack[this.conditionStack.length - 1]].rules;\n       } else {\n          return this.conditions[\"INITIAL\"].rules;\n       }\n    },\n\n// return the currently active lexer condition state; when an index argument is provided it produces the N-th previous condition state,
 if available\ntopState:function topState(n) {\n       n = this.conditionStack.length - 1 - Math.abs(n || 0);\n       if (n >= 0) {\n          return this.conditionStack[n];\n       } else {\n          return \"INITIAL\";\n       }\n    },\n\n// alias for begin(condition)\npushState:function pushState(condition) {\n       this.begin(condition);\n    },\n\n// return the number of states currently on the stack\nstateStackSize:function stateStackSize() {\n       return this.conditionStack.length;\n    },\noptions: {},\nperformAction: function anonymous(yy,yy_,$avoiding_name_collisions,YY_START) {\nvar YYSTATE=YY_START;\nswitch($avoiding_name_collisions) {\ncase 0:/* skip whitespace */\nbreak;\ncase 1:return 6\nbreak;\ncase 2:yy_.yytext = yy_.yytext.substr(1,yy_.yyleng-2); return 4\nbreak;\ncase 3:return 17\nbreak;\ncase 4:return 18\nbreak;\ncase 5:return 23\nbreak;\ncase 6:return 24\nbreak;\ncase 7:return 22\nbreak;\ncase 8:return 21\nbreak;\ncase 9:return 10\nbreak;\ncase 10:return
 11\nbreak;\ncase 11:return 8\nbreak;\ncase 12:return 14\nbreak;\ncase 13:return 'INVALID'\nbreak;\n}\n},\nrules: [/^(?:\\s+)/,/^(?:(-?([0-9]|[1-9][0-9]+))(\\.[0-9]+)?([eE][-+]?[0-9]+)?\\b)/,/^(?:\"(?:\\\\[\\\\\"bfnrt/]|\\\\u[a-fA-F0-9]{4}|[^\\\\\\0-\\x09\\x0a-\\x1f\"])*\")/,/^(?:\\{)/,/^(?:\\})/,/^(?:\\[)/,/^(?:\\])/,/^(?:,)/,/^(?::)/,/^(?:true\\b)/,/^(?:false\\b)/,/^(?:null\\b)/,/^(?:$)/,/^(?:.)/],\nconditions: {\"INITIAL\":{\"rules\":[0,1,2,3,4,5,6,7,8,9,10,11,12,13],\"inclusive\":true}}\n});\nreturn lexer;\n}\n})();\nparser.lexer = lexer;\nfunction Parser () {\n  this.yy = {};\n}\nParser.prototype = parser;parser.Parser = Parser;\nreturn new Parser;\n}\n})();\n\n\nif (typeof require !== 'undefined' && typeof exports !== 'undefined') {\nexports.parser = parser;\nexports.Parser = parser.Parser;\nexports.parse = function () { return parser.parse.apply(parser, arguments); };\n}\n","import ParsingError from './error/parsing_error';\nimport jsonlint from '@mapbox/jsonlint-lines-primitives';\n\nexport

```
default function readStyle(style) {\n    if (style instanceof String || typeof style === 'string' || style instanceof Buffer)
{\n        try {\n            return jsonlint.parse(style.toString());\n        } catch (e) {\n            throw new
ParsingError(e);\n        }\n    }\n\n    return style;\n}\n","\nimport validateStyleMin from
'./validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from './read_style';\n\n/**\n * Validate a
Mapbox GL style against the style specification.\n *\n * @private\n * @alias validate\n * @param
{Object|String|Buffer} style The style to be validated. If a `String`\n *   or `Buffer` is provided, the returned errors
will contain line numbers.\n * @param {Object} [styleSpec] The style specification to validate against.\n *   If
omitted, the spec version is inferred from the stylesheet.\n * @returns {Array<ValidationError|ParsingError>}\n *
@example\n *   var validate = require('mapbox-gl-style-spec').validate;\n *   var
style = fs.readFileSync('./style.json', 'utf8');\n *   var errors = validate(style);\n */\n\nexport default function
validateStyle(style, styleSpec = v8) {\n    let s = style;\n\n    try {\n        s = readStyle(s);\n    } catch (e) {\n
return [e];\n    }\n\n    return validateStyleMin(s, styleSpec);\n}\n\nexport const source =
validateStyleMin.source;\nexport const light = validateStyleMin.light;\nexport const layer =
validateStyleMin.layer;\nexport const filter = validateStyleMin.filter;\nexport const paintProperty =
validateStyleMin.paintProperty;\nexport const layoutProperty = validateStyleMin.layoutProperty;\n","//
@flow\n\nimport validateStyle from './validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from
'./read_style';\nimport ValidationError from './error/validation_error';\nimport getType from
'./util/get_type';\n\nconst SUPPORTED_SPEC_VERSION = 8;\nconst MAX_SOURCES_IN_STYLE =
15;\n\nfunction isValid(value: ?string, regex: RegExp): boolean {\n
if (!value || getType(value) !== 'string') return true;\n    return !!value.match(regex);\n}\n\nfunction
getSourceCount(source: Object): number {\n    if (source.url) {\n        return source.url.split(',').length;\n    } else {\n
return 0;\n    }\n}\n\nfunction getAllowedKeyErrors(obj: Object, keys: Array<*>, path: ?string):
Array<?ValidationError> {\n    const allowed = new Set(keys);\n    const errors = [];\n    Object.keys(obj).forEach(k
=> {\n        if (!allowed.has(k)) {\n            const prop = path ? `${path}.${k}` : null;\n            errors.push(new
ValidationError(prop, obj[k], `Unsupported property \"${k}\"`));\n        }\n    });\n    return errors;\n}\n\nfunction
getSourceErrors(source: Object, i: number): Array<?ValidationError> {\n    const errors = [];\n\n    /*\n     * Inlined
sources are not supported by the Mapbox Styles API, so only\n     * \"type\", \"url\", and \"tileSize\" properties are
valid\n     */\n    const sourceKeys = ['type', 'url', 'tileSize'];\n
errors.push(...getAllowedKeyErrors(source, sourceKeys, 'source'));\n\n    /*\n     * \"source\" is required. Valid
examples:\n     * mapbox://mapbox.abcd1234\n     * mapbox://penny.abcd1234\n     *
mapbox://mapbox.abcd1234,penny.abcd1234\n     */\n    const sourceUrlPattern = /^mapbox:\\\/\\\/([^/]*)$/;\n    if
(!isValid(source.url, sourceUrlPattern)) {\n        errors.push(new ValidationError(`sources[${i}]`, source.url, 'Source
url must be a valid Mapbox tileset url'));\n    }\n\n    return errors;\n}\n\nfunction getSourcesErrors(sources: Object):
Array<?ValidationError> {\n    const errors = [];\n    let count = 0;\n\n    Object.keys(sources).forEach((s: string, i:
number) => {\n        const sourceErrors = getSourceErrors(sources[s], i);\n\n        // If source has errors, skip
counting\n        if (!sourceErrors.length) {\n            count = count + getSourceCount(sources[s]);\n        }\n\n
errors.push(...sourceErrors);\n    });\n\n    if (count > MAX_SOURCES_IN_STYLE)
{\n        errors.push(new ValidationError('sources', null, `Styles must contain ${MAX_SOURCES_IN_STYLE} or
fewer sources`));\n    }\n\n    return errors;\n}\n\nfunction getRootErrors(style: Object, specKeys: Array<any>):
Array<?ValidationError> {\n    const errors = [];\n\n    /*\n     * The following keys are optional but fully managed
by the Mapbox Styles\n     * API. Values on stylesheet on POST or PATCH will be ignored: \"owner\",\n     * \"id\",
\"cacheControl\", \"draft\", \"created\", \"modified\"\n     *\n     * The following keys are optional. The Mapbox
Styles API respects value on\n     * stylesheet on PATCH, but ignores the value on POST: \"visibility\"\n     */\n
const optionalRootProperties = [\n        'owner',\n        'id',\n        'cacheControl',\n        'draft',\n        'created',\n
'modified',\n        'visibility'\n    ];\n\n    const allowedKeyErrors = getAllowedKeyErrors(style, [...specKeys,
...optionalRootProperties]);\n    errors.push(...allowedKeyErrors);\n\n
if (style.version > SUPPORTED_SPEC_VERSION || style.version < SUPPORTED_SPEC_VERSION) {\n
errors.push(new ValidationError('version', style.version, `Style version must be
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${SUPPORTED_SPEC_VERSION}`));\n   }\n\n   /*\n    * \"glyphs\" is optional. If present, valid examples:\n    *
mapbox://fonts/penny/{fontstack}/{range}.pbf\n    * mapbox://fonts/mapbox/{fontstack}/{range}.pbf\n    */\n
const glyphUrlPattern = /^mapbox:\\/\\/fonts\\/([^/]*)\\/{fontstack}\\/{range}.pbf$/;\n   if (!isValid(style.glyphs,
glyphUrlPattern)) {\n       errors.push(new ValidationError('glyphs', style.glyphs, 'Styles must reference glyphs
hosted by Mapbox'));\n   }\n\n   /*\n    * \"sprite\" is optional. If present, valid examples:\n    *
mapbox://sprites/penny/abcd1234\n    * mapbox://sprites/mapbox/abcd1234/draft\n    *
mapbox://sprites/cyrus/abcd1234/abcd1234\n    */\n   const spriteUrlPattern =
/^mapbox:\\/\\/sprites\\/([^/]*)\\/([^/]*)\\/?([^/]*)?$/;\n   if
 (!isValid(style.sprite, spriteUrlPattern)) {\n       errors.push(new ValidationError('sprite', style.sprite, 'Styles must
reference sprites hosted by Mapbox'));\n   }\n\n   /*\n    * \"visibility\" is optional. If present, valid examples:\n    *
\"private\"\n    * \"public\"\n    */\n   const visibilityPattern = /^(public|private)$/;\n   if (!isValid(style.visibility,
visibilityPattern)) {\n       errors.push(new ValidationError('visibility', style.visibility, 'Style visibility must be public
or private'));\n   }\n\n   return errors;\n}\n\n/**\n * Validate a Mapbox GL style against the style specification and
check for\n * compatibility with the Mapbox Styles API.\n *\n * @param {Object} style The style to be validated.\n
* @returns {Array<ValidationError>}\n * @example\n *   var validateMapboxApiSupported = require('mapbox-gl-
style-spec/lib/validate_style_mapbox_api_supported.js');\n *   var errors = validateMapboxApiSupported(style);\n
*/\nexport default function validateMapboxApiSupported(style:
 Object): Array<?ValidationError> {\n   let s = style;\n   try {\n       s = readStyle(s);\n   } catch (e) {\n       return
[e];\n   }\n\n   let errors = validateStyle(s, v8)\n       .concat(getRootErrors(s, Object.keys(v8.$root)));\n\n   if
(s.sources) {\n       errors = errors.concat(getSourcesErrors(s.sources));\n   }\n\n   return errors;\n}\n","//
@flow\n\ntype ExpressionType = 'data-driven' | 'cross-faded' | 'cross-faded-data-driven' | 'color-ramp' | 'data-
constant' | 'constant';\ntype ExpressionParameters = Array<'zoom' | 'feature' | 'feature-state' | 'heatmap-density' | 'line-
progress'>;\n\ntype ExpressionSpecification = {\n   interpolated: boolean,\n   parameters:
ExpressionParameters\n}\n\nexport type StylePropertySpecification = {\n   type: 'number',\n   'property-type':
ExpressionType,\n   expression?: ExpressionSpecification,\n   transition: boolean,\n   default?: number\n} | {\n
type: 'string',\n   'property-type': ExpressionType,\n

   expression?: ExpressionSpecification,\n   transition: boolean,\n   default?: string,\n   tokens?: boolean\n} | {\n
type: 'boolean',\n   'property-type': ExpressionType,\n   expression?: ExpressionSpecification,\n   transition:
boolean,\n   default?: boolean\n} | {\n   type: 'enum',\n   'property-type': ExpressionType,\n   expression?:
ExpressionSpecification,\n   values: {[string]: {}},\n   transition: boolean,\n   default?: string\n} | {\n   type:
'color',\n   'property-type': ExpressionType,\n   expression?: ExpressionSpecification,\n   transition: boolean,\n
default?: string,\n   overridable: boolean\n} | {\n   type: 'array',\n   value: 'number',\n   'property-type':
ExpressionType,\n   expression?: ExpressionSpecification,\n   length?: number,\n   transition: boolean,\n
default?: Array<number>\n} | {\n   type: 'array',\n   value: 'string',\n   'property-type': ExpressionType,\n
expression?: ExpressionSpecification,\n   length?: number,\n

   transition: boolean,\n   default?: Array<string>\n};\n\nimport v8 from './reference/v8.json';\nimport latest from
'./reference/latest';\nimport format from './format';\nimport migrate from './migrate';\nimport composite from
'./composite';\nimport derefLayers from './deref';\nimport diff from './diff';\nimport ValidationError from
'./error/validation_error';\nimport ParsingError from './error/parsing_error';\nimport {StyleExpression, isExpression,
createExpression, createPropertyExpression, normalizePropertyExpression, ZoomConstantExpression,
ZoomDependentExpression, StylePropertyFunction} from './expression';\nimport featureFilter from
'./feature_filter';\nimport convertFilter from './feature_filter/convert';\nimport Color from './util/color';\nimport
{createFunction, isFunction} from './function';\nimport convertFunction from './function/convert';\nimport
{eachSource, eachLayer, eachProperty} from './visit';\n\nimport validate from './validate_style';\nimport
validateMapboxApiSupported
 from './validate_mapbox_api_supported';\n\nconst expression = {\n   StyleExpression,\n   isExpression,\n
createExpression,\n   createPropertyExpression,\n   normalizePropertyExpression,\n   ZoomConstantExpression,\n
ZoomDependentExpression,\n   StylePropertyFunction\n};\n\nconst styleFunction = {\n   convertFunction,\n

createFunction,\n    isFunction\n};\n\nconst visit = {eachSource, eachLayer, eachProperty};\n\nexport {\n    v8,\n latest,\n    format,\n    migrate,\n    composite,\n    derefLayers,\n    diff,\n    ValidationError,\n    ParsingError,\n expression,\n    featureFilter,\n    convertFilter,\n    Color,\n    styleFunction as function,\n    validate,\n validateMapboxApiSupported,\n    visit\n};\n\nvalidate.parsed = validate;\nvalidate.latest = validate;\n"],"names":["stringOrChar","module","stringify","passedObj","options","indent","maxLength","replacer", "JSON","undefined","slice","Infinity","_stringify","obj","currentIndent","reserved","end","index","items","key","keyPart","keys","length","nextIndent","prettified","start","string","value","toJSON","replace","match","stringLiteral","parse","Array","isArray","push","Object","join","sortKeysBy","reference","const","result","format","style","space", "$root","layers","map","layer","stringifyPretty","global","this","require$$0","require$$1","getPropertyReference","propertyName","let","i","Reference","layout","paint","eachSource","callback","k","sources","eachLayer","eachProperty","inner","propertyType","properties","forEach","path","id","set","x","eachLayout","indexOf","eachPaint","resolveConstant","constants","isFunction","stops","renameProperty","from","to","version","source","type","url","coordinates","coord","reverse","property","stop","migrateFontstackURL","input","inputParsed","URL","inputPathnameParts","pathname","split","protocol","hostname","glyphs","migrateFontStack","font","splitAndTrim","s","trim","Error","firstSymbolLayer","symbolLayers","splice","concat","output","inputs","ParsingError","message","super","Scope","parent","bindings","ref","name","expression","get","has","NullType","kind","NumberType","StringType","BooleanType","ColorType","ObjectType","ValueType","ErrorType","CollatorType","FormattedType","ResolvedImageType","array","itemType","N","toString","valueMemberTypes","checkSubtype","expected","t","memberType","kCSSColorTable","clamp_css_byte","Math","round","clamp_css_float","f","parse_css_int","str","parseFloat","parseInt","parse_css_float","css_hue_to_rgb","m1","m2","h","parseCSSColor","css_str","toLowerCase","iv","substr","op","ep","fname","params","alpha","pop","l","exports","e","Color","r","g","b","a","rgba","toArray","black","white","transparent","red","Collator","caseSensitive","diacriticSensitive","locale","sensitivity","collator","Intl","usage","compare","lhs","rhs","resolvedLocale","resolvedOptions","FormattedSection","text","image","scale","fontStack","textColor","Formatted","sections","fromString","unformatted","isEmpty","some","section","factory","serialize","serialized","ResolvedImage","available","validateRGBA","isValue","mixed","item","typeOf","String","Literal","args","context","error","expectedType","evaluate","eachChild","possibleOutputs","RuntimeError","types","number","boolean","object","Assertion","floor","parsed","ctx","fn","arg","FormatExpression","firstArg","nextTokenMayBeObject","lastExpression","content","evaluateSection","evaluatedContent","ImageExpression","evaluatedImageName","availableImages","Coercion","Boolean","c","parseColor","num","Number","isNaN","valueToString","child","geometryTypes","EvaluationContext","globals","feature","featureState","formattedSection","_parseColorCache","geometryType","cached","CompoundExpression","_evaluate","definition","definitions","availableOverloads","overloads","filter","signature","signatureContext","ParsingContext","registry","scope","parsedArgs","argParseFailed","errors","ref$1","signatures","stringifySignature","actualTypes","register","CollatorExpression","isFeatureConstant","test","isStateConstant","isGlobalPropertyConstant","Var","boundExpression","part","expr","_parse","annotate","typeAnnotation","Expr","actual","isConstant","ec","isTypeAnnotation","childrenConstant","findStopLessThanOrEqualTo","lastIndex","lowerIndex","upperIndex","currentIndex","currentValue","nextValue","Step","labels","outputs","label","outputType","labelKey","valueKey","stopCount","UnitBezier","p1x","p1y","p2x","p2y","cx","bx","ax","cy","by","ay","prototype","sampleCurveX","sampleCurveY","sampleCurveDerivativeX","solveCurveX","epsilon","t0","t1","t2","x2","abs","d2","solve","color","d","Xn","Yn","Zn","t3","deg2rad","PI","rad2deg","xyz2lab","pow","lab2xyz","xyz2rgb","rgb2xyz","rgbToLab","rgbColor","y","z","labToRgb","labColor","interpolateLab","interpolateNumber","rgbToHcl","atan2","sqrt","hclToRgb","hclColor","cos","sin","interpolateHue","interpolateHcl","lab","forward","interpolate","hcl","Interpolate","operator","interpolation","interpolationFactor","lower","upper","exponentialInterpolation","base","controlPoints","ub","rest","outputLower","outputUpper","lowerValue","upperValue","difference","progress","Coalesce","needsAnnotation","argCount","requestedImageName","Let","binding","At","isComparableType","isComparableRuntimeValue","needle","isSearchableRuntimeValue","haystack","In","Match","inputType","cases","otherwise","labelContext","MAX_SAFE_INTEGER","out","sortedLabels","sort","groupedByOutput","outputLookup","outputIndex","coerceLabel","Case","branches","eq","neq","lt","gt","lteq","gteq","eqCollate","neqCollate","ltCollate","gtCollate","lteqCollate","gteqCollate","makeComparison","compareBasic","compareWithCollator","isOrderComparison

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E;CApC7E;AA4DA,SAASimB,gBAAT,CAA0B/zB,OAA1B,EAAoE;IAChExB,IAAMsP,MAAA,GAAS,EAAftP,CADgE;IAEhEgB,IAAIw0B,KAAA,GAAQ,CAAAZx0B,CAFgE;IAIhEpB,MAAA,CAAOf,IAAP,CAAY2C,OAAZ, EAAqBM,OAArB,WAA8BqC,GAAWlD,GAAW;QAChDjB,IAAMy1B,YAAA,GAAAeL,eAAA,CAAgB5zB,OAA A,CAAAQ2C,CAAR,CAAhB,EAA4BlD,CAA5B,CAArBjB,CADgD;QAIhD,IAAI,CAACy1B,YAAAa32B,M AAlB,EAAA0B;YACtB02B,KAAA,GAAAQA,KAAA,GAAAQR,cAAA,CAAexzB,OAAAA,CAAAQ2C,CAAR,C AAf,CAAhB;SAJsB;QAQhDmL,MAAA,CAAAO3P,IAAP,MAAA,CAAAY2P,MAAZ,EAAemmB,YAAf,EARgD;KAAp D;KAAJgE;IAehE,IAAID,KAAA,GAAAQX,oBAAAZ,EAAAkC;QAC9BvlB,MAAA,CAAAO3P,IAAP,CAAAY, IAAIkoB,eAAJ,CAAAoB,SAAApB,EAA+B,IAA/B,2BAA4DgN,0CAA5D,CAAAZ,EAD8B;KAf8B;IAmBhE,OAAAOvlB,M AAP,CAnBgE;CA5DpE;AAkFA,SAASSomB,aAAT,CAAAuBv1B,KAAAvB,EAAAsCw1B,QAAtC,EAAAqF;IACjF31B,I AAMsP,MAAA,GAAS,EAAftP,CADiF;IAWjFo/A,IAAAM41B,sBAAA,GAAAyB;QAC3BC3B,OAD2B;QAE3BIAF2B;QAGF3B;QAI3BOAJ2B;QAK3BSAL2B;QAM3BUAN2B;QAO3BYAP2B;KAA/B;IAAxiF51B,CAXiF;IAqBjFI AAM61B,gBAAA,GAAAmBZ,mBAAA,CAAAoB90B,KAAApB,EAA+Bw 1B,QAAA,OAAAA,CAAAaC,sBAAAb,CAA/BqF,CAA/B,CAAA/zB,CArBiF;IA0BjF,OAAAgB,KAAA,GA AAI11B,KAAA,CAAAA,GAAAgB+xB,sBAAAhB,EAAAIAA0Cz0B,KAAA,CAAAA,GAAAgB+xB,sBAAAhB, EAAAsBAA9D,EAAAsF;QAClBFtlB,MAAA,CAAAO3P,IAAP,CAAAY,IAAIkoB,eAAJ,CAAAoB,SAA+ pB,EAAAA1nB,KAAAM0C,6BAAAuE+xB,sBAAAvE,EAAAADkF;KAxBL;IAiCjF50B,IAiCjF50B,IAiCj F;CAAA;

Found

 in path(s):
* /opt/cola/permits/1802757222_1695149715.733842/0/mapbox-gl-style-spec-13-11-0-
tgz/package/dist/index.es.js.map
No license file was found, but licenses were detected in source scan.

{"version":3,"file":"index.js","sources":["../node_modules/json-stringify-pretty-
compact/index.js","../format.js","../../../node_modules/url/node_modules/punycode/punycode.js","../../../node_modul
es/url/util.js","../../../node_modules/querystring/decode.js","../../../node_modules/querystring/encode.js","../../../node_
modules/querystring/index.js","../../../node_modules/url/url.js","../visit.js","../migrate/v8.js","../util/extend.js","../exp

ression/parsing_error.js","../expression/scope.js","../expression/types.js","../node_modules/csscolorparser/csscolorparser.js","../util/color.js","../expression/types/collator.js","../expression/types/formatted.js","../expression/types/resolved_image.js","../expression/values.js","../expression/definitions/literal.js","../expression/runtime_error.js","../expression/definitions/assertion.js","../expression/definitions/format.js","../expression/definitions/image.js","../expression/definitions/coercion.js","../expression/evaluation_context.js","../expression/compound_expression.js","../expression/definitions/collator.js","../expression/is_constant.js","../expression/definitions/var.js","../expression/parsing_context.js","../expression/stops.js","../expression/definitions/step.js","../node_modules/@mapbox/unitbezier/index.js","../util/interpolate.js","../util/color_spaces.js","../expression/definitions/interpolate.js","../expression/definitions/coalesce.js","../expression/definitions/let.js","../expression/definitions/at.js","../expression/definitions/in.js","../expression/definitions/match.js","../expression/definitions/case.js","../expression/definitions/comparison.js","../expression/definitions/number_format.js","../expression/definitions/length.js","../expression/definitions/index.js","../util/result.js","../util/properties.js","../util/get_type.js","../function/index.js","../expression/index.js","../function/convert.js","../feature_filter/index.js","../feature_filter/convert.js","../migrate/expressions.js","../migrate.js","../composite.js","../util/ref_properties.js","../deref.js","../util/deep_equal.js","../diff.js","../error/validation_error.js","../error/parsing_error.js","../validate/validate_constants.js","../util/unbundle_jsonlint.js","../validate/validate_object.js","../validate/validate_array.js","../validate/validate_number.js","../validate/validate_function.js","../validate/validate_expression.js","../validate/validate_boolean.js","../validate/validate_color.js","../validate/validate_enum.js","../validate/validate_filter.js","../validate/validate_property.js","../validate/validate_paint_property.js","../validate/validate_layout_property.js","../validate/validate_layer.js","../validate/validate_string.js","../validate/validate_source.js","../validate/validate_light.js","../validate/validate_formatted.js","../validate/validate_image.js","../validate/validate.js","../validate/validate_glyphs_url.js","../validate_style.min.js","../node_modules/@mapbox/jsonlint-lines-primitives/lib/jsonlint.js","../read_style.js","../validate_style.js","../validate_mapbox_api_supported.js","../style-spec.js"],"sourcesContent":["\"use
 strict\";\n\n// Note: This regex matches even invalid JSON strings, but since we're\n// working on the output of `JSON.stringify` we know that only valid strings\n// are present (unless the user supplied a weird `options.indent`\n but in\n// that case we don't care since the output would be invalid anyway).\nvar stringOrChar =
/(\"(?:[^\\\\\"]|\\\\.)*\")|[:,]/g;\n\nmodule.exports = function stringify(passedObj, options) {\n  var indent, maxLength,
replacer;\n\n  options = options || {};\n  indent = JSON.stringify(\n    [1],\n    undefined,\n    options.indent ===
undefined ? 2 : options.indent\n  ).slice(2, -3);\n  maxLength =\n    indent === \"\"\n      ? Infinity\n      :
options.maxLength === undefined\n      ? 80\n      : options.maxLength;\n  replacer = options.replacer;\n\n  return
(function _stringify(obj,
 currentIndent, reserved) {\n    // prettier-ignore\n    var end, index, items, key, keyPart, keys, length, nextIndent,
prettified, start, string, value;\n\n    if (obj && typeof obj.toJSON === \"function\") {\n      obj = obj.toJSON();\n
}\n\n    string = JSON.stringify(obj, replacer);\n\n    if (string === undefined) {\n      return string;\n    }\n\n    length
= maxLength - currentIndent.length - reserved;\n\n    if (string.length <= length) {\n      prettified =
string.replace(stringOrChar, function(match, stringLiteral) {\n        return stringLiteral || match + \" \";\n      });\n
if (prettified.length <= length) {\n        return prettified;\n      }\n    }\n\n    if (replacer != null) {\n      obj =
JSON.parse(string);\n      replacer = undefined;\n    }\n\n    if (typeof obj === \"object\" && obj !== null) {\n
nextIndent = currentIndent + indent;\n      items = [];\n      index = 0;\n\n      if (Array.isArray(obj)) {\n        start =
\"[\";\n        end = \"]\";\n
        length = obj.length;\n        for (; index < length; index++) {\n          items.push(\n            _stringify(obj[index],
nextIndent, index === length - 1 ? 0 : 1) ||\n              \"null\"\n          );\n        }\n      } else {\n        start = \"{\";\n
end = \"}\";\n        keys = Object.keys(obj);\n        length = keys.length;\n        for (; index < length; index++) {\n
key = keys[index];\n          keyPart = JSON.stringify(key) + \": \";\n          value = _stringify(\n            obj[key],\n
nextIndent,\n            keyPart.length + (index === length - 1 ? 0 : 1)\n          );\n          if (value !== undefined) {\n
items.push(keyPart + value);\n          }\n        }\n      }\n\n      if (items.length > 0) {\n        return [start, indent +
items.join(\",\\n\" + nextIndent), end].join(\n          \"\\n\" + currentIndent\n        );\n      }\n    }\n\n    return string;\n
})(passedObj, \"\", 0);\n};\n","\nimport reference

from './reference/latest.js';\nimport stringifyPretty from 'json-stringify-pretty-compact';\n\nfunction sortKeysBy(obj, reference) {\n    const result = {};\n    for (const key in reference) {\n        if (obj[key] !== undefined) {\n            result[key] = obj[key];\n        }\n    }\n    for (const key in obj) {\n        if (result[key] === undefined) {\n            result[key] = obj[key];\n        }\n    }\n    return result;\n}\n\n/**\n * Format a Mapbox GL Style.  Returns a stringified style with its keys\n * sorted in the same order as the reference style.\n *\n * The optional `space` argument is passed to\n * [`JSON.stringify`](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/JSON/stringify)\n * to generate formatted output.\n *\n * If `space` is unspecified, a default of `2` spaces will be used.\n *\n * @private\n * @param {Object} style a Mapbox GL Style\n * @param {number} [space] space argument to pass to `JSON.stringify`\n * @returns {string} stringified formatted JSON\n * @example\n * var fs = require('fs');\n * var format = require('mapbox-gl-style-spec').format;\n * var style = fs.readFileSync('./source.json', 'utf8');\n * fs.writeFileSync('./dest.json', format(style));\n * fs.writeFileSync('./dest.min.json', format(style, 0));\n */\nfunction format(style, space = 2) {\n    style = sortKeysBy(style, reference.$root);\n\n    if (style.layers) {\n        style.layers = style.layers.map((layer) => sortKeysBy(layer, reference.layer));\n    }\n\n    return stringifyPretty(style, {indent: space});\n}\n\nexport default format;\n","/*! https://mths.be/punycode v1.3.2 by @mathias */\n;(function(root) {\n\n\t/** Detect free variables */\n\tvar freeExports = typeof exports == 'object' && exports &&\n\t\t!exports.nodeType && exports;\n\tvar freeModule = typeof module == 'object' && module &&\n\t\t!module.nodeType && module;\n\tvar freeGlobal = typeof global == 'object' && global;\n\tif (\n\t\tfreeGlobal.global === freeGlobal ||\n\t\tfreeGlobal.window === freeGlobal ||\n\t\tfreeGlobal.self === freeGlobal\n\t) {\n\t\troot = freeGlobal;\n\t}\n\n\t/**\n\t * The `punycode` object.\n\t * @name punycode\n\t * @type Object\n\t */\n\tvar punycode,\n\n\t\t/** Highest positive signed 32-bit float value */\n\t\tmaxInt = 2147483647, // aka. 0x7FFFFFFF or 2^31-1\n\n\t\t/** Bootstring parameters */\n\t\tbase = 36,\n\t\ttMin = 1,\n\t\ttMax = 26,\n\t\tskew = 38,\n\t\tdamp = 700,\n\t\tinitialBias = 72,\n\t\tinitialN = 128, // 0x80\n\t\tdelimiter = '-', // '\\x2D'\n\n\t\t/** Regular expressions */\n\t\tregexPunycode = /^xn--/,\n\t\tregexNonASCII = /[^\\x20-\\x7E]/, // unprintable ASCII chars + non-ASCII chars\n\t\tregexSeparators = /[\\x2E\\u3002\\uFF0E\\uFF61]/g, // RFC 3490 separators\n\n\t\t/** Error messages */\n\t\terrors = {\n\t\t\t'overflow': 'Overflow: input needs wider integers to process',\n\t\t\t'not-basic': 'Illegal input >= 0x80 (not a basic code point)',\n\t\t\t'invalid-input': 'Invalid input'\n\t\t},\n\n\t\t/** Convenience shortcuts */\n\t\tbaseMinusTMin = base - tMin,\n\t\tfloor = Math.floor,\n\t\tstringFromCharCode = String.fromCharCode,\n\n\t\t/** Temporary variable */\n\t\tkey;\n\n\t/*--------------------------------------------------------------------------*/\n\n\t/**\n\t * A generic error utility function.\n\t * @private\n\t * @param {String} type The error type.\n\t * @returns {Error} Throws a `RangeError` with the applicable error message.\n\t */\n\tfunction error(type) {\n\t\tthrow RangeError(errors[type]);\n\t}\n\n\t/**\n\t * A generic `Array#map` utility function.\n\t * @private\n\t * @param {Array} array The array to iterate over.\n\t * @param {Function} callback The function that gets called for every array\n\t * item.\n\t * @returns {Array} A new array of values returned by the callback function.\n\t */\n\tfunction map(array, fn) {\n\t\tvar length = array.length;\n\t\tvar result = [];\n\t\twhile (length--) {\n\t\t\tresult[length] = fn(array[length]);\n\t\t}\n\t\treturn result;\n\t}\n\n\t/**\n\t * A simple `Array#map`-like wrapper to work with domain name strings or email\n\t * addresses.\n\t * @private\n\t * @param {String} domain The domain name or email address.\n\t * @param {Function} callback The function that gets called for every\n\t * character.\n\t * @returns {Array} A new string of characters returned by the callback\n\t * function.\n\t */\n\tfunction mapDomain(string, fn) {\n\t\tvar parts = string.split('@');\n\t\tvar result = '';\n\t\tif (parts.length > 1) {\n\t\t\t// In email addresses, only the domain name should be punycoded. Leave\n\t\t\t// the local part (i.e. everything up to `@`) intact.\n\t\t\tresult = parts[0] + '@';\n\t\t\tstring = parts[1];\n\t\t}\n\t\t// Avoid `split(regex)` for IE8 compatibility. See #17.\n\t\tstring = string.replace(regexSeparators, '\\x2E');\n\t\tvar labels = string.split('.');\n\t\tvar encoded = map(labels, fn).join('.');\n\t\treturn result + encoded;\n\t}\n\n\t/**\n\t * Creates an array containing the numeric code points of each Unicode\n\t * character in the string. While JavaScript uses UCS-2 internally,\n\t * this function will convert a pair of surrogate halves (each of which\n\t * UCS-2 exposes as separate characters) into a single code point,\n\t * matching UTF-16.\n\t * @see `punycode.ucs2.encode`\n\t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n\t * @memberOf

punycode.ucs2\n\t * @name decode\n\t * @param {String} string The Unicode input string (UCS-2).\n\t * @returns {Array} The new array of code points.\n\t */\n\tfunction ucs2decode(string) {\n\t\tvar output = [],\n\t\t    counter = 0,\n\t\t    length = string.length,\n\t\t    value,\n\t\t    extra;\n\t\twhile (counter < length) {\n\t\t\tvalue = string.charCodeAt(counter++);\n\t\t\tif (value >= 0xD800 && value <= 0xDBFF && counter < length) {\n\t\t\t\t// high surrogate, and there is a next character\n\t\t\t\textra = string.charCodeAt(counter++);\n\t\t\t\tif ((extra & 0xFC00) == 0xDC00) { // low surrogate\n\t\t\t\t\toutput.push(((value & 0x3FF) << 10) + (extra & 0x3FF) + 0x10000);\n\t\t\t\t}

 else {\n\t\t\t\t\t// unmatched surrogate; only append this code unit, in case the next\n\t\t\t\t\t// code unit is the high surrogate of a surrogate pair\n\t\t\t\t\toutput.push(value);\n\t\t\t\t\tcounter--;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\toutput.push(value);\n\t\t\t}\n\t\t}\n\t\treturn output;\n\t}\n\n\t/**\n\t * Creates a string based on an array of numeric code points.\n\t * @see `punycode.ucs2.decode`\n\t * @memberOf punycode.ucs2\n\t * @name encode\n\t * @param {Array} codePoints The array of numeric code points.\n\t * @returns {String} The new Unicode string (UCS-2).\n\t */\n\tfunction ucs2encode(array) {\n\t\treturn map(array, function(value) {\n\t\t\tvar output = '';\n\t\t\tif (value > 0xFFFF) {\n\t\t\t\tvalue -= 0x10000;\n\t\t\t\toutput += stringFromCharCode(value >>> 10 & 0x3FF | 0xD800);\n\t\t\t\tvalue = 0xDC00 | value & 0x3FF;\n\t\t\t}\n\t\t\toutput += stringFromCharCode(value);\n\t\t\treturn output;\n\t\t}).join('');\n\t}\n\n\t/**\n\t * Converts a basic

 code point into a digit/integer.\n\t * @see `digitToBasic()`\n\t * @private\n\t * @param {Number} codePoint The basic numeric code point value.\n\t * @returns {Number} The numeric value of a basic code point (for use in\n\t * representing integers) in the range `0` to `base - 1`, or `base` if\n\t * the code point does not represent a value.\n\t */\n\tfunction basicToDigit(codePoint) {\n\t\tif (codePoint - 48 < 10) {\n\t\t\treturn codePoint - 22;\n\t\t}\n\t\tif (codePoint - 65 < 26) {\n\t\t\treturn codePoint - 65;\n\t\t}\n\t\tif (codePoint - 97 < 26) {\n\t\t\treturn codePoint - 97;\n\t\t}\n\t\treturn base;\n\t}\n\n\t/**\n\t * Converts a digit/integer into a basic code point.\n\t * @see `basicToDigit()`\n\t * @private\n\t * @param {Number} digit The numeric value of a basic code point.\n\t * @returns {Number} The basic code point whose value (when used for\n\t * representing integers) is `digit`, which needs to be in the range\n\t * `0` to `base - 1`. If `flag` is non-zero, the uppercase

 form is\n\t * used; else, the lowercase form is used. The behavior is undefined\n\t * if `flag` is non-zero and `digit` has no uppercase form.\n\t */\n\tfunction digitToBasic(digit, flag) {\n\t\t//  0..25 map to ASCII a..z or A..Z\n\t\t// 26..35 map to ASCII 0..9\n\t\treturn digit + 22 + 75 * (digit < 26) - ((flag != 0) << 5);\n\t}\n\n\t/**\n\t * Bias adaptation function as per section 3.4 of RFC 3492.\n\t * http://tools.ietf.org/html/rfc3492#section-3.4\n\t * @private\n\t */\n\tfunction adapt(delta, numPoints, firstTime) {\n\t\tvar k = 0;\n\t\tdelta = firstTime ? floor(delta / damp) : delta >> 1;\n\t\tdelta += floor(delta / numPoints);\n\t\tfor (/* no initialization */; delta > baseMinusTMin * tMax >> 1; k += base) {\n\t\t\tdelta = floor(delta / baseMinusTMin);\n\t\t}\n\t\treturn floor(k + (baseMinusTMin + 1) * delta / (delta + skew));\n\t}\n\n\t/**\n\t * Converts a Punycode string of ASCII-only symbols to a string of Unicode\n\t * symbols.\n\t * @memberOf punycode\n\t * @param {String}

 input The Punycode string of ASCII-only symbols.\n\t * @returns {String} The resulting string of Unicode symbols.\n\t */\n\tfunction decode(input) {\n\t\t// Don't use UCS-2\n\t\tvar output = [],\n\t\t    inputLength = input.length,\n\t\t    out,\n\t\t    i = 0,\n\t\t    n = initialN,\n\t\t    bias = initialBias,\n\t\t    basic,\n\t\t    j,\n\t\t    index,\n\t\t    oldi,\n\t\t    w,\n\t\t    k,\n\t\t    digit,\n\t\t    t,\n\t\t    /** Cached calculation results */\n\t\t    baseMinusT;\n\t\t// Handle the basic code points: let `basic` be the number of input code\n\t\t// points before the last delimiter, or `0` if there is none, then copy\n\t\t// the first basic code points to the output.\n\t\tbasic = input.lastIndexOf(delimiter);\n\t\tif (basic < 0) {\n\t\t\tbasic = 0;\n\t\t}\n\n\t\tfor (j = 0; j < basic; ++j) {\n\t\t\t// if it's not a basic code point\n\t\t\tif (input.charCodeAt(j) >= 0x80) {\n\t\t\t\terror('not-basic');\n\t\t\t}\n\t\t\toutput.push(input.charCodeAt(j));\n\t\t}\n\n\t\t//

 Main decoding loop: start just after the last delimiter if any basic code\n\t\t// points were copied; start at the beginning otherwise.\n\n\t\tfor (index = basic > 0 ? basic + 1 : 0; index < inputLength; /* no final expression */) {\n\n\t\t\t// `index` is the index of the next character to be consumed.\n\t\t\t// Decode a generalized variable-length integer into `delta`,\n\t\t\t// which gets added to `i`. The overflow checking is easier\n\t\t\t// if we increase `i` as we go, then subtract off its starting\n\t\t\t// value at the end to obtain `delta`.\n\t\t\tfor (oldi = i, w = 1, k = base; /* no

condition */; k += base) {\n\t\t\t\tif (index >= inputLength) {\n\t\t\t\t\terror('invalid-input');\n\t\t\t\t}\n\n\t\t\t\tdigit = basicToDigit(input.charCodeAt(index++));\n\n\t\t\t\tif (digit >= base || digit > floor((maxInt - i) / w)) {\n\t\t\t\t\terror('overflow');\n\t\t\t\t}\n\n\t\t\t\ti += digit * w;\n\t\t\t\tt = k <= bias ? tMin : (k >= bias + tMax ? tMax : k - bias);\n\n\t\t\t\tif

(digit < t) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\n\t\t\t\tbaseMinusT = base - t;\n\t\t\t\tif (w > floor(maxInt / baseMinusT)) {\n\t\t\t\t\terror('overflow');\n\t\t\t\t}\n\n\t\t\t\tw *= baseMinusT;\n\n\t\t\t}\n\n\t\t\tout = output.length + 1;\n\t\t\tbias = adapt(i - oldi, out, oldi == 0);\n\n\t\t\t// `i` was supposed to wrap around from `out` to `0`,\n\t\t\t// incrementing `n` each time, so we'll fix that now:\n\t\t\tif (floor(i / out) > maxInt - n) {\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\t\tn += floor(i / out);\n\t\t\ti %= out;\n\n\t\t\t// Insert `n` at position `i` of the output\n\t\t\toutput.splice(i++, 0, n);\n\n\t\t}\n\n\t\treturn ucs2encode(output);\n\t}\n\n\t/**\n\t * Converts a string of Unicode symbols (e.g. a domain name label) to a\n\t * Punycode string of ASCII-only symbols.\n\t * @memberOf punycode\n\t * @param {String} input The string of Unicode symbols.\n\t * @returns {String} The resulting Punycode string of ASCII-only symbols.\n\t */\n\tfunction encode(input) {\n\t\tvar

n,\n\t\t    delta,\n\t\t    handledCPCount,\n\t\t    basicLength,\n\t\t    bias,\n\t\t    j,\n\t\t    m,\n\t\t    q,\n\t\t    k,\n\t\t    t,\n\t\t    currentValue,\n\t\t    output = [],\n\t\t    /** `inputLength` will hold the number of code points in `input`. */\n\t\t    inputLength,\n\t\t    /** Cached calculation results */\n\t\t    handledCPCountPlusOne,\n\t\t    baseMinusT,\n\t\t    qMinusT;\n\n\t\t// Convert the input in UCS-2 to Unicode\n\t\tinput = ucs2decode(input);\n\n\t\t// Cache the length\n\t\tinputLength = input.length;\n\n\t\t// Initialize the state\n\t\tn = initialN;\n\t\tdelta = 0;\n\t\tbias = initialBias;\n\n\t\t// Handle the basic code points\n\t\tfor (j = 0; j < inputLength; ++j) {\n\t\t\tcurrentValue = input[j];\n\t\t\tif (currentValue < 0x80)

{\n\t\t\t\toutput.push(stringFromCharCode(currentValue));\n\t\t\t}\n\t\t}\n\n\t\thandledCPCount = basicLength = output.length;\n\n\t\t// `handledCPCount` is the number of code points that have been handled;\n\t\t// `basicLength` is the number of basic code points.\n\n\t\t// Finish the basic string - if it is not empty - with a delimiter\n\t\tif (basicLength) {\n\t\t\toutput.push(delimiter);\n\t\t}\n\n\t\t// Main encoding loop:\n\t\twhile (handledCPCount < inputLength) {\n\n\t\t\t// All non-basic code points < n have been handled already. Find the next\n\t\t\t// larger one:\n\t\t\tfor (m = maxInt, j = 0; j < inputLength; ++j) {\n\t\t\t\tcurrentValue = input[j];\n\t\t\t\tif (currentValue >= n && currentValue < m) {\n\t\t\t\t\tm = currentValue;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Increase `delta` enough to advance the decoder's <n,i> state to <m,0>,\n\t\t\t// but guard against overflow\n\t\t\thandledCPCountPlusOne = handledCPCount + 1;\n\t\t\tif (m - n > floor((maxInt - delta) / handledCPCountPlusOne))

{\n\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\t\tdelta += (m - n) * handledCPCountPlusOne;\n\t\t\tn = m;\n\n\t\t\tfor (j = 0; j < inputLength; ++j) {\n\t\t\t\tcurrentValue = input[j];\n\n\t\t\t\tif (currentValue

< n && ++delta > maxInt) {\n\t\t\t\t\terror('overflow');\n\t\t\t}\n\n\t\t\t\tif (currentValue == n) {\n\t\t\t\t\t// Represent delta as a generalized variable-length integer\n\t\t\t\t\tfor (q = delta, k = base; /* no condition */; k += base) {\n\t\t\t\t\t\tt = k <= bias ? tMin : (k >= bias + tMax ? tMax : k - bias);\n\t\t\t\t\t\tif (q < t)

{\n\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t}\n\t\t\t\t\t\tqMinusT = q - t;\n\t\t\t\t\t\tbaseMinusT = base - t;\n\t\t\t\t\t\toutput.push(\n\t\t\t\t\t\t\tstringFromCharCode(digitToBasic(t + qMinusT % baseMinusT, 0))\n\t\t\t\t\t\t);\n\t\t\t\t\t\tq = floor(qMinusT / baseMinusT);\n\t\t\t\t\t}\n\n\t\t\t\t\toutput.push(stringFromCharCode(digitToBasic(q, 0)));\n\t\t\t\t\tbias = adapt(delta, handledCPCountPlusOne, handledCPCount == basicLength);\n\t\t\t\t\tdelta = 0;\n\t\t\t\t\t++handledCPCount;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t++delta;\n\t\t\t++n;\n\n\t\t}\n\t\treturn output.join('');\n\t}\n\n\t/**\n\t * Converts a Punycode string representing a domain name or an email address\n\t * to Unicode. Only the Punycoded parts of the input will be converted, i.e.\n\t * it doesn't matter if you call it on a string that has already been\n\t * converted to Unicode.\n\t * @memberOf punycode\n\t * @param {String} input The Punycoded domain name or email address to\n\t * convert to Unicode.\n\t * @returns {String} The Unicode representation of the given Punycode\n\t * string.\n\t */\n\tfunction toUnicode(input) {\n\t\treturn mapDomain(input, function(string) {\n\t\t\treturn regexPunycode.test(string)\n\t\t\t\t? decode(string.slice(4).toLowerCase())\n\t\t\t\t: string;\n\t\t});\n\t}\n\n\t/**\n\t * Converts a Unicode string representing a domain name or an email address to\n\t * Punycode. Only the non-ASCII parts of the domain name

will be converted,\n\t * i.e. it doesn't matter if you call it with a domain that's already in\n\t * ASCII.\n\t * @memberOf punycode\n\t * @param {String} input The domain name or email address to convert, as a\n\t * Unicode string.\n\t

 * @returns {String} The Punycode representation of the given domain name or\n\t * email address.\n\t */\n\tfunction toASCII(input) {\n\t\treturn mapDomain(input, function(string) {\n\t\t\treturn regexNonASCII.test(string)\n\t\t\t? 'xn--' + encode(string)\n\t\t\t: string;\n\t\t});\n\t}\n\n\t/*---------------------------------------------------------------------------*/\n\n\t/** Define the public API */\n\tpunycode = {\n\t\t/**\n\t\t * A string representing the current Punycode.js version number.\n\t\t * @memberOf punycode\n\t\t * @type String\n\t\t */\n\t\t'version': '1.3.2',\n\t\t/**\n\t\t * An object of methods to convert from JavaScript's internal character\n\t\t * representation (UCS-2) to Unicode code points, and back.\n\t\t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n\t\t * @memberOf punycode\n\t\t * @type Object\n\t\t */\n\t\t'ucs2': {\n\t\t\t'decode': ucs2decode,\n\t\t\t'encode': ucs2encode\n\t\t},\n\t\t'decode': decode,\n\t\t'encode': encode,\n\t\t'toASCII': toASCII,\n\t\t'toUnicode': toUnicode\n\t};\n\n\t/** Expose `punycode` */\n\t// Some AMD build optimizers, like r.js, check for specific condition patterns\n\t// like the following:\n\tif (\n\t\ttypeof define == 'function' &&\n\t\ttypeof define.amd == 'object' &&\n\t\tdefine.amd\n\t) {\n\t\tdefine('punycode', function() {\n\t\t\treturn punycode;\n\t\t});\n\t} else if (freeExports && freeModule) {\n\t\tif (module.exports == freeExports) { // in Node.js or RingoJS v0.8.0+\n\t\t\tfreeModule.exports = punycode;\n\t\t} else { // in Narwhal or RingoJS v0.7.0-\n\t\t\tfor (key in punycode) {\n\t\t\t\tpunycode.hasOwnProperty(key) && (freeExports[key] = punycode[key]);\n\t\t\t}\n\t\t}\n\t} else { // in Rhino or a web browser\n\t\troot.punycode = punycode;\n\t}\n\n}(this));\n","'use strict';\nmodule.exports = {\n  isString: function(arg) {\n    return typeof(arg) === 'string';\n  },\n  isObject: function(arg) {\n    return typeof(arg) === 'object' && arg !== null;\n  },\n  isNull: function(arg)

 {\n    return arg === null;\n  },\n  isNullOrUndefined: function(arg) {\n    return arg == null;\n  }\n};\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n//

 NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\n// If obj.hasOwnProperty has been overridden, then calling\n// obj.hasOwnProperty(prop) will break.\n// See: https://github.com/joyent/node/issues/1707\nfunction hasOwnProperty(obj, prop) {\n  return Object.prototype.hasOwnProperty.call(obj, prop);\n}\n\nmodule.exports = function(qs, sep, eq, options) {\n  sep = sep || '&';\n  eq = eq || '=';\n  var obj = {};\n\n  if (typeof qs !== 'string' || qs.length === 0) {\n    return obj;\n  }\n\n  var regexp = /\\+/g;\n  qs = qs.split(sep);\n\n  var maxKeys = 1000;\n  if (options && typeof options.maxKeys === 'number') {\n    maxKeys = options.maxKeys;\n  }\n\n  var len = qs.length;\n  // maxKeys <= 0 means that we should not limit keys count\n  if (maxKeys > 0

 && len > maxKeys) {\n    len = maxKeys;\n  }\n\n  for (var i = 0; i < len; ++i) {\n    var x = qs[i].replace(regexp, '%20'),\n        idx = x.indexOf(eq),\n        kstr, vstr, k, v;\n\n    if (idx >= 0) {\n      kstr = x.substr(0, idx);\n      vstr = x.substr(idx + 1);\n    } else {\n      kstr = x;\n      vstr = '';\n    }\n\n    k = decodeURIComponent(kstr);\n    v = decodeURIComponent(vstr);\n\n    if (!hasOwnProperty(obj, k)) {\n      obj[k] = v;\n    } else if (Array.isArray(obj[k])) {\n      obj[k].push(v);\n    } else {\n      obj[k] = [obj[k], v];\n    }\n  }\n\n  return obj;\n};\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of

charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the

Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar stringifyPrimitive = function(v) {\n  switch (typeof v) {\n    case 'string':\n      return v;\n\n    case 'boolean':\n      return v ? 'true' : 'false';\n\n    case 'number':\n      return isFinite(v) ? v : '';\n\n    default:\n

      return '';\n  }\n};\n\nmodule.exports = function(obj, sep, eq, name) {\n  sep = sep || '&';\n  eq = eq || '=';\n  if (obj === null) {\n    obj = undefined;\n  }\n\n  if (typeof obj === 'object') {\n    return Object.keys(obj).map(function(k) {\n      var ks = encodeURIComponent(stringifyPrimitive(k)) + eq;\n      if (Array.isArray(obj[k])) {\n        return obj[k].map(function(v) {\n          return ks + encodeURIComponent(stringifyPrimitive(v));\n        }).join(sep);\n      } else {\n        return ks + encodeURIComponent(stringifyPrimitive(obj[k]));\n      }\n    }).join(sep);\n\n  }\n\n  if (!name) return '';\n  return encodeURIComponent(stringifyPrimitive(name)) + eq +\n         encodeURIComponent(stringifyPrimitive(obj));\n};\n","'use strict';\n\nexports.decode = exports.parse = require('./decode');\nexports.encode = exports.stringify = require('./encode');\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge,

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OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar punycode = require('punycode');\nvar util = require('./util');\n\nexports.parse = urlParse;\nexports.resolve = urlResolve;\nexports.resolveObject = urlResolveObject;\nexports.format = urlFormat;\n\nexports.Url = Url;\n\nfunction Url() {\n  this.protocol = null;\n  this.slashes = null;\n  this.auth = null;\n  this.host = null;\n  this.port = null;\n  this.hostname = null;\n  this.hash = null;\n  this.search = null;\n  this.query = null;\n  this.pathname = null;\n  this.path = null;\n  this.href = null;\n}\n\n// Reference: RFC 3986, RFC 1808, RFC 2396\n\n// define these here so at least they only have to be\n// compiled once on the first module load.\nvar protocolPattern = /^([a-z0-9.+-]+:)/i,\n    portPattern = /:[0-9]*$/,\n\n    // Special case for a simple path URL\n    simplePathPattern = /^(\\/\\/\\/?(?!\\/)[^\\?\\s]*)(\\?[^\\s]*)?$/,\n\n    // RFC 2396: characters reserved for delimiting URLs.\n    // We actually

just auto-escape these.\n    delims = ['<', '>', '\"', '`', ' ', '\\r', '\\n', '\\t'],\n\n    // RFC 2396: characters not allowed for various reasons.\n    unwise = ['{', '}', '|', '\\\\', '^', '`'].concat(delims),\n\n    // Allowed by RFCs, but cause of XSS attacks.  Always escape these.\n    autoEscape = ['\\''].concat(unwise),\n    // Characters that are never ever allowed in a hostname.\n    // Note that any invalid chars are also handled, but these\n    // are the ones that are *expected* to be

seen, so we fast-path\n    // them.\n    nonHostChars = ['%', '/', '?', ';', '#'].concat(autoEscape),\n    hostEndingChars = ['/', '?', '#'],\n    hostnameMaxLen = 255,\n    hostnamePartPattern = /^[+a-z0-9A-Z_-]{0,63}$/,\n    hostnamePartStart = /^([+a-z0-9A-Z_-]{0,63})(.*)$/,\n    // protocols that can allow \"unsafe\" and \"unwise\" chars.\n    unsafeProtocol = {\n        'javascript': true,\n        'javascript:': true\n    },\n    // protocols that never have a hostname.\n    hostlessProtocol

= {\n        'javascript': true,\n        'javascript:': true\n    },\n    // protocols that always contain a // bit.\n    slashedProtocol = {\n        'http': true,\n        'https': true,\n        'ftp': true,\n        'gopher': true,\n        'file': true,\n        'http:': true,\n        'https:': true,\n        'ftp:': true,\n        'gopher:': true,\n        'file:': true\n    },\n    querystring = require('querystring');\n\nfunction urlParse(url, parseQueryString, slashesDenoteHost) {\n  if (url && util.isObject(url) && url instanceof Url) return url;\n\n  var u = new Url;\n  u.parse(url, parseQueryString, slashesDenoteHost);\n  return u;\n}\n\nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost) {\n  if (!util.isString(url)) {\n    throw new TypeError(\"Parameter 'url' must be a string, not \" + typeof url);\n  }\n\n  // Copy chrome, IE, opera backslash-handling behavior.\n  // Back slashes before the query string get converted to forward slashes\n  // See: https://code.google.com/p/chromium/issues/detail?id=25916\n

var queryIndex = url.indexOf('?'),\n      splitter =\n          (queryIndex !== -1 && queryIndex < url.indexOf('#')) ? '?' : '#',\n      uSplit = url.split(splitter),\n      slashRegex = /\\\\/g;\n  uSplit[0] = uSplit[0].replace(slashRegex, '/');\n  url = uSplit.join(splitter);\n\n  var rest = url;\n\n  // trim before proceeding.\n  // This is to support parse stuff like \" http://foo.com \\n\"\n  rest = rest.trim();\n\n  if (!slashesDenoteHost && url.split('#').length === 1) {\n    // Try fast path regexp\n    var simplePath = simplePathPattern.exec(rest);\n    if (simplePath) {\n      this.path = rest;\n      this.href = rest;\n      this.pathname = simplePath[1];\n      if (simplePath[2]) {\n        this.search = simplePath[2];\n        if (parseQueryString) {\n          this.query = querystring.parse(this.search.substr(1));\n        } else {\n          this.query = this.search.substr(1);\n        }\n      } else if (parseQueryString) {\n        this.search = '';\n        this.query = {};\n      }\n      return this;\n    }\n  }\n\n  var proto = protocolPattern.exec(rest);\n  if (proto) {\n    proto = proto[0];\n    var lowerProto = proto.toLowerCase();\n    this.protocol = lowerProto;\n    rest = rest.substr(proto.length);\n  }\n\n  // figure out if it's got a host\n  // user@server is *always* interpreted as a hostname, and url\n  // resolution will treat //foo/bar as host=foo,path=bar because that's\n  // how the browser resolves relative URLs.\n  if (slashesDenoteHost || proto || rest.match(/^\\/\\/[^@\\/]+@[^@\\/]+/)) {\n    var slashes = rest.substr(0, 2) === '//';\n    if (slashes && !(proto && hostlessProtocol[proto])) {\n      rest = rest.substr(2);\n      this.slashes = true;\n    }\n  }\n\n  if (!hostlessProtocol[proto] &&\n      (slashes || (proto && !slashedProtocol[proto]))) {\n\n    // there's a hostname.\n    // the first instance of /, ?, ;, or # ends the host.\n    //\n    // If there is an @ in the hostname, then non-host chars *are* allowed\n    // to the left of the last @ sign, unless some host-ending character\n    // comes *before* the @-sign.\n    // URLs are obnoxious.\n    //\n    // ex:\n    // http://a@b@c/ => user:a@b host:c\n    // http://a@b?@c => user:a host:c path:/?@c\n\n    // v0.12 TODO(isaacs): This is not quite how Chrome does things.\n    // Review our test case against browsers more comprehensively.\n\n    // find the first instance of any hostEndingChars\n    var hostEnd = -1;\n    for (var i = 0; i < hostEndingChars.length; i++) {\n      var hec = rest.indexOf(hostEndingChars[i]);\n      if (hec !== -1 && (hostEnd === -1 || hec < hostEnd))\n        hostEnd = hec;\n    }\n\n    // at this point, either we have an explicit point where the\n    // auth portion cannot go past, or the last @ char is the decider.\n    var auth, atSign;\n    if (hostEnd === -1) {\n      // atSign can be anywhere.\n      atSign = rest.lastIndexOf('@');\n    } else {\n      // atSign must be in auth portion.\n      // http://a@b/c@d => host:b auth:a path:/c@d\n      atSign = rest.lastIndexOf('@', hostEnd);\n    }\n\n    // Now we have a portion which is definitely the auth.\n    // Pull that off.\n    if (atSign !== -1) {\n      auth = rest.slice(0, atSign);\n      rest = rest.slice(atSign + 1);\n      this.auth = decodeURIComponent(auth);\n    }\n\n    // the host is the remaining to the left of the first non-host char\n    hostEnd = -1;\n    for (var i = 0; i < nonHostChars.length; i++) {\n      var hec = rest.indexOf(nonHostChars[i]);\n      if (hec !== -1 && (hostEnd === -1 || hec < hostEnd))\n        hostEnd = hec;\n    }\n    // if we still have not hit it, then the entire thing is a host.\n    if (hostEnd === -1)\n      hostEnd = rest.length;\n\n    this.host = rest.slice(0, hostEnd);\n    rest = rest.slice(hostEnd);\n\n    // pull out port.\n    this.parseHost();\n\n    // we've indicated that there is a hostname,\n    //

so even if it's empty, it has to

 be present.\n    this.hostname = this.hostname || '';\n\n    // if hostname begins with [ and ends with ]\n    // assume that it's an IPv6 address.\n    var ipv6Hostname = this.hostname[0] === '[' &&\n this.hostname[this.hostname.length - 1] === ']';\n\n    // validate a little.\n    if (!ipv6Hostname) {\n      var hostparts = this.hostname.split(/\\./);\n      for (var i = 0, l = hostparts.length; i < l; i++) {\n        var part = hostparts[i];\n        if (!part) continue;\n        if (!part.match(hostnamePartPattern)) {\n          var newpart = '';\n          for (var j = 0, k = part.length; j < k; j++) {\n            if (part.charCodeAt(j) > 127) {\n              // we replace non-ASCII char with a temporary placeholder\n              // we need this to make sure size of hostname is not\n              // broken by replacing non-ASCII by nothing\n              newpart += 'x';\n            } else {\n              newpart += part[j];\n            }\n          }\n          // we

 test again with ASCII char only\n          if (!newpart.match(hostnamePartPattern)) {\n            var validParts = hostparts.slice(0, i);\n            var notHost = hostparts.slice(i + 1);\n            var bit = part.match(hostnamePartStart);\n            if (bit) {\n              validParts.push(bit[1]);\n              notHost.unshift(bit[2]);\n            }\n            if (notHost.length) {\n              rest = '/' + notHost.join('.') + rest;\n            }\n            this.hostname = validParts.join('.');\n            break;\n          }\n        }\n      }\n    }\n\n    if (this.hostname.length > hostnameMaxLen) {\n      this.hostname = '';\n    } else {\n      // hostnames are always lower case.\n      this.hostname = this.hostname.toLowerCase();\n    }\n\n    if (!ipv6Hostname) {\n      // IDNA Support: Returns a punycoded representation of \"domain\".\n      // It only converts parts of the domain name that\n      // have non-ASCII characters, i.e. it doesn't matter if\n

    // you call it with a domain that already is ASCII-only.\n      this.hostname = punycode.toASCII(this.hostname);\n    }\n\n    var p = this.port ? ':' + this.port : '';\n    var h = this.hostname || '';\n    this.host = h + p;\n    this.href += this.host;\n\n    // strip [ and ] from the hostname\n    // the host field still retains them, though\n    if (ipv6Hostname) {\n      this.hostname = this.hostname.substr(1, this.hostname.length - 2);\n      if (rest[0] !== '/') {\n        rest = '/' + rest;\n      }\n    }\n  }\n\n  // now rest is set to the post-host stuff.\n  // chop off any delim chars.\n  if (!unsafeProtocol[lowerProto]) {\n\n    // First, make 100% sure that any \"autoEscape\" chars get\n    // escaped, even if encodeURIComponent doesn't think they\n    // need to be.\n    for (var i = 0, l = autoEscape.length; i < l; i++) {\n      var ae = autoEscape[i];\n      if (rest.indexOf(ae) === -1)\n        continue;\n      var esc = encodeURIComponent(ae);\n      if (esc ===

 ae) {\n        esc = escape(ae);\n      }\n      rest = rest.split(ae).join(esc);\n    }\n  }\n\n\n  // chop off from the tail first.\n  var hash = rest.indexOf('#');\n  if (hash !== -1) {\n    // got a fragment string.\n    this.hash = rest.substr(hash);\n    rest = rest.slice(0, hash);\n  }\n  var qm = rest.indexOf('?');\n  if (qm !== -1) {\n    this.search = rest.substr(qm);\n    this.query = rest.substr(qm + 1);\n    if (parseQueryString) {\n      this.query = querystring.parse(this.query);\n    }\n    rest = rest.slice(0, qm);\n  } else if (parseQueryString) {\n    // no query string, but parseQueryString still requested\n    this.search = '';\n    this.query = {};\n  }\n  if (rest) this.pathname = rest;\n  if (slashedProtocol[lowerProto] &&\n      this.hostname && !this.pathname) {\n    this.pathname = '/';\n  }\n\n  //to support http.request\n  if (this.pathname || this.search) {\n    var p = this.pathname || '';\n    var s = this.search || '';\n    this.path = p + s;\n  }\n\n

 // finally, reconstruct the href based on what has been validated.\n  this.href = this.format();\n  return this;\n};\n\n// format a parsed object into a url string\nfunction urlFormat(obj) {\n  // ensure it's an object, and not a string url.\n  // If it's an obj, this is a no-op.\n  // this way, you can call url_format() on strings\n  // to clean up potentially wonky urls.\n  if (util.isString(obj)) obj = urlParse(obj);\n  if (!(obj instanceof Url)) return Url.prototype.format.call(obj);\n  return obj.format();\n}\n\nUrl.prototype.format = function() {\n  var auth = this.auth || '';\n  if (auth) {\n    auth = encodeURIComponent(auth);\n    auth = auth.replace(/%3A/i, ':');\n    auth += '@';\n  }\n\n  var protocol = this.protocol || '',\n      pathname = this.pathname || '',\n      hash = this.hash || '',\n      host = false,\n      query = '';\n\n  if (this.host) {\n    host = auth + this.host;\n  } else if (this.hostname) {\n    host = auth + (this.hostname.indexOf(':') === -1 ?\n

    this.hostname :\n        '[' + this.hostname + ']');\n    if (this.port) {\n      host += ':' + this.port;\n    }\n  }\n\n  if (this.query &&\n      util.isObject(this.query) &&\n      Object.keys(this.query).length) {\n    query =

querystring.stringify(this.query);\n  }\n\n  var search = this.search || (query && ('?' + query)) || '';\n\n  if (protocol && protocol.substr(-1) !== ':') protocol += ':';\n\n  // only the slashedProtocols get the //.  Not mailto:, xmpp:, etc.\n // unless they had them to begin with.\n  if (this.slashes ||\n      (!protocol || slashedProtocol[protocol]) && host !== false) {\n    host = '//' + (host || '');\n    if (pathname && pathname.charAt(0) !== '/') pathname = '/' + pathname;\n  } else if (!host) {\n    host = '';\n  }\n\n  if (hash && hash.charAt(0) !== '#') hash = '#' + hash;\n  if (search && search.charAt(0) !== '?') search = '?' + search;\n\n  pathname = pathname.replace(/[?#]/g, function(match) {\n    return encodeURIComponent(match);\n  });\n

  search = search.replace('#', '%23');\n\n  return protocol + host + pathname + search + hash;\n};\n\nfunction urlResolve(source, relative) {\n  return urlParse(source, false, true).resolve(relative);\n}\n\nUrl.prototype.resolve = function(relative) {\n  return this.resolveObject(urlParse(relative, false, true)).format();\n};\n\nfunction urlResolveObject(source, relative) {\n  if (!source) return relative;\n  return urlParse(source, false, true).resolveObject(relative);\n}\n\nUrl.prototype.resolveObject = function(relative) {\n  if (util.isString(relative)) {\n    var rel = new Url();\n    rel.parse(relative, false, true);\n    relative = rel;\n  }\n\n  var result = new Url();\n  var tkeys = Object.keys(this);\n  for (var tk = 0; tk < tkeys.length; tk++) {\n    var tkey = tkeys[tk];\n    result[tkey] = this[tkey];\n  }\n\n  // hash is always overridden, no matter what.\n  // even href=\"\" will remove it.\n  result.hash = relative.hash;\n\n  // if the relative url is empty, then there's

 nothing left to do here.\n  if (relative.href === '') {\n    result.href = result.format();\n    return result;\n  }\n\n  // hrefs like //foo/bar always cut to the protocol.\n  if (relative.slashes && !relative.protocol) {\n    // take everything except the protocol from relative\n    var rkeys = Object.keys(relative);\n    for (var rk = 0; rk < rkeys.length; rk++) {\n      var rkey = rkeys[rk];\n      if (rkey !== 'protocol')\n        result[rkey] = relative[rkey];\n    }\n\n    //urlParse appends trailing / to urls like http://www.example.com\n    if (slashedProtocol[result.protocol] &&\n    result.hostname && !result.pathname) {\n      result.path = result.pathname = '/';\n    }\n\n    result.href = result.format();\n    return result;\n  }\n\n  if (relative.protocol && relative.protocol !== result.protocol) {\n    // if it's a known url protocol, then changing\n    // the protocol does weird things\n    // first, if it's not file:, then we MUST have a host,\n    // and if there

 was a path\n    // to begin with, then we MUST have a path.\n    // if it is file:, then the host is dropped,\n    // because that's known to be hostless.\n    // anything else is assumed to be absolute.\n    if (!slashedProtocol[relative.protocol]) {\n      var keys = Object.keys(relative);\n      for (var v = 0; v < keys.length; v++) {\n        var k = keys[v];\n        result[k] = relative[k];\n      }\n      result.href = result.format();\n      return result;\n    }\n\n    result.protocol = relative.protocol;\n    if (!relative.host && !hostlessProtocol[relative.protocol]) {\n      var relPath = (relative.pathname || '').split('/');\n      while (relPath.length && !(relative.host = relPath.shift()));\n      if (!relative.host) relative.host = '';\n      if (!relative.hostname) relative.hostname = '';\n      if (relPath[0] !== '') relPath.unshift('');\n      if (relPath.length < 2) relPath.unshift('');\n      result.pathname = relPath.join('/');\n    } else {\n      result.pathname

 = relative.pathname;\n    }\n    result.search = relative.search;\n    result.query = relative.query;\n    result.host = relative.host || '';\n    result.auth = relative.auth;\n    result.hostname = relative.hostname || relative.host;\n    result.port = relative.port;\n    // to support http.request\n    if (result.pathname || result.search) {\n      var p = result.pathname || '';\n      var s = result.search || '';\n      result.path = p + s;\n    }\n    result.slashes = result.slashes || relative.slashes;\n    result.href = result.format();\n    return result;\n  }\n\n  var isSourceAbs = (result.pathname && result.pathname.charAt(0) === '/'),\n      isRelAbs = (\n          relative.host ||\n          relative.pathname && relative.pathname.charAt(0) === '/'\n      ),\n      mustEndAbs = (isRelAbs || isSourceAbs ||\n                    (result.host && relative.pathname)),\n      removeAllDots = mustEndAbs,\n      srcPath = result.pathname && result.pathname.split('/') || [],\n

    relPath = relative.pathname && relative.pathname.split('/') || [],\n      psychotic = result.protocol && !slashedProtocol[result.protocol];\n\n  // if the url is a non-slashed url, then relative\n  // links like ../.. should be able\n  // to crawl up to the hostname, as well.  This is strange.\n  // result.protocol has already been set by now.\n  // Later on, put the first path part into the host field.\n  if (psychotic) {\n    result.hostname = '';\n    result.port = null;\n    if (result.host) {\n      if (srcPath[0] === '') srcPath[0] = result.host;\n      else srcPath.unshift(result.host);\n    }\n

result.host = '';\n    if (relative.protocol) {\n       relative.hostname = null;\n       relative.port = null;\n       if (relative.host) {\n          if (relPath[0] === '') relPath[0] = relative.host;\n          else relPath.unshift(relative.host);\n       }\n       relative.host = null;\n    }\n    mustEndAbs = mustEndAbs && (relPath[0] === '' || srcPath[0] === '');\n  }\n\n  if (isRelAbs)

 {\n    // it's absolute.\n    result.host = (relative.host || relative.host === '') ?\n                    relative.host : result.host;\n    result.hostname = (relative.hostname || relative.hostname === '') ?\n                    relative.hostname :
result.hostname;\n    result.search = relative.search;\n    result.query = relative.query;\n    srcPath = relPath;\n    // fall through to the dot-handling below.\n  } else if (relPath.length) {\n    // it's relative\n    // throw away the existing file, and take the new path instead.\n    if (!srcPath) srcPath = [];\n    srcPath.pop();\n    srcPath = srcPath.concat(relPath);\n    result.search = relative.search;\n    result.query = relative.query;\n  } else if (!util.isNullOrUndefined(relative.search)) {\n    // just pull out the search.\n    // like href='?foo'.\n    // Put this after the other two cases because it simplifies the booleans\n    if (psychotic) {\n      result.hostname = result.host = srcPath.shift();\n      //occationaly

 the auth can get stuck only in host\n      //this especially happens in cases like\n      //url.resolveObject('mailto:local1@domain1', 'local2@domain2')\n      var authInHost = result.host && result.host.indexOf('@') > 0 ?\n                      result.host.split('@') : false;\n      if (authInHost) {\n        result.auth = authInHost.shift();\n        result.host = result.hostname = authInHost.shift();\n      }\n    }\n    result.search = relative.search;\n    result.query = relative.query;\n    //to support http.request\n    if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n      result.path = (result.pathname ? result.pathname : '') +\n                    (result.search ? result.search : '');\n    }\n    result.href = result.format();\n    return result;\n  }\n\n  if (!srcPath.length) {\n    // no path at all. easy.\n    // we've already handled the other stuff above.\n    result.pathname = null;\n    //to support http.request\n    if (result.search) {\n      result.path

 = '/' + result.search;\n    } else {\n      result.path = null;\n    }\n    result.href = result.format();\n    return result;\n  }\n\n  // if a url ENDs in . or .., then it must get a trailing slash.\n  // however, if it ends in anything else non-slashy,\n  // then it must NOT get a trailing slash.\n  var last = srcPath.slice(-1)[0];\n  var hasTrailingSlash = (\n  (result.host || relative.host || srcPath.length > 1) &&\n      (last === '.' || last === '..') || last === '');\n\n  // strip single dots, resolve double dots to parent dir\n  // if the path tries to go above the root, `up` ends up > 0\n  var up = 0;\n  for (var i = srcPath.length; i >= 0; i--) {\n    last = srcPath[i];\n    if (last === '.') {\n      srcPath.splice(i, 1);\n    } else if (last === '..') {\n      srcPath.splice(i, 1);\n      up++;\n    } else if (up) {\n      srcPath.splice(i, 1);\n      up--;\n    }\n  }\n\n  // if the path is allowed to go above the root, restore leading ..s\n  if (!mustEndAbs

 && !removeAllDots) {\n    for (; up--; up) {\n      srcPath.unshift('..');\n    }\n  }\n\n  if (mustEndAbs && srcPath[0] !== '' &&\n      (!srcPath[0] || srcPath[0].charAt(0) !== '/')) {\n    srcPath.unshift('');\n  }\n\n  if (hasTrailingSlash && (srcPath.join('/').substr(-1) !== '/')) {\n    srcPath.push('');\n  }\n\n  var isAbsolute = srcPath[0] === '' ||\n      (srcPath[0] && srcPath[0].charAt(0) === '/');\n\n  // put the host back\n  if (psychotic) {\n    result.hostname = result.host = isAbsolute ? '' :\n                                    srcPath.length ? srcPath.shift() : '';\n    //occationaly the auth can get stuck only in host\n    //this especially happens in cases like\n    //url.resolveObject('mailto:local1@domain1', 'local2@domain2')\n    var authInHost = result.host && result.host.indexOf('@') > 0 ?\n                      result.host.split('@') : false;\n    if (authInHost) {\n      result.auth = authInHost.shift();\n      result.host = result.hostname = authInHost.shift();\n

    }\n  }\n\n  mustEndAbs = mustEndAbs || (result.host && srcPath.length);\n\n  if (mustEndAbs && !isAbsolute) {\n    srcPath.unshift('');\n  }\n\n  if (!srcPath.length) {\n    result.pathname = null;\n    result.path = null;\n  } else {\n    result.pathname = srcPath.join('/');\n  }\n\n  //to support request.http\n  if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n    result.path = (result.pathname ? result.pathname : '') +\n                    (result.search ? result.search : '');\n  }\n  result.auth = relative.auth || result.auth;\n  result.slashes = result.slashes || relative.slashes;\n  result.href = result.format();\n  return result;\n};\n\nUrl.prototype.parseHost = function() {\n  var host = this.host;\n  var port = portPattern.exec(host);\n  if (port) {\n    port = port[0];\n    if (port !== ':') {\n      this.port = port.substr(1);\n    }\n    host = host.substr(0, host.length - port.length);\n  }\n  if (host) this.hostname = host;\n};\n","// @flow\n\nimport

Reference from './reference/v8.json';\nimport type {StylePropertySpecification} from './style-spec';\nimport type {\n StyleSpecification,\n SourceSpecification,\n LayerSpecification,\n PropertyValueSpecification,\n DataDrivenPropertyValueSpecification\n} from './types';\n\nfunction getPropertyReference(propertyName): StylePropertySpecification {\n for (let i = 0; i < Reference.layout.length; i++) {\n for (const key in Reference[Reference.layout[i]]) {\n if (key === propertyName) return (Reference[Reference.layout[i]][key]: any);\n }\n }\n for (let i = 0; i < Reference.paint.length; i++) {\n for (const key in Reference[Reference.paint[i]]) {\n if (key === propertyName) return (Reference[Reference.paint[i]][key]: any);\n }\n }\n\n return (null: any);\n}\n\nexport function eachSource(style: StyleSpecification, callback: (SourceSpecification) => void) {\n for (const k in style.sources) {\n callback(style.sources[k]);\n }\n}\n\nexport function eachLayer(style: StyleSpecification, callback: (LayerSpecification) => void) {\n for (const layer of style.layers) {\n callback(layer);\n }\n}\n\ntype PropertyCallback = ({\n path: [string, 'paint' | 'layout', string], // [layerid, paint/layout, property key]\n key: string,\n value: PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification<mixed>,\n reference: StylePropertySpecification,\n set: (PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification<mixed>) => void\n}) => void;\n\nexport function eachProperty(\n style: StyleSpecification,\n options: {paint?: boolean, layout?: boolean},\n callback: PropertyCallback\n) {\n function inner(layer, propertyType: 'paint' | 'layout') {\n const properties = (layer[propertyType]: any);\n if (!properties) return;\n Object.keys(properties).forEach((key) => {\n callback({\n path: [layer.id, propertyType, key],\n key,\n value: properties[key],\n reference: getPropertyReference(key),\n set(x) {\n properties[key] = x;\n }\n });\n });\n }\n\n eachLayer(style, (layer) => {\n if (options.paint) {\n inner(layer, 'paint');\n }\n if (options.layout) {\n inner(layer, 'layout');\n }\n });\n}\n","import URL from 'url';\nimport {eachSource, eachLayer, eachProperty} from '../visit';\n\nfunction eachLayout(layer, callback) {\n for (const k in layer) {\n if (k.indexOf('layout') === 0) {\n callback(layer[k], k);\n }\n }\n}\n\nfunction eachPaint(layer, callback) {\n for (const k in layer) {\n if (k.indexOf('paint') === 0) {\n callback(layer[k], k);\n }\n }\n}\n\nfunction resolveConstant(style, value) {\n if (typeof value === 'string' && value[0] === '@') {\n return resolveConstant(style, style.constants[value]);\n } else {\n return value;\n }\n}\n\nfunction isFunction(value) {\n return Array.isArray(value.stops);\n}\n\nfunction renameProperty(obj, from, to) {\n obj[to] = obj[from]; delete obj[from];\n}\n\nexport default function(style) {\n style.version = 8;\n\n // Rename properties, reverse coordinates in source and layers\n eachSource(style, (source) => {\n if (source.type === 'video' && source.url !== undefined) {\n renameProperty(source, 'url', 'urls');\n }\n if (source.type === 'video') {\n source.coordinates.forEach((coord) => {\n return coord.reverse();\n });\n }\n });\n\n eachLayer(style, (layer) => {\n eachLayout(layer, (layout) => {\n if (layout['symbol-min-distance'] !== undefined) {\n renameProperty(layout, 'symbol-min-distance', 'symbol-spacing');\n }\n });\n\n eachPaint(layer, (paint) => {\n if (paint['background-image'] !== undefined) {\n renameProperty(paint, 'background-image', 'background-pattern');\n }\n if (paint['line-image'] !== undefined) {\n renameProperty(paint, 'line-image', 'line-pattern');\n }\n if (paint['fill-image'] !== undefined) {\n renameProperty(paint, 'fill-image', 'fill-pattern');\n }\n });\n });\n\n // Inline Constants\n eachProperty(style, {paint: true, layout: true}, (property) => {\n const value = resolveConstant(style, property.value);\n\n if (isFunction(value)) {\n value.stops.forEach((stop) => {\n stop[1] = resolveConstant(style, stop[1]);\n });\n }\n\n property.set(value);\n });\n delete style.constants;\n\n eachLayer(style, (layer) => {\n // get rid of text-max-size, icon-max-size\n // turn text-size, icon-size into layout properties\n // https://github.com/mapbox/mapbox-gl-style-spec/issues/255\n\n eachLayout(layer, (layout) => {\n delete layout['text-max-size'];\n delete layout['icon-max-size'];\n });\n\n eachPaint(layer, (paint) => {\n if (paint['text-size']) {\n if (!layer.layout) layer.layout = {};\n layer.layout['text-size'] = paint['text-size'];\n delete paint['text-

size'];\n                }\n\n            if (paint['icon-size']) {\n                  if (!layer.layout) layer.layout = {};\n            layer.layout['icon-size'] = paint['icon-size'];\n                  delete paint['icon-size'];\n               }\n           });\n      });\n\n    function migrateFontstackURL(input) {\n          const inputParsed = URL.parse(input);\n        const inputPathnameParts = inputParsed.pathname.split('/');\n\n        if (inputParsed.protocol !== 'mapbox:') {\n           return input;\n\n        } else if (inputParsed.hostname === 'fontstack') {\n          assert(decodeURI(inputParsed.pathname) === '/{fontstack}/{range}.pbf');\n             return 'mapbox://fonts/mapbox/{fontstack}/{range}.pbf';\n\n        } else if (inputParsed.hostname === 'fonts') {\n          assert(inputPathnameParts[1] === 'v1');\n            assert(decodeURI(inputPathnameParts[3]) === '{fontstack}');\n           assert(decodeURI(inputPathnameParts[4]) === '{range}.pbf');\n             return `mapbox://fonts/${inputPathnameParts[2]}/{fontstack}/{range}.pbf`;\n\n        } else {\n             assert(false);\n      }\n\n      function assert(predicate) {\n           if (!predicate) {\n                 throw new Error(`Invalid font url: \"${input}\"`);\n            }\n       }\n   }\n\n   if (style.glyphs) {\n        style.glyphs = migrateFontstackURL(style.glyphs);\n      }\n\n    function migrateFontStack(font) {\n        function splitAndTrim(string) {\n          return string.split(',').map((s) => {\n                 return s.trim();\n            });\n       }\n\n      if (Array.isArray(font)) {\n         // Assume it's a previously migrated font-array.\n          return font;\n\n        } else if (typeof font === 'string') {\n           return splitAndTrim(font);\n\n        } else if (typeof font === 'object') {\n            font.stops.forEach((stop) => {\n              stop[1] = splitAndTrim(stop[1]);\n             });\n            return font;\n\n         } else {\n              throw new Error(\"unexpected font value\");\n          }\n      }\n\n    eachLayer(style, (layer) => {\n          eachLayout(layer, (layout) => {\n           if (layout['text-font']) {\n                 layout['text-font'] = migrateFontStack(layout['text-font']);\n         }\n       });\n   });\n\n    // Reverse order of symbol layers. This is an imperfect migration.\n   //\n   // The order of a symbol layer in the layers list affects two things:\n    // - how it is drawn relative to other layers (like oneway arrows below bridges)\n    // - the placement priority compared to other layers\n   //\n   // It's impossible to reverse the placement priority without breaking the draw order\n    // in some cases. This migration only reverses the order of symbol layers that\n    // are above all other types of layers.\n   //\n   // Symbol layers that are at the top of the map preserve their priority.\n    // Symbol layers that are below another type (line, fill) of layer preserve their draw order.\n\n    let firstSymbolLayer = 0;\n    for (let i = style.layers.length - 1; i >= 0; i--) {\n        const layer = style.layers[i];\n        if (layer.type !== 'symbol') {\n         firstSymbolLayer = i + 1;\n             break;\n        }\n   }\n\n    const symbolLayers = style.layers.splice(firstSymbolLayer);\n    symbolLayers.reverse();\n    style.layers = style.layers.concat(symbolLayers);\n\n    return style;\n}\n","// @flow\n\nexport default function (output: any, ...inputs: Array<any>) {\n    for (const input of inputs) {\n        for (const k in input) {\n        output[k] = input[k];\n        }\n   }\n    return output;\n}\n","// @flow\n\nclass ParsingError extends Error {\n    key: string;\n    message: string;\n    constructor(key: string, message: string) {\n        super(message);\n        this.message = message;\n        this.key = key;\n    }\n}\n\nexport default ParsingError;\n","// @flow\n\nimport type {Expression} from './expression';\n\n/**\n * Tracks `let` bindings during expression parsing.\n * @private\n */\nclass Scope {\n    parent: ?Scope;\n    bindings: {[string]: Expression};\n    constructor(parent?: Scope, bindings: Array<[string, Expression]> = []) {\n        this.parent = parent;\n        this.bindings = {};\n        for (const [name, expression] of bindings) {\n            this.bindings[name] = expression;\n        }\n    }\n\n    concat(bindings: Array<[string, Expression]>) {\n        return new Scope(this, bindings);\n    }\n\n    get(name: string): Expression {\n        if (this.bindings[name]) { return this.bindings[name]; }\n        if (this.parent) { return this.parent.get(name); }\n        throw new Error(`${name} not found in scope.`);\n    }\n\n    has(name: string): boolean {\n        if (this.bindings[name]) return true;\n        return this.parent ? this.parent.has(name) : false;\n    }\n}\n\nexport default Scope;\n","// @flow\n\nexport type NullTypeT = { kind: 'null' };\nexport type NumberTypeT = { kind: 'number' };\nexport type StringTypeT = { kind: 'string' };\nexport type BooleanTypeT = { kind: 'boolean' };\nexport type ColorTypeT = { kind: 'color' };\nexport type ObjectTypeT = { kind: 'object' };\nexport type ValueTypeT = { kind: 'value' };\nexport type ErrorTypeT = { kind: 'error' };\nexport type CollatorTypeT = { kind: 'collator' };\nexport type FormattedTypeT = { kind: 'formatted' };\nexport type

ResolvedImageTypeT = { kind: 'resolvedImage' };\n\nexport type
 EvaluationKind = 'constant' | 'source' | 'camera' | 'composite';\n\nexport type Type =\n    NullTypeT |\n   NumberTypeT |\n   StringTypeT |\n   BooleanTypeT |\n   ColorTypeT |\n   ObjectTypeT |\n   ValueTypeT |\n   ArrayType | // eslint-disable-line no-use-before-define\n   ErrorTypeT |\n   CollatorTypeT |\n   FormattedTypeT |\n   ResolvedImageTypeT\n\nexport type ArrayType = {\n   kind: 'array',\n   itemType: Type,\n   N: ?number\n}\n\nexport const NullType = {kind: 'null'};\nexport const NumberType = {kind: 'number'};\nexport const StringType = {kind: 'string'};\nexport const BooleanType = {kind: 'boolean'};\nexport const ColorType = {kind: 'color'};\nexport const ObjectType = {kind: 'object'};\nexport const ValueType = {kind: 'value'};\nexport const ErrorType = {kind: 'error'};\nexport const CollatorType = {kind: 'collator'};\nexport const FormattedType = {kind: 'formatted'};\nexport const ResolvedImageType = {kind: 'resolvedImage'};\n\nexport function array(itemType:
 Type, N: ?number): ArrayType {\n   return {\n       kind: 'array',\n       itemType,\n       N\n   };\n}\n\nexport function toString(type: Type): string {\n   if (type.kind === 'array') {\n       const itemType = toString(type.itemType);\n       return typeof type.N === 'number' ?\n           `array<${itemType}, ${type.N}>` :\n           type.itemType.kind === 'value' ? 'array' : `array<${itemType}>`;\n   } else {\n       return type.kind;\n   }\n}\n\nconst valueMemberTypes = [\n   NullType,\n   NumberType,\n   StringType,\n   BooleanType,\n   ColorType,\n   FormattedType,\n   ObjectType,\n   array(ValueType),\n   ResolvedImageType\n];\n\n/**\n * Returns null if `t` is a subtype of `expected`; otherwise returns an\n * error message.\n * @private\n */\nexport function checkSubtype(expected: Type, t: Type): ?string {\n   if (t.kind === 'error') {\n       // Error is a subtype of every type\n       return null;\n   } else if (expected.kind === 'array') {\n
   if (t.kind === 'array' &&\n           ((t.N === 0 && t.itemType.kind === 'value') ||
!checkSubtype(expected.itemType, t.itemType)) &&\n           (typeof expected.N !== 'number' || expected.N === t.N)) {\n           return null;\n       }\n   } else if (expected.kind === t.kind) {\n       return null;\n   } else if (expected.kind === 'value') {\n       for (const memberType of valueMemberTypes) {\n           if (!checkSubtype(memberType, t)) {\n               return null;\n           }\n       }\n   }\n\n   return `Expected ${toString(expected)} but found ${toString(t)} instead.`;\n}\n","// (c) Dean McNamee <dean@gmail.com>, 2012.\n//\n// https://github.com/deanm/css-color-parser-js\n//\n// Permission is hereby granted, free of charge, to any person obtaining a copy\n// of this software and associated documentation files (the \"Software\"), to\n// deal in the Software without restriction, including without limitation the\n// rights to use, copy, modify, merge, publish, distribute,
 sublicense, and/or\n// sell copies of the Software, and to permit persons to whom the Software is\n// furnished to do so, subject to the following conditions:\n//\n// The above copyright notice and this permission notice shall be included in\n// all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n// IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n// FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n// AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n// LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING\n// FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS\n// IN THE SOFTWARE.\n\n// http://www.w3.org/TR/css3-color/\nvar kCSSColorTable = {\n \"transparent\": [0,0,0,0], \"aliceblue\": [240,248,255,1],\n \"antiquewhite\": [250,235,215,1], \"aqua\": [0,255,255,1],\n \"aquamarine\":
 [127,255,212,1], \"azure\": [240,255,255,1],\n \"beige\": [245,245,220,1], \"bisque\": [255,228,196,1],\n \"black\": [0,0,0,1], \"blanchedalmond\": [255,235,205,1],\n \"blue\": [0,0,255,1], \"blueviolet\": [138,43,226,1],\n \"brown\": [165,42,42,1], \"burlywood\": [222,184,135,1],\n \"cadetblue\": [95,158,160,1], \"chartreuse\": [127,255,0,1],\n \"chocolate\": [210,105,30,1], \"coral\": [255,127,80,1],\n \"cornflowerblue\": [100,149,237,1], \"cornsilk\": [255,248,220,1],\n \"crimson\": [220,20,60,1], \"cyan\": [0,255,255,1],\n \"darkblue\": [0,0,139,1], \"darkcyan\": [0,139,139,1],\n \"darkgoldenrod\": [184,134,11,1], \"darkgray\": [169,169,169,1],\n \"darkgreen\": [0,100,0,1],\n \"darkgrey\": [169,169,169,1],\n \"darkkhaki\": [189,183,107,1], \"darkmagenta\": [139,0,139,1],\n

\"darkolivegreen\": [85,107,47,1], \"darkorange\": [255,140,0,1],\n \"darkorchid\": [153,50,204,1], \"darkred\": [139,0,0,1],\n \"darksalmon\": [233,150,122,1], \"darkseagreen\": [143,188,143,1],\n \"darkslateblue\": [72,61,139,1], \"darkslategray\": [47,79,79,1],\n \"darkslategrey\": [47,79,79,1], \"darkturquoise\": [0,206,209,1],\n \"darkviolet\": [148,0,211,1], \"deeppink\": [255,20,147,1],\n \"deepskyblue\": [0,191,255,1], \"dimgray\": [105,105,105,1],\n \"dimgrey\": [105,105,105,1], \"dodgerblue\": [30,144,255,1],\n \"firebrick\": [178,34,34,1], \"floralwhite\": [255,250,240,1],\n \"forestgreen\": [34,139,34,1], \"fuchsia\": [255,0,255,1],\n \"gainsboro\": [220,220,220,1], \"ghostwhite\": [248,248,255,1],\n \"gold\": [255,215,0,1], \"goldenrod\": [218,165,32,1],\n \"gray\": [128,128,128,1], \"green\": [0,128,0,1],\n \"greenyellow\": [173,255,47,1], \"grey\": [128,128,128,1],\n \"honeydew\": [240,255,240,1], \"hotpink\": [255,105,180,1],\n \"indianred\": [205,92,92,1], \"indigo\": [75,0,130,1],\n \"ivory\": [255,255,240,1], \"khaki\": [240,230,140,1],\n \"lavender\": [230,230,250,1], \"lavenderblush\": [255,240,245,1],\n \"lawngreen\": [124,252,0,1], \"lemonchiffon\": [255,250,205,1],\n \"lightblue\": [173,216,230,1], \"lightcoral\": [240,128,128,1],\n \"lightcyan\": [224,255,255,1], \"lightgoldenrodyellow\": [250,250,210,1],\n \"lightgray\": [211,211,211,1], \"lightgreen\": [144,238,144,1],\n \"lightgrey\": [211,211,211,1], \"lightpink\": [255,182,193,1],\n \"lightsalmon\": [255,160,122,1], \"lightseagreen\": [32,178,170,1],\n \"lightskyblue\": [135,206,250,1], \"lightslategray\": [119,136,153,1],\n \"lightslategrey\": [119,136,153,1], \"lightsteelblue\": [176,196,222,1],\n \"lightyellow\": [255,255,224,1], \"lime\": [0,255,0,1],\n \"limegreen\": [50,205,50,1], \"linen\": [250,240,230,1],\n \"magenta\": [255,0,255,1], \"maroon\": [128,0,0,1],\n \"mediumaquamarine\": [102,205,170,1], \"mediumblue\": [0,0,205,1],\n \"mediumorchid\": [186,85,211,1], \"mediumpurple\": [147,112,219,1],\n \"mediumseagreen\": [60,179,113,1], \"mediumslateblue\": [123,104,238,1],\n \"mediumspringgreen\": [0,250,154,1], \"mediumturquoise\": [72,209,204,1],\n \"mediumvioletred\": [199,21,133,1], \"midnightblue\": [25,25,112,1],\n \"mintcream\": [245,255,250,1], \"mistyrose\": [255,228,225,1],\n \"moccasin\": [255,228,181,1], \"navajowhite\": [255,222,173,1],\n \"navy\": [0,0,128,1], \"oldlace\": [253,245,230,1],\n \"olive\": [128,128,0,1], \"olivedrab\": [107,142,35,1],\n \"orange\": [255,165,0,1], \"orangered\": [255,69,0,1],\n \"orchid\": [218,112,214,1], \"palegoldenrod\": [238,232,170,1],\n \"palegreen\": [152,251,152,1], \"paleturquoise\": [175,238,238,1],\n \"palevioletred\": [219,112,147,1], \"papayawhip\": [255,239,213,1],\n \"peachpuff\": [255,218,185,1], \"peru\": [205,133,63,1],\n \"pink\": [255,192,203,1], \"plum\": [221,160,221,1],\n \"powderblue\": [176,224,230,1], \"purple\": [128,0,128,1],\n \"rebeccapurple\": [102,51,153,1],\n \"red\": [255,0,0,1], \"rosybrown\": [188,143,143,1],\n \"royalblue\": [65,105,225,1], \"saddlebrown\": [139,69,19,1],\n \"salmon\": [250,128,114,1], \"sandybrown\": [244,164,96,1],\n \"seagreen\": [46,139,87,1], \"seashell\": [255,245,238,1],\n \"sienna\": [160,82,45,1], \"silver\": [192,192,192,1],\n \"skyblue\": [135,206,235,1], \"slateblue\": [106,90,205,1],\n \"slategray\": [112,128,144,1], \"slategrey\": [112,128,144,1],\n \"snow\": [255,250,250,1], \"springgreen\": [0,255,127,1],\n \"steelblue\": [70,130,180,1], \"tan\": [210,180,140,1],\n \"teal\": [0,128,128,1], \"thistle\": [216,191,216,1],\n \"tomato\": [255,99,71,1], \"turquoise\": [64,224,208,1],\n \"violet\": [238,130,238,1], \"wheat\": [245,222,179,1],\n \"white\": [255,255,255,1], \"whitesmoke\": [245,245,245,1],\n \"yellow\": [255,255,0,1], \"yellowgreen\": [154,205,50,1]}\n\nfunction clamp_css_byte(i) {  // Clamp to integer 0 .. 255.\n  i = Math.round(i);  // Seems to be what Chrome does (vs truncation).\n  return i < 0 ? 0 : i > 255 ? 255 : i;\n}\n\nfunction clamp_css_float(f) {  // Clamp to float 0.0 .. 1.0.\n  return f < 0 ? 0 : f > 1 ? 1 : f;\n}\n\nfunction parse_css_int(str) {  // int or percentage.\n  if (str[str.length - 1] === '%')\n    return clamp_css_byte(parseFloat(str) / 100 * 255);\n  return clamp_css_byte(parseInt(str));\n}\n\nfunction parse_css_float(str) {  // float or percentage.\n  if (str[str.length - 1] === '%')\n    return clamp_css_float(parseFloat(str) / 100);\n  return clamp_css_float(parseFloat(str));\n}\n\nfunction css_hue_to_rgb(m1, m2, h) {\n  if (h < 0) h += 1;\n  else if (h > 1) h -= 1;\n\n  if (h * 6 < 1) return m1 + (m2 - m1) * h * 6;\n  if (h * 2 < 1) return m2;\n  if (h * 3 < 2) return m1 + (m2 - m1) * (2/3 - h) * 6;\n  return m1;\n}\n\nfunction parseCSSColor(css_str) {\n  // Remove all whitespace, not compliant, but should just be more accepting.\n  var str = css_str.replace(/ /g, '').toLowerCase();\n\n  // Color keywords (and transparent) lookup.\n  if (str in kCSSColorTable) return kCSSColorTable[str].slice(); // dup.\n\n  // #abc and #abc123 syntax.\n  if (str[0] === '#') {\n    if (str.length === 4) {\n

var iv = parseInt(str.substr(1), 16); // TODO(deanm): Stricter parsing.\n    if (!(iv >= 0 && iv <= 0xfff)) return null; // Covers NaN.\n    return [((iv & 0xf00) >> 4) | ((iv & 0xf00) >> 8),\n            (iv & 0xf0) | ((iv & 0xf0) >> 4),\n            (iv & 0xf) | ((iv & 0xf) << 4),\n            1];\n    } else if (str.length === 7) {\n      var iv = parseInt(str.substr(1), 16); // TODO(deanm): Stricter parsing.\n      if (!(iv >= 0 && iv <= 0xffffff)) return null; // Covers NaN.\n      return [(iv & 0xff0000) >> 16,\n            (iv & 0xff00) >> 8,\n            iv & 0xff,\n            1];\n    }\n\n    return null;\n    }\n\n  var op = str.indexOf('('), ep = str.indexOf(')');\n  if (op !== -1 && ep + 1 === str.length) {\n    var fname = str.substr(0, op);\n    var params = str.substr(op+1, ep-(op+1)).split(',');\n    var alpha = 1;  // To allow case fallthrough.\n    switch (fname) {\n      case 'rgba':\n        if (params.length !== 4) return null;\n        alpha = parse_css_float(params.pop());\n        // Fall through.\n      case 'rgb':\n        if (params.length !== 3) return null;\n        return [parse_css_int(params[0]),\n                parse_css_int(params[1]),\n                parse_css_int(params[2]),\n                alpha];\n      case 'hsla':\n        if (params.length !== 4) return null;\n        alpha = parse_css_float(params.pop());\n        // Fall through.\n      case 'hsl':\n        if (params.length !== 3) return null;\n        var h = (((parseFloat(params[0]) % 360) + 360) % 360) / 360;  // 0 .. 1\n        // NOTE(deanm): According to the CSS spec s/l should only be\n        // percentages, but we don't bother and let float or percentage.\n        var s = parse_css_float(params[1]);\n        var l = parse_css_float(params[2]);\n        var m2 = l <= 0.5 ? l * (s + 1) : l + s - l * s;\n        var m1 = l * 2 - m2;\n        return [clamp_css_byte(css_hue_to_rgb(m1, m2, h+1/3) * 255),\n                clamp_css_byte(css_hue_to_rgb(m1, m2, h) * 255),\n                clamp_css_byte(css_hue_to_rgb(m1, m2, h-1/3) * 255),\n                alpha];\n      default:\n        return null;\n    }\n  }\n\n  return null;\n}\n\ntry { exports.parseCSSColor = parseCSSColor } catch(e) { }\n","// @flow\n\nimport {parseCSSColor} from 'csscolorparser';\n\n/**\n * An RGBA color value. Create instances from color strings using the static\n * method `Color.parse`. The constructor accepts RGB channel values in the range\n * `[0, 1]`, premultiplied by A.\n *\n * @param {number} r The red channel.\n * @param {number} g The green channel.\n * @param {number} b The blue channel.\n * @param {number} a The alpha channel.\n * @private\n */\nclass Color {\n  r: number;\n  g: number;\n  b: number;\n  a: number;\n\n  constructor(r: number, g: number, b: number, a: number = 1) {\n    this.r = r;\n    this.g = g;\n    this.b = b;\n    this.a = a;\n  }\n\n  static black: Color;\n  static white: Color;\n  static transparent: Color;\n  static red: Color;\n\n  /**\n   * Parses valid CSS color strings and returns a `Color`\n   * instance.\n   * @returns A `Color` instance, or `undefined` if the input is not a valid color string.\n   */\n  static parse(input?: string | Color | null): Color | void {\n    if (!input) {\n      return undefined;\n    }\n\n    if (input instanceof Color) {\n      return input;\n    }\n\n    if (typeof input !== 'string') {\n      return undefined;\n    }\n\n    const rgba = parseCSSColor(input);\n    if (!rgba) {\n      return undefined;\n    }\n\n    return new Color(\n      rgba[0] / 255 * rgba[3],\n      rgba[1] / 255 * rgba[3],\n      rgba[2] / 255 * rgba[3],\n      rgba[3]\n    );\n  }\n\n  /**\n   * Returns an RGBA string representing the color value.\n   *\n   * @returns An RGBA string.\n   * @example\n   * var purple = new Color.parse('purple');\n   * purple.toString; // = \"rgba(128,0,128,1)\"\n   * var translucentGreen = new Color.parse('rgba(26, 207, 26, .73)');\n   * translucentGreen.toString(); // = \"rgba(26,207,26,0.73)\"\n   */\n  toString(): string {\n    const [r, g, b, a] = this.toArray();\n    return `rgba(${Math.round(r)},${Math.round(g)},${Math.round(b)},${a})`;\n  }\n\n  toArray(): [number, number, number, number] {\n    const {r, g, b, a} = this;\n    return a === 0 ? [0, 0, 0, 0] : [\n      r * 255 / a,\n      g * 255 / a,\n      b * 255 / a,\n      a\n    ];\n  }\n}\n\nColor.black = new Color(0, 0, 0, 1);\nColor.white = new Color(1, 1, 1, 1);\nColor.transparent = new Color(0, 0, 0, 0);\nColor.red = new Color(1, 0, 0, 1);\n\nexport default Color;\n","// @flow\n\n// Flow type declarations for Intl cribbed from\n// https://github.com/facebook/flow/issues/1270\n\ndeclare var Intl: {\n  Collator: Class<Intl$Collator>\n};\n\ndeclare class Intl$Collator {\n  constructor (\n    locales?: string | string[],\n    options?: CollatorOptions\n  ): Intl$Collator;\n\n  static (\n    locales?: string | string[],\n    options?: CollatorOptions\n  ): Intl$Collator;\n\n  compare (a: string, b: string): number;\n\n  resolvedOptions(): any;\n}\n\ntype CollatorOptions = {\n  localeMatcher?: 'lookup' | 'best fit',\n  usage?: 'sort' | 'search',\n  sensitivity?: 'base' | 'accent' | 'case' | 'variant',\n  ignorePunctuation?: boolean,\n

numeric?: boolean,\n    caseFirst?: 'upper' | 'lower' | 'false'\n}\n\nexport default class Collator {\n    locale: string | null;\n    sensitivity: 'base' | 'accent' | 'case' | 'variant';\n    collator: Intl$Collator;\n\n    constructor(caseSensitive: boolean, diacriticSensitive: boolean, locale: string | null) {\n        if (caseSensitive)\n            this.sensitivity = diacriticSensitive ? 'variant' : 'case';\n        else\n            this.sensitivity = diacriticSensitive ? 'accent' : 'base';\n\n        this.locale = locale;\n        this.collator = new Intl.Collator(this.locale ? this.locale : [],\n {sensitivity: this.sensitivity, usage: 'search'});\n    }\n\n    compare(lhs: string, rhs: string): number {\n        return this.collator.compare(lhs, rhs);\n    }\n\n    resolvedLocale(): string {\n        // We create a Collator without \"usage: search\" because we don't want\n        // the search options encoded in our result (e.g. \"en-u-co-search\")\n        return new Intl.Collator(this.locale ? this.locale : [])\n            .resolvedOptions().locale;\n    }\n}\n","// @flow\n\nimport type Color from '../../util/color';\nimport type ResolvedImage from '../types/resolved_image';\n\nexport class FormattedSection {\n    text: string;\n    image: ResolvedImage | null;\n    scale: number | null;\n    fontStack: string | null;\n    textColor: Color | null;\n\n    constructor(text: string, image: ResolvedImage | null, scale: number | null, fontStack: string | null, textColor: Color | null) {\n        this.text = text;\n        this.image = image;\n        this.scale = scale;\n        this.fontStack = fontStack;\n        this.textColor = textColor;\n    }\n}\n\nexport default class Formatted {\n    sections: Array<FormattedSection>;\n\n    constructor(sections: Array<FormattedSection>) {\n        this.sections = sections;\n    }\n\n    static fromString(unformatted: string): Formatted {\n        return new Formatted([new FormattedSection(unformatted, null, null, null, null)]);\n    }\n\n    isEmpty(): boolean {\n        if (this.sections.length === 0) return true;\n        return !this.sections.some(section => section.text.length !== 0 ||\n          (section.image && section.image.name.length !== 0));\n    }\n\n    static factory(text: Formatted | string): Formatted {\n        if (text instanceof Formatted) {\n            return text;\n        } else {\n            return Formatted.fromString(text);\n    }\n    }\n\n    toString(): string {\n        if (this.sections.length === 0) return '';\n        return this.sections.map(section => section.text).join('');\n    }\n\n    serialize(): Array<mixed> {\n        const serialized: Array<mixed> = [\"format\"];\n        for (const section of this.sections) {\n            if (section.image) {\n                serialized.push([\"image\", section.image.name]);\n                continue;\n            }\n            serialized.push(section.text);\n            const options: { [key: string]: mixed } = {};\n            if (section.fontStack) {\n                options[\"text-font\"] = [\"literal\", section.fontStack.split(',')];\n            }\n            if (section.scale) {\n                options[\"font-scale\"] = section.scale;\n            }\n            if (section.textColor) {\n                options[\"text-color\"] = ([\"rgba\"]: Array<mixed>).concat(section.textColor.toArray());\n            }\n            serialized.push(options);\n\n        }\n        return serialized;\n    }\n}\n","// @flow\n\nexport type ResolvedImageOptions = {\n    name: string,\n    available: boolean\n};\n\nexport default class ResolvedImage {\n    name: string;\n    available: boolean;\n\n    constructor(options: ResolvedImageOptions) {\n        this.name = options.name;\n        this.available = options.available;\n    }\n\n    toString(): string {\n        return this.name;\n    }\n\n    static fromString(name: string): ResolvedImage {\n        return new ResolvedImage({name, available: false});\n    }\n\n    serialize(): Array<string> {\n        return [\"image\", this.name];\n    }\n}\n","// @flow\n\nimport assert from 'assert';\nimport Color from '../util/color';\nimport Collator from './types/collator';\nimport Formatted from './types/formatted';\nimport ResolvedImage from './types/resolved_image';\nimport {NullType, NumberType, StringType, BooleanType, ColorType, ObjectType, ValueType, CollatorType, FormattedType, ResolvedImageType,\n array} from './types';\nimport type {Type} from './types';\n\nexport function validateRGBA(r: mixed, g: mixed, b: mixed, a?: mixed): string | null {\n    if (!(\n        typeof r === 'number' && r >= 0 && r <= 255 &&\n        typeof g === 'number' && g >= 0 && g <= 255 &&\n        typeof b === 'number' && b >= 0 && b <= 255\n    )) {\n        const value = typeof a === 'number' ? [r, g, b, a] : [r, g, b];\n        return `Invalid rgba value [${value.join(', ')}]: 'r', 'g', and 'b' must be between 0 and 255.`;\n    }\n\n    if (!(\n        typeof a === 'undefined' || (typeof a === 'number' && a >= 0 && a <= 1)\n    )) {\n        return `Invalid rgba value [${[r, g, b, a].join(', ')}]: 'a' must be between 0 and 1.`;\n    }\n\n    return null;\n}\n\nexport type Value = null | string | boolean | number | Color | Collator | Formatted | ResolvedImage | $ReadOnlyArray<Value> | { +[string]: Value }\n\nexport function isValue(mixed: mixed): boolean

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{\n    if (mixed === null) {\n        return true;\n    } else if (typeof mixed === 'string') {\n        return true;\n    } else if (typeof mixed === 'boolean') {\n        return true;\n    } else if (typeof mixed === 'number') {\n        return true;\n    } else if (mixed instanceof Color) {\n        return true;\n    } else if (mixed instanceof Collator) {\n        return true;\n    } else if (mixed instanceof Formatted) {\n        return true;\n    } else if (mixed instanceof ResolvedImage) {\n        return true;\n    } else if (Array.isArray(mixed)) {\n        for (const item of mixed) {\n            if (!isValue(item)) {\n                return false;\n            }\n        }\n        return true;\n    } else if (typeof mixed === 'object') {\n        for (const key in mixed) {\n            if (!isValue(mixed[key])) {\n                return false;\n            }\n        }\n        return true;\n    } else {\n        return false;\n    }\n}\n\nexport function typeOf(value: Value): Type {\n    if (value === null) {\n        return NullType;\n    } else if (typeof value === 'string') {\n        return StringType;\n    } else if (typeof value === 'boolean') {\n        return BooleanType;\n    } else if (typeof value === 'number') {\n        return NumberType;\n    } else if (value instanceof Color) {\n        return ColorType;\n    } else if (value instanceof Collator) {\n        return CollatorType;\n    } else if (value instanceof Formatted) {\n        return FormattedType;\n    } else if (value instanceof ResolvedImage) {\n        return ResolvedImageType;\n    } else if (Array.isArray(value)) {\n        const length = value.length;\n        let itemType: Type | typeof undefined;\n\n        for (const item of value) {\n            const t = typeOf(item);\n            if (!itemType) {\n                itemType = t;\n            } else if (itemType === t) {\n                continue;\n            } else {\n                itemType = ValueType;\n                break;\n            }\n        }\n\n        return array(itemType || ValueType, length);\n    } else {\n        assert(typeof value === 'object');\n        return ObjectType;\n    }\n}\n\nexport function toString(value: Value) {\n    const type = typeof value;\n    if (value === null) {\n        return '';\n    } else if (type === 'string' || type === 'number' || type === 'boolean') {\n        return String(value);\n    } else if (value instanceof Color || value instanceof Formatted || value instanceof ResolvedImage) {\n        return value.toString();\n    } else {\n        return JSON.stringify(value);\n    }\n}\n\nexport {Color, Collator};\n","// @flow\n\nimport assert from 'assert';\nimport {isValue, typeOf, Color} from '../values';\nimport Formatted from '../types/formatted';\nimport type {Type} from '../types';\nimport type {Value} from '../values';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\n\nclass Literal implements Expression {\n    type: Type;\n    value: Value;\n\n    constructor(type: Type, value: Value) {\n        this.type = type;\n        this.value = value;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 2)\n            return context.error(`'literal' expression requires exactly one argument, but found ${args.length - 1} instead.`);\n\n        if (!isValue(args[1]))\n            return context.error(`invalid value`);\n\n        const value = (args[1]: any);\n        let type = typeOf(value);\n\n        // special case: infer the item type if possible for zero-length arrays\n        const expected = context.expectedType;\n        if (\n            type.kind === 'array' &&\n            type.N === 0 &&\n            expected &&\n            expected.kind === 'array' &&\n            (typeof expected.N !== 'number' || expected.N === 0)\n        )
        {\n            type = expected;\n        }\n\n        return new Literal(type, value);\n    }\n\n    evaluate() {\n        return this.value;\n    }\n\n    eachChild() {}\n\n    possibleOutputs() {\n        return [this.value];\n    }\n\n    serialize(): Array<mixed> {\n        if (this.type.kind === 'array' || this.type.kind === 'object') {\n            return [\"literal\", this.value];\n        } else if (this.value instanceof Color) {\n            // Constant-folding can generate Literal\n            // expressions that you\n            // couldn't actually generate with a \"literal\" expression,\n            // so we have to\n            // implement an equivalent serialization here\n            return [\"rgba\"].concat(this.value.toArray());\n        } else if (this.value instanceof Formatted) {\n            // Same as Color\n            return this.value.serialize();\n        } else {\n            assert(this.value === null ||\n                typeof this.value === 'string' ||\n                typeof this.value === 'number' ||\n                typeof this.value === 'boolean');\n            return (this.value: any);\n        }\n    }\n}\n\nexport default Literal;\n","// @flow\n\nclass RuntimeError {\n    name: string;\n    message: string;\n\n    constructor(message: string) {\n        this.name = 'ExpressionEvaluationError';\n        this.message = message;\n    }\n\n    toJSON() {\n        return this.message;\n    }\n}\n\nexport default RuntimeError;\n","// @flow\n\nimport assert from 'assert';\n\nimport {\n    ObjectType,\n    ValueType,\n    StringType,\n    NumberType,\n    BooleanType,\n    checkSubtype,\n    toString,\n    array\n} from '../types';\nimport RuntimeError from '../runtime_error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type
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ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\nimport type {Type} from '../types';\n\nconst types = {\n    string: StringType,\n    number: NumberType,\n    boolean: BooleanType,\n    object: ObjectType\n};\n\nclass Assertion implements Expression {\n    type: Type;\n    args: Array<Expression>;\n\n    constructor(type: Type, args: Array<Expression>) {\n        this.type = type;\n        this.args = args;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length < 2)\n            return context.error(`Expected at least one argument.`);\n\n        let i = 1;\n        let type;\n\n        const name: string = (args[0]: any);\n        if (name === 'array') {\n            let itemType;\n            if (args.length > 2) {\n                const type = args[1];\n                if (typeof type !== 'string' || !(type in types) || type === 'object')\n                    return context.error('The item type argument of \"array\" must be one of string, number, boolean', 1);\n                itemType = types[type];\n                i++;\n            } else {\n                itemType = ValueType;\n            }\n\n            let N;\n            if (args.length > 3) {\n                if (args[2] !== null &&\n                    (typeof args[2] !== 'number' ||\n                        args[2] < 0 ||\n                        args[2] !== Math.floor(args[2]))\n                ) {\n                    return context.error('The length argument to \"array\" must be a positive integer literal', 2);\n                }\n                N = args[2];\n                i++;\n            }\n\n            type = array(itemType, N);\n        } else {\n            assert(types[name], name);\n            type = types[name];\n        }\n\n        const parsed = [];\n        for (; i < args.length; i++) {\n            const input = context.parse(args[i], i, ValueType);\n            if (!input) return null;\n            parsed.push(input);\n        }\n\n        return new Assertion(type, parsed);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        for (let i = 0; i < this.args.length; i++) {\n            const value = this.args[i].evaluate(ctx);\n            const error = checkSubtype(this.type, typeOf(value));\n            if (!error) {\n                return value;\n            } else if (i === this.args.length - 1) {\n                throw new RuntimeError(`Expected value to be of type ${toString(this.type)}, but found ${toString(typeOf(value))} instead.`);\n            }\n        }\n\n        assert(false);\n        return null;\n    }\n\n    eachChild(fn: (Expression) => void) {\n        this.args.forEach(fn);\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return [].concat(...this.args.map((arg) => arg.possibleOutputs()));\n    }\n\n    serialize(): Array<mixed> {\n        const type = this.type;\n        const serialized = [type.kind];\n        if (type.kind === 'array') {\n            const itemType = type.itemType;\n            if (itemType.kind === 'string' ||\n                itemType.kind === 'number' ||\n                itemType.kind === 'boolean') {\n                serialized.push(itemType.kind);\n                const N = type.N;\n                if (typeof N === 'number' || this.args.length > 1) {\n                    serialized.push(N);\n                }\n            }\n        }\n        return serialized.concat(this.args.map(arg => arg.serialize()));\n    }\n}\n\nexport default Assertion;\n","// @flow\n\nimport {NumberType, ValueType, FormattedType, array, StringType, ColorType, ResolvedImageType} from '../types';\nimport Formatted, {FormattedSection} from '../types/formatted';\nimport {toString, typeOf} from '../values';\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\ntype FormattedSectionExpression = {\n    // Content of a section may be Image expression or other\n    // type of expression that is coercable to 'string'.\n    content: Expression,\n    scale: Expression | null;\n    font: Expression | null;\n    textColor: Expression | null;\n}\n\nexport default class FormatExpression implements Expression {\n    type: Type;\n    sections: Array<FormattedSectionExpression>;\n\n    constructor(sections: Array<FormattedSectionExpression>) {\n        this.type = FormattedType;\n        this.sections = sections;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length < 2) {\n            return context.error(`Expected at least one argument.`);\n        }\n\n        const firstArg = args[1];\n        if (!Array.isArray(firstArg) && typeof firstArg === 'object') {\n            return context.error(`First argument must be an image or text section.`);\n        }\n\n        const sections: Array<FormattedSectionExpression> = [];\n        let nextTokenMayBeObject = false;\n        for (let i = 1; i <= args.length - 1; ++i) {\n            const arg = (args[i]: any);\n\n            if (nextTokenMayBeObject && typeof arg === \"object\" && !Array.isArray(arg))

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{\n                nextTokenMayBeObject = false;\n\n            let scale = null;\n            if (arg['font-scale']) {\n
scale = context.parse(arg['font-scale'], 1, NumberType);\n                if (!scale) return null;\n            }\n\n
let font = null;\n            if (arg['text-font']) {\n                font = context.parse(arg['text-font'], 1,
array(StringType));\n                if (!font) return null;\n            }\n\n            let textColor = null;\n            if
(arg['text-color']) {\n                textColor = context.parse(arg['text-color'], 1, ColorType);\n                if
(!textColor) return null;\n            }\n\n            const lastExpression = sections[sections.length - 1];\n
lastExpression.scale = scale;\n            lastExpression.font = font;\n            lastExpression.textColor =
textColor;\n        } else {\n            const
content = context.parse(args[i], 1, ValueType);\n            if (!content) return null;\n\n            const kind =
content.type.kind;\n            if (kind !== 'string' && kind !== 'value' && kind !== 'null' && kind !==
'resolvedImage')\n                return context.error(`Formatted text type must be 'string', 'value', 'image' or
'null'.`);\n\n            nextTokenMayBeObject = true;\n            sections.push({content, scale: null, font: null,
textColor: null});\n        }\n    }\n\n    return new FormatExpression(sections);\n    }\n\n    evaluate(ctx:
EvaluationContext) {\n        const evaluateSection = section => {\n            const evaluatedContent =
section.content.evaluate(ctx);\n            if (typeOf(evaluatedContent) === ResolvedImageType) {\n                return
new FormattedSection(", evaluatedContent, null, null, null);\n            }\n\n            return new FormattedSection(\n
toString(evaluatedContent),\n
null,\n                section.scale ? section.scale.evaluate(ctx) : null,\n                section.font ?
section.font.evaluate(ctx).join(',') : null,\n                section.textColor ? section.textColor.evaluate(ctx) : null\n
);\n        };\n\n        return new Formatted(this.sections.map(evaluateSection));\n    }\n\n    eachChild(fn:
(Expression) => void) {\n        for (const section of this.sections) {\n            fn(section.content);\n            if
(section.scale) {\n                fn(section.scale);\n            }\n            if (section.font) {\n                fn(section.font);\n
}\n            if (section.textColor) {\n                fn(section.textColor);\n            }\n        }\n    }\n\n
possibleOutputs() {\n        // Technically the combinatoric set of all children\n        // Usually, this.text will be
undefined anyway\n        return [undefined];\n    }\n\n    serialize() {\n        const serialized = [\"format\"];\n
for (const section of this.sections) {\n            serialized.push(section.content.serialize());\n            const options
= {};\n            if (section.scale) {\n                options['font-scale'] = section.scale.serialize();\n            }\n            if
(section.font) {\n                options['text-font'] = section.font.serialize();\n            }\n            if (section.textColor) {\n
options['text-color'] = section.textColor.serialize();\n            }\n            serialized.push(options);\n        }\n
return serialized;\n    }\n}\n","// @flow\n\nimport {ResolvedImageType, StringType} from '../types';\nimport
ResolvedImage from '../types/resolved_image';\nimport type {Expression} from '../expression';\nimport type
EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type
{Type} from '../types';\n\nexport default class ImageExpression implements Expression {\n    type:
Type;\n    input: Expression;\n\n    constructor(input: Expression) {\n        this.type = ResolvedImageType;\n
this.input = input;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression
{\n        if (args.length !== 2) {\n            return context.error(`Expected two arguments.`);\n        }\n\n        const
name = context.parse(args[1], 1, StringType);\n        if (!name) return context.error(`No image name provided.`);\n\n
return new ImageExpression(name);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const
evaluatedImageName = this.input.evaluate(ctx);\n        let available = false;\n\n        if (ctx.availableImages &&
ctx.availableImages.indexOf(evaluatedImageName) > -1) {\n            available = true;\n        }\n\n        return new
ResolvedImage({name: evaluatedImageName, available});\n    }\n\n    eachChild(fn: (Expression) => void) {\n
fn(this.input);\n    }\n\n    possibleOutputs() {\n        // The
output of image is determined by the list of available images in the evaluation context\n        return [undefined];\n
}\n\n    serialize() {\n        return [\"image\", this.input.serialize()];\n    }\n}\n","// @flow\n\nimport assert from
'assert';\nimport {BooleanType, ColorType, NumberType, StringType, ValueType} from '../types';\nimport
{Color, toString as valueToString, validateRGBA} from '../values';\nimport RuntimeError from
'../runtime_error';\nimport Formatted from '../types/formatted';\nimport FormatExpression from
'../definitions/format';\nimport ImageExpression from '../definitions/image';\nimport ResolvedImage from
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'../types/resolved_image';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\nimport type {Type} from '../types';\n\nconst types = {\n    'to-boolean': BooleanType,\n    'to-color': ColorType,\n    'to-number': NumberType,\n    'to-string': StringType\n};\n\n/**\n * Special form for error-coalescing coercion expressions \"to-number\",\n * \"to-color\".  Since these coercions can fail at runtime, they accept multiple\n * arguments, only evaluating one at a time until one succeeds.\n *\n * @private\n */\nclass Coercion implements Expression {\n    type: Type;\n    args: Array<Expression>;\n\n    constructor(type: Type, args: Array<Expression>) {\n        this.type = type;\n        this.args = args;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length < 2)\n            return context.error(`Expected at least one argument.`);\n\n        const name: string = (args[0]: any);\n        assert(types[name], name);\n\n        if ((name === 'to-boolean' || name === 'to-string') && args.length !== 2)\n            return context.error(`Expected one argument.`);\n\n        const type = types[name];\n\n        const parsed = [];

        for (let i = 1; i < args.length; i++) {\n            const input = context.parse(args[i], i, ValueType);\n            if (!input) return null;\n            parsed.push(input);\n        }\n\n        return new Coercion(type, parsed);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        if (this.type.kind === 'boolean') {\n            return Boolean(this.args[0].evaluate(ctx));\n        } else if (this.type.kind === 'color') {\n            let input;\n            let error;\n            for (const arg of this.args) {\n                input = arg.evaluate(ctx);\n                error = null;\n                if (input instanceof Color) {\n                    return input;\n                } else if (typeof input === 'string') {\n                    const c = ctx.parseColor(input);\n                    if (c) return c;\n                } else if (Array.isArray(input)) {\n                    if (input.length < 3 || input.length > 4) {\n                        error = `Invalid rbga value ${JSON.stringify(input)}: expected an array containing either three or four numeric values.`;\n                    } else {\n                        error = validateRGBA(input[0], input[1], input[2], input[3]);\n                    }\n                    if (!error) {\n                        return new Color((input[0]: any) / 255, (input[1]: any) / 255, (input[2]: any) / 255, (input[3]: any));\n                    }\n                }\n            }\n            throw new RuntimeError(error || `Could not parse color from value '${typeof input === 'string' ? input : String(JSON.stringify(input))}`);\n        } else if (this.type.kind === 'number') {\n            let value = null;\n            for (const arg of this.args) {\n                value = arg.evaluate(ctx);\n                if (value === null) return 0;\n                const num = Number(value);\n                if (isNaN(num)) continue;\n                return num;\n            }\n            throw new RuntimeError(`Could not convert ${JSON.stringify(value)} to number.`);\n        } else if (this.type.kind === 'formatted') {\n            // There is no explicit 'to-formatted' but this coercion can be implicitly\n            // created by properties that expect the 'formatted' type.\n            return Formatted.fromString(valueToString(this.args[0].evaluate(ctx)));\n        } else if (this.type.kind === 'resolvedImage') {\n            return ResolvedImage.fromString(valueToString(this.args[0].evaluate(ctx)));\n        } else {\n            return valueToString(this.args[0].evaluate(ctx));\n        }\n    }\n\n    eachChild(fn: (Expression) => void) {\n        this.args.forEach(fn);\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return [].concat(...this.args.map((arg) => arg.possibleOutputs()));\n    }\n\n    serialize() {\n        if (this.type.kind === 'formatted') {\n            return new FormatExpression([{content: this.args[0], scale: null, font: null, textColor: null}]).serialize();

        }\n\n        if (this.type.kind === 'resolvedImage') {\n            return new ImageExpression(this.args[0]).serialize();\n        }\n\n        const serialized = [`to-${this.type.kind}`];\n        this.eachChild(child => { serialized.push(child.serialize()); });\n        return serialized;\n    }\n}\n\nexport default Coercion;\n","// @flow\n\nimport {Color} from './values';\nimport type {FormattedSection} from './types/formatted';\nimport type {GlobalProperties, Feature, FeatureState} from './index';\n\nconst geometryTypes = ['Unknown', 'Point', 'LineString', 'Polygon'];\n\nclass EvaluationContext {\n    globals: GlobalProperties;\n    feature: ?Feature;\n    featureState: ?FeatureState;\n    formattedSection: ?FormattedSection;\n    availableImages: ?Array<string>;\n\n    _parseColorCache: {[string]: ?Color};\n\n    constructor() {\n        this.globals = (null: any);\n        this.feature = null;\n        this.featureState = null;\n        this.formattedSection =

null;\n        this._parseColorCache = {};\n        this.availableImages = null;\n    }\n\n    id() {\n        return this.feature && 'id' in this.feature ? this.feature.id : null;\n    }\n\n    geometryType() {\n        return this.feature ? typeof this.feature.type === 'number' ? geometryTypes[this.feature.type] : this.feature.type : null;\n    }\n\n    properties() {\n        return this.feature && this.feature.properties || {};\n    }\n\n    parseColor(input: string): ?Color {\n        let cached = this._parseColorCache[input];\n        if (!cached) {\n            cached = this._parseColorCache[input] = Color.parse(input);\n        }\n        return cached;\n    }\n}\n\nexport default EvaluationContext;\n","// @flow\n\nimport {toString} from './types';\n\nimport ParsingContext from './parsing_context';\nimport EvaluationContext from './evaluation_context';\nimport assert from 'assert';\nimport type {Expression, ExpressionRegistry} from './expression';\nimport type {Type} from './types';\nimport type {Value} from './values';\n\nexport type Varargs = {| type: Type |};\ntype Signature = Array<Type> | Varargs;\ntype Evaluate = (EvaluationContext, Array<Expression>) => Value;\ntype Definition = [Type, Signature, Evaluate] |\n    {|type: Type, overloads: Array<[Signature, Evaluate]>|};\n\nclass CompoundExpression implements Expression {\n    name: string;\n    type: Type;\n    _evaluate: Evaluate;\n    args: Array<Expression>;\n\n    static definitions: { [string]: Definition };\n\n    constructor(name: string, type: Type, evaluate: Evaluate, args: Array<Expression>) {\n        this.name = name;\n        this.type = type;\n        this._evaluate = evaluate;\n        this.args = args;\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        return this._evaluate(ctx, this.args);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        this.args.forEach(fn);\n    }\n\n    possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize(): Array<mixed> {\n        return [this.name].concat(this.args.map(arg => arg.serialize()));\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        const op: string = (args[0]: any);\n        const definition = CompoundExpression.definitions[op];\n        if (!definition) {\n            return context.error(`Unknown expression \"${op}\". If you wanted a literal array, use [\"literal\", [...]].`, 0);\n        }\n        // Now check argument types against each signature\n        const type = Array.isArray(definition) ?\n            definition[0] : definition.type;\n\n        const availableOverloads = Array.isArray(definition) ?\n            [[definition[1], definition[2]]] :\n            definition.overloads;\n\n        const overloads = availableOverloads.filter(([signature]) => (\n            !Array.isArray(signature) || // varags\n            signature.length === args.length - 1 // correct param count\n        ));\n\n        let signatureContext: ParsingContext = (null: any);\n\n        for (const [params, evaluate] of overloads) {\n            // Use a fresh context for each attempted signature so that, if\n            // we eventually succeed, we haven't polluted `context.errors`.\n            signatureContext = new ParsingContext(context.registry, context.path, null, context.scope);\n\n            // First parse all the args, potentially coercing to the\n            // types expected by this overload.\n            const parsedArgs: Array<Expression> = [];\n            let argParseFailed = false;\n            for (let i = 1; i < args.length; i++) {\n                const arg = args[i];\n                const expectedType = Array.isArray(params) ?\n                    params[i - 1] :\n                    params.type;\n\n                const parsed = signatureContext.parse(arg, 1 + parsedArgs.length, expectedType);\n                if (!parsed) {\n                    argParseFailed = true;\n                    break;\n                }\n                parsedArgs.push(parsed);\n            }\n            if (argParseFailed) {\n                // Couldn't coerce args of this overload to expected type, move\n                // on to next one.\n                continue;\n            }\n\n            if (Array.isArray(params)) {\n                if (params.length !== parsedArgs.length) {\n                    signatureContext.error(`Expected ${params.length} arguments, but found ${parsedArgs.length} instead.`);\n                    continue;\n                }\n            }\n\n            for (let i = 0; i < parsedArgs.length; i++) {\n                const expected = Array.isArray(params) ? params[i] : params.type;\n                const arg = parsedArgs[i];\n                signatureContext.concat(i + 1).checkSubtype(expected, arg.type);\n            }\n\n            if (signatureContext.errors.length === 0) {\n                return new CompoundExpression(op, type, evaluate, parsedArgs);\n            }\n        }\n\n        assert(!signatureContext || signatureContext.errors.length > 0);\n\n        if (overloads.length === 1) {\n            context.errors.push(...signatureContext.errors);\n        } else {\n            const expected = overloads.length ? overloads : availableOverloads;\n            const signatures = expected\n                .map(([params]) => stringifySignature(params))\n                .join(' | ');\n\n            const actualTypes = [];\n            // For error message,

re-parse arguments without trying to\n        // apply any coercions\n        for (let i = 1; i < args.length; i++) {\n       const parsed = context.parse(args[i], 1 + actualTypes.length);\n           if (!parsed) return null;\n actualTypes.push(toString(parsed.type));\n       }\n        context.error(`Expected arguments of type ${signatures}, but found (${actualTypes.join(', ')}) instead.`);\n    }\n\n    return null;\n   }\n\n   static register(\n        registry: ExpressionRegistry,\n    definitions: { [string]: Definition }\n    ) {\n     assert(!CompoundExpression.definitions);\n        CompoundExpression.definitions = definitions;\n        for (const name in definitions) {\n            registry[name] = CompoundExpression;\n        }\n    }\n}\n\nfunction stringifySignature(signature: Signature): string {\n    if (Array.isArray(signature)) {\n        return `(${signature.map(toString).join(', ')})`;\n    } else {\n       return `(${toString(signature.type)}...)`;\n    }\n}\n\nexport default CompoundExpression;\n","// @flow\n\nimport {StringType, BooleanType, CollatorType} from '../types';\nimport Collator from '../types/collator';\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\nexport default class CollatorExpression implements Expression {\n   type: Type;\n   caseSensitive: Expression;\n   diacriticSensitive: Expression;\n   locale: Expression | null;\n\n   constructor(caseSensitive: Expression, diacriticSensitive: Expression, locale: Expression | null) {\n        this.type = CollatorType;\n        this.locale = locale;\n        this.caseSensitive = caseSensitive;\n        this.diacriticSensitive = diacriticSensitive;\n    }\n\n   static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length !== 2)\n            return context.error(`Expected one argument.`);\n\n        const options = (args[1]: any);\n        if (typeof options !== \"object\" || Array.isArray(options))\n            return context.error(`Collator options argument must be an object.`);\n\n        const caseSensitive = context.parse(\n            options['case-sensitive'] === undefined ? false : options['case-sensitive'], 1, BooleanType);\n        if (!caseSensitive) return null;\n\n        const diacriticSensitive = context.parse(\n            options['diacritic-sensitive'] === undefined ? false : options['diacritic-sensitive'], 1, BooleanType);\n        if (!diacriticSensitive) return null;\n\n        let locale = null;\n        if (options['locale']) {\n            locale = context.parse(options['locale'], 1, StringType);\n            if (!locale) return null;\n        }\n\n        return new CollatorExpression(caseSensitive, diacriticSensitive, locale);\n    }\n\n   evaluate(ctx: EvaluationContext) {\n        return new Collator(this.caseSensitive.evaluate(ctx), this.diacriticSensitive.evaluate(ctx), this.locale ? this.locale.evaluate(ctx) : null);\n    }\n\n   eachChild(fn: (Expression) => void) {\n        fn(this.caseSensitive);\n        fn(this.diacriticSensitive);\n        if (this.locale) {\n            fn(this.locale);\n        }\n    }\n\n   possibleOutputs() {\n     // Technically the set of possible outputs is the combinatoric set of Collators produced\n        // by all possibleOutputs of locale/caseSensitive/diacriticSensitive\n        // But for the primary use of Collators in comparison operators, we ignore the Collator's\n        // possibleOutputs anyway, so we can get away with leaving this undefined for now.\n     return [undefined];\n   }\n\n   serialize() {\n        const options = {};\n        options['case-sensitive'] = this.caseSensitive.serialize();\n        options['diacritic-sensitive'] = this.diacriticSensitive.serialize();\n        if (this.locale) {\n            options['locale'] = this.locale.serialize();\n        }\n        return [\"collator\", options];\n    }\n}\n","// @flow\n\nimport CompoundExpression from './compound_expression';\n\nimport type {Expression} from './expression.js';\n\nfunction isFeatureConstant(e: Expression) {\n   if (e instanceof CompoundExpression) {\n     if (e.name === 'get' && e.args.length === 1) {\n            return false;\n        } else if (e.name === 'feature-state') {\n            return false;\n        } else if (e.name === 'has' && e.args.length === 1) {\n            return false;\n        } else if (\n            e.name === 'properties' ||\n            e.name === 'geometry-type' ||\n            e.name === 'id'\n            ) {\n            return false;\n        } else if (/^filter-/.test(e.name)) {\n            return false;\n        }\n    }\n\n   let result = true;\n   e.eachChild(arg => {\n        if (result && !isFeatureConstant(arg)) { result = false; }\n    });\n   return result;\n}\n\nfunction isStateConstant(e: Expression) {\n   if (e instanceof CompoundExpression) {\n        if (e.name === 'feature-state') {\n            return false;\n        }\n    }\n   let result = true;\n   e.eachChild(arg => {\n        if (result && !isStateConstant(arg)) { result = false; }\n    });\n   return result;\n}\n\nfunction isGlobalPropertyConstant(e:

Expression, properties: Array<string>) {\n if (e instanceof CompoundExpression && properties.indexOf(e.name) >= 0) { return false; }\n

 let result = true;\n e.eachChild((arg) => {\n if (result && !isGlobalPropertyConstant(arg, properties)) { result = false; }\n });\n return result;\n}\n\nexport {isFeatureConstant, isGlobalPropertyConstant, isStateConstant};\n","// @flow\n\nimport type {Type} from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\n\nclass Var implements Expression {\n type: Type;\n name: string;\n boundExpression: Expression;\n\n constructor(name: string, boundExpression: Expression) {\n this.type = boundExpression.type;\n this.name = name;\n this.boundExpression = boundExpression;\n }\n\n static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length !== 2 || typeof args[1] !== 'string')\n return context.error(`'var' expression requires exactly one string literal argument.`);\n\n const name = args[1];\n if (!context.scope.has(name)) {\n return context.error(`Unknown variable \"${name}\". Make sure \"${name}\" has been bound in an enclosing \"let\" expression before using it.`, 1);\n }\n\n return new Var(name, context.scope.get(name));\n }\n\n evaluate(ctx: EvaluationContext) {\n return this.boundExpression.evaluate(ctx);\n }\n\n eachChild() {}\n\n possibleOutputs() {\n return [undefined];\n }\n\n serialize() {\n return [\"var\", this.name];\n }\n}\n\nexport default Var;\n","// @flow\n\nimport Scope from './scope';\nimport {checkSubtype} from './types';\nimport ParsingError from './parsing_error';\nimport Literal from './definitions/literal';\nimport Assertion from './definitions/assertion';\nimport Coercion from './definitions/coercion';\nimport EvaluationContext from './evaluation_context';\nimport CompoundExpression from './compound_expression';\nimport CollatorExpression from './definitions/collator';\nimport {isGlobalPropertyConstant, isFeatureConstant} from './is_constant';\nimport Var from './definitions/var';\nimport type {Expression, ExpressionRegistry} from './expression';\nimport type {Type} from './types';\n\n/**\n * State associated parsing at a given point in an expression tree.\n * @private\n */\nclass ParsingContext {\n registry: ExpressionRegistry;\n path: Array<number>;\n key: string;\n scope: Scope;\n errors: Array<ParsingError>;\n\n // The expected type of this expression. Provided only to allow Expression\n // implementations to infer argument types: Expression#parse() need not\n // check that the output type of the parsed expression matches\n // // `expectedType`.\n expectedType: ?Type;\n\n constructor(\n registry: ExpressionRegistry,\n path: Array<number> = [],\n expectedType: ?Type,\n scope: Scope = new Scope(),\n errors: Array<ParsingError> = []\n ) {\n this.registry = registry;\n this.path = path;\n this.key = path.map(part => `[${part}]`).join('');\n this.scope = scope;\n this.errors = errors;\n this.expectedType = expectedType;\n }\n\n /**\n * @param expr the JSON expression to parse\n * @param index the optional argument index if this expression is an argument of a parent expression that's being parsed\n * @param options\n * @param options.omitTypeAnnotations set true to omit inferred type annotations. Caller beware: with this option set, the parsed expression's type will NOT satisfy `expectedType` if it would normally be wrapped in an inferred annotation.\n * @private\n */\n parse(\n expr: mixed,\n index?: number,\n expectedType?: ?Type,\n bindings?: Array<[string, Expression]>,\n options: {typeAnnotation?: 'assert' | 'coerce' | 'omit'} = {}\n ): ?Expression {\n if (index) {\n return this.concat(index, expectedType, bindings)._parse(expr, options);\n }\n return this._parse(expr, options);\n }\n\n _parse(expr: mixed, options: {typeAnnotation?: 'assert' | 'coerce' | 'omit'}): ?Expression {\n if (expr === null || typeof expr === 'string' || typeof expr === 'boolean' || typeof expr === 'number') {\n expr = ['literal', expr];\n }\n\n function annotate(parsed, type, typeAnnotation: 'assert' | 'coerce' | 'omit') {\n if (typeAnnotation === 'assert') {\n return new Assertion(type, [parsed]);\n } else if (typeAnnotation === 'coerce') {\n return new Coercion(type, [parsed]);\n } else {\n return parsed;\n }\n }\n\n if (Array.isArray(expr)) {\n if (expr.length === 0) {\n return this.error(`Expected an array with at least one element. If you wanted a literal array, use [\"literal\", []].`);\n }\n\n const op = expr[0];\n if (typeof op !== 'string') {\n this.error(`Expression name must be a string, but found ${typeof op} instead. If you wanted a literal array, use [\"literal\", [...]].`, 0);\n return null;\n }\n\n

const Expr = this.registry[op];\n        if (Expr) {\n            let parsed = Expr.parse(expr, this);\n            if (!parsed) return null;\n\n        if (this.expectedType) {\n                const expected = this.expectedType;\n                const actual = parsed.type;\n\n                // When we expect a number, string, boolean, or array but have a value, wrap it in an assertion.\n                // When we expect a color or formatted string, but have a string or value, wrap it in a coercion.\n                // Otherwise, we do static type-checking.\n                //\n                // These behaviors are overridable for:\n                //   * The \"coalesce\" operator, which needs to omit type annotations.\n                //   * String-valued properties (e.g. `text-field`), where coercion is more convenient than assertion.\n                //\n                if ((expected.kind === 'string' || expected.kind === 'number' || expected.kind === 'boolean' || expected.kind === 'object' || expected.kind === 'array') && actual.kind === 'value') {\n                    parsed = annotate(parsed, expected, options.typeAnnotation || 'assert');\n                } else if ((expected.kind === 'color' || expected.kind === 'formatted' || expected.kind === 'resolvedImage') && (actual.kind === 'value' || actual.kind === 'string')) {\n                    parsed = annotate(parsed, expected, options.typeAnnotation || 'coerce');\n                } else if (this.checkSubtype(expected, actual)) {\n                    return null;\n                }\n            }\n\n            // If an expression's arguments are all literals, we can evaluate\n            // it immediately and replace it with a literal value in the\n            // parsed/compiled result. Expressions that expect an image should\n            // not be resolved here so we can later get the available images.\n            if (!(parsed instanceof Literal) && (parsed.type.kind !== 'resolvedImage') && isConstant(parsed)) {\n                const ec = new EvaluationContext();\n                try {\n                    parsed = new Literal(parsed.type, parsed.evaluate(ec));\n                } catch (e) {\n                    this.error(e.message);\n                    return null;\n                }\n            }\n\n            return parsed;\n        }\n\n        return this.error(`Unknown expression \"${op}\". If you wanted a literal array, use [\"literal\", [...]].`, 0);\n    } else if (typeof expr === 'undefined') {\n        return this.error(`'undefined' value invalid. Use null instead.`);\n    } else if (typeof expr === 'object') {\n        return this.error(`Bare objects invalid. Use [\"literal\", {...}] instead.`);\n    } else {\n        return this.error(`Expected an array, but found ${typeof expr} instead.`);\n    }\n }\n\n    /**\n     * Returns a copy of this context suitable for parsing the subexpression at\n     * index `index`, optionally appending to 'let' binding map.\n     *\n     * Note that `errors` property, intended for collecting errors while\n     * parsing, is copied by reference rather than cloned.\n     * @private\n     */\n    concat(index: number, expectedType?: ?Type, bindings?: Array<[string, Expression]>) {\n        const path = typeof index === 'number' ? this.path.concat(index) : this.path;\n        const scope = bindings ? this.scope.concat(bindings) : this.scope;\n        return new ParsingContext(\n            this.registry,\n            path,\n            expectedType || null,\n

            scope,\n            this.errors\n        );\n    }\n\n    /**\n     * Push a parsing (or type checking) error into the `this.errors`\n     * @param error The message\n     * @param keys Optionally specify the source of the error at a child\n     * of the current expression at `this.key`.\n     * @private\n     */\n    error(error: string, ...keys: Array<number>) {\n        const key = `${this.key}${keys.map(k => `[${k}]`).join("")}`;\n        this.errors.push(new ParsingError(key, error));\n    }\n\n    /**\n     * Returns null if `t` is a subtype of `expected`; otherwise returns an\n     * error message and also pushes it to `this.errors`.\n     */\n    checkSubtype(expected: Type, t: Type): ?string {\n        const error = checkSubtype(expected, t);\n        if (error) this.error(error);\n        return error;\n    }\n}\n\nexport default ParsingContext;\n\nfunction isConstant(expression: Expression) {\n    if (expression instanceof Var) {\n        return isConstant(expression.boundExpression);\n

    } else if (expression instanceof CompoundExpression && expression.name === 'error') {\n        return false;\n    } else if (expression instanceof CollatorExpression) {\n        // Although the results of a Collator expression with fixed arguments\n        // generally shouldn't change between executions, we can't serialize them\n        // as constant expressions because results change based on environment.\n        return false;\n    }\n\n    const isTypeAnnotation = expression instanceof Coercion ||\n        expression instanceof Assertion;\n\n    let childrenConstant = true;\n    expression.eachChild(child => {\n        // We can _almost_ assume that if `expressions` children are constant,\n        // they would already have been evaluated to Literal values when they\n        // were parsed.  Type annotations are the exception, because they might\n        // have been inferred and added after a child was parsed.\n\n        // So we

recurse into isConstant() for the

 children of type annotations,\n        // but otherwise simply check whether they are Literals.\n        if (isTypeAnnotation) {\n            childrenConstant = childrenConstant && isConstant(child);\n        } else {\n childrenConstant = childrenConstant && child instanceof Literal;\n        }\n    });\n    if (!childrenConstant) {\n return false;\n    }\n\n    return isFeatureConstant(expression) &&\n        isGlobalPropertyConstant(expression, ['zoom', 'heatmap-density', 'line-progress', 'accumulated', 'is-supported-script']);\n}\n","// @flow\n\nimport RuntimeError from './runtime_error';\n\nimport type {Expression} from './expression';\n\nexport type Stops = Array<[number, Expression]>;\n\n/**\n * Returns the index of the last stop <= input, or 0 if it doesn't exist.\n * @private\n */\nexport function findStopLessThanOrEqualTo(stops: Array<number>, input: number) {\n    const lastIndex = stops.length - 1;\n    let lowerIndex = 0;\n    let upperIndex = lastIndex;\n

    let currentIndex = 0;\n    let currentValue, nextValue;\n\n    while (lowerIndex <= upperIndex) {\n currentIndex = Math.floor((lowerIndex + upperIndex) / 2);\n        currentValue = stops[currentIndex];\n nextValue = stops[currentIndex + 1];\n\n        if (currentValue <= input) {\n            if (currentIndex === lastIndex || input < nextValue) { // Search complete\n                return currentIndex;\n            }\n\n            lowerIndex = currentIndex + 1;\n        } else if (currentValue > input) {\n            upperIndex = currentIndex - 1;\n        } else {\n            throw new RuntimeError('Input is not a number.');\n        }\n    }\n\n    return 0;\n}\n","// @flow\n\nimport {NumberType} from '../types';\n\nimport {findStopLessThanOrEqualTo} from '../stops';\n\nimport type {Stops} from '../stops';\n\nimport type {Expression} from '../expression';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport

type {Value} from '../values';\n\nimport type {Type} from '../types';\n\nclass Step implements Expression {\n    type: Type;\n\n    input: Expression;\n    labels: Array<number>;\n    outputs: Array<Expression>;\n\n    constructor(type: Type, input: Expression, stops: Stops) {\n        this.type = type;\n        this.input = input;\n\n        this.labels = [];\n        this.outputs = [];\n        for (const [label, expression] of stops) {\n            this.labels.push(label);\n this.outputs.push(expression);\n        }\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length - 1 < 4) {\n            return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.`);\n        }\n\n        if ((args.length - 1) % 2 !== 0) {\n            return context.error(`Expected an even number of arguments.`);\n        }\n\n        const input = context.parse(args[1], 1, NumberType);\n        if (!input) return

null;\n\n        const stops: Stops = [];\n\n        let outputType: Type = (null: any);\n        if (context.expectedType && context.expectedType.kind !== 'value') {\n            outputType = context.expectedType;\n        }\n\n        for (let i = 1; i < args.length; i += 2) {\n            const label = i === 1 ? -Infinity : args[i];\n            const value = args[i + 1];\n\n            const labelKey = i;\n            const valueKey = i + 1;\n\n            if (typeof label !== 'number') {\n    return context.error('Input/output pairs for \"step\" expressions must be defined using literal numeric values (not computed expressions) for the input values.', labelKey);\n            }\n\n            if (stops.length && stops[stops.length - 1][0] >= label) {\n                return context.error('Input/output pairs for \"step\" expressions must be arranged with input values in strictly ascending order.', labelKey);\n            }\n\n            const parsed = context.parse(value, valueKey, outputType);\n            if (!parsed) return null;\n            outputType = outputType || parsed.type;\n stops.push([label, parsed]);\n        }\n\n        return new Step(outputType, input, stops);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const labels = this.labels;\n        const outputs = this.outputs;\n\n        if (labels.length === 1) {\n            return outputs[0].evaluate(ctx);\n        }\n\n        const value = ((this.input.evaluate(ctx): any): number);\n        if (value <= labels[0]) {\n            return outputs[0].evaluate(ctx);\n        }\n\n        const stopCount = labels.length;\n        if (value >= labels[stopCount - 1]) {\n            return outputs[stopCount - 1].evaluate(ctx);\n        }\n\n        const index = findStopLessThanOrEqualTo(labels, value);\n        return outputs[index].evaluate(ctx);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.input);\n        for (const expression of this.outputs) {\n            fn(expression);\n        }\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return [].concat(...this.outputs.map((output) => output.possibleOutputs()));\n    }\n\n    serialize() {\n        const serialized = [\"step\", this.input.serialize()];\n        for (let i = 0; i < this.labels.length; i++) {\n            if (i > 0) {\n serialized.push(this.labels[i]);\n            }\n            serialized.push(this.outputs[i].serialize());\n        }\n        return

serialized;\n    }\n}\n\nexport default Step;\n","/*\n * Copyright (C) 2008 Apple Inc. All Rights Reserved.\n *\n * Redistribution and use in source and binary forms, with or without\n * modification, are permitted provided that the following conditions\n * are met:\n * 1. Redistributions of source code must retain the above copyright\n *    notice, this list of conditions and the following disclaimer.\n * 2. Redistributions in binary form must reproduce the above copyright\n *

   notice, this list of conditions and the following disclaimer in the\n *    documentation and/or other materials provided with the distribution.\n *\n * THIS SOFTWARE IS PROVIDED BY APPLE INC. ``AS IS'' AND ANY\n * EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE\n * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR\n * PURPOSE ARE DISCLAIMED.  IN NO EVENT SHALL APPLE INC. OR\n * CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,\n * EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,\n * PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR\n * PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY\n * OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT\n * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE\n * OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.\n *\n * Ported from Webkit\n * http://svn.webkit.org/repository/webkit/trunk/Source/WebCore/platform/graphics/UnitBezier.h\n *\n\nmodule.exports = UnitBezier;\n\nfunction UnitBezier(p1x, p1y, p2x, p2y) {\n    // Calculate the polynomial coefficients, implicit first and last control points are (0,0) and (1,1).\n    this.cx = 3.0 * p1x;\n    this.bx = 3.0 * (p2x - p1x) - this.cx;\n    this.ax = 1.0 - this.cx - this.bx;\n\n    this.cy = 3.0 * p1y;\n    this.by = 3.0 * (p2y - p1y) - this.cy;\n    this.ay = 1.0 - this.cy - this.by;\n\n    this.p1x = p1x;\n    this.p1y = p2y;\n    this.p2x = p2x;\n    this.p2y = p2y;\n}\n\nUnitBezier.prototype.sampleCurveX = function(t) {\n    // `ax t^3 + bx t^2 + cx t' expanded using Horner's rule.\n    return ((this.ax * t + this.bx) * t + this.cx) * t;\n};\n\nUnitBezier.prototype.sampleCurveY = function(t) {\n    return ((this.ay * t + this.by) * t + this.cy) * t;\n};\n\nUnitBezier.prototype.sampleCurveDerivativeX = function(t) {\n    return (3.0 * this.ax * t + 2.0 * this.bx) * t + this.cx;\n};\n\nUnitBezier.prototype.solveCurveX = function(x, epsilon) {\n    if (typeof epsilon === 'undefined') epsilon = 1e-6;\n\n    var t0, t1, t2, x2, i;\n\n    // First try a few iterations of Newton's method -- normally very fast.\n    for (t2 = x, i = 0; i < 8; i++) {\n\n        x2 = this.sampleCurveX(t2) - x;\n        if (Math.abs(x2) < epsilon) return t2;\n\n        var d2 = this.sampleCurveDerivativeX(t2);\n        if (Math.abs(d2) < 1e-6) break;\n        t2 = t2 - x2 / d2;\n    }\n\n    // Fall back to the bisection method for reliability.\n    t0 = 0.0;\n    t1 = 1.0;\n    t2 = x;\n\n    if (t2 < t0) return t0;\n    if (t2 > t1) return t1;\n\n    while (t0 < t1) {\n\n        x2 = this.sampleCurveX(t2);\n        if (Math.abs(x2 - x) < epsilon) return t2;\n\n        if (x > x2) {\n            t0 = t2;\n        } else {\n            t1 = t2;\n        }\n\n        t2 = (t1 - t0) * 0.5 + t0;\n    }\n\n    // Failure.\n    return t2;\n};\n\nUnitBezier.prototype.solve = function(x, epsilon) {\n    return this.sampleCurveY(this.solveCurveX(x, epsilon));\n};\n","// @flow\n\nimport Color from './color';\n\nexport function number(a: number, b: number, t: number) {\n    return (a * (1 - t)) + (b * t);\n}\n\nexport function color(from: Color, to: Color, t: number) {\n    return new Color(\n        number(from.r, to.r, t),\n        number(from.g, to.g, t),\n        number(from.b, to.b, t),\n        number(from.a, to.a, t)\n    );\n}\n\nexport function array(from: Array<number>, to: Array<number>, t: number): Array<number> {\n    return from.map((d, i) => {\n        return number(d, to[i], t);\n    });\n}\n","// @flow\n\nimport Color from './color';\nimport {number as interpolateNumber} from './interpolate';\n\ntype LABColor = {\n    l: number,\n    a: number,\n    b: number,\n    alpha: number\n};\n\ntype HCLColor = {\n    h: number,\n    c: number,\n    l: number,\n    alpha: number\n};\n\n// Constants\nconst Xn = 0.950470, // D65 standard referent\n    Yn = 1,\n    Zn = 1.088830,\n    t0 = 4 / 29,\n    t1 = 6 /

 29,\n    t2 = 3 * t1 * t1,\n    t3 = t1 * t1 * t1,\n    deg2rad = Math.PI / 180,\n    rad2deg = 180 / Math.PI;\n\n// Utilities\nfunction xyz2lab(t: number) {\n    return t > t3 ? Math.pow(t, 1 / 3) : t / t2 + t0;\n}\n\nfunction lab2xyz(t: number) {\n    return t > t1 ? t * t * t : t2 * (t - t0);\n}\n\nfunction xyz2rgb(x: number) {\n    return 255 * (x <= 0.0031308 ? 12.92 * x : 1.055 * Math.pow(x, 1 / 2.4) - 0.055);\n}\n\nfunction rgb2xyz(x: number) {\n    x /= 255;\n

return x <= 0.04045 ? x / 12.92 : Math.pow((x + 0.055) / 1.055, 2.4);\n}\n\n\n// LAB\nfunction rgbToLab(rgbColor: Color): LABColor {\n    const b = rgb2xyz(rgbColor.r),\n    a = rgb2xyz(rgbColor.g),\n    l = rgb2xyz(rgbColor.b),\n    x = xyz2lab((0.4124564 * b + 0.3575761 * a + 0.1804375 * l) / Xn),\n    y = xyz2lab((0.2126729 * b + 0.7151522 * a + 0.0721750 * l) / Yn),\n    z = xyz2lab((0.0193339 * b + 0.1191920 * a + 0.9503041 * l) / Zn);\n\n    return {\n        l: 116 * y - 16,\n        a: 500 * (x - y),\n        b: 200 * (y - z),\n        alpha: rgbColor.a\n    };\n}\n\nfunction labToRgb(labColor: LABColor): Color {\n    let y = (labColor.l + 16) / 116,\n    x = isNaN(labColor.a) ? y : y + labColor.a / 500,\n    z = isNaN(labColor.b) ? y : y - labColor.b / 200;\n    y = Yn * lab2xyz(y);\n    x = Xn * lab2xyz(x);\n    z = Zn * lab2xyz(z);\n    return new Color(\n        xyz2rgb(3.2404542 * x - 1.5371385 * y - 0.4985314 * z), // D65 -> sRGB\n        xyz2rgb(-0.9692660 * x + 1.8760108 * y + 0.0415560 * z),\n        xyz2rgb(0.0556434 * x - 0.2040259 * y + 1.0572252 * z),\n        labColor.alpha\n    );\n}\n\nfunction interpolateLab(from: LABColor, to: LABColor, t: number) {\n    return {\n        l: interpolateNumber(from.l, to.l, t),\n        a: interpolateNumber(from.a, to.a, t),\n        b: interpolateNumber(from.b, to.b, t),\n        alpha: interpolateNumber(from.alpha, to.alpha, t)\n    };\n}\n\n\n// HCL\nfunction rgbToHcl(rgbColor: Color): HCLColor {\n    const {l, a, b} = rgbToLab(rgbColor);\n    const h = Math.atan2(b, a) * rad2deg;\n    return {\n        h: h < 0 ? h + 360 : h,\n        c: Math.sqrt(a * a + b * b),\n        l,\n        alpha: rgbColor.a\n    };\n}\n\nfunction hclToRgb(hclColor: HCLColor): Color {\n    const h = hclColor.h * deg2rad,\n    c = hclColor.c,\n    l = hclColor.l;\n    return labToRgb({\n        l,\n        a: Math.cos(h) * c,\n        b: Math.sin(h) * c,\n        alpha: hclColor.alpha\n    });\n}\n\nfunction interpolateHue(a: number, b: number, t: number) {\n    const d = b - a;\n    return a + t * (d > 180 || d < -180 ? d - 360 * Math.round(d / 360) : d);\n}\n\nfunction interpolateHcl(from: HCLColor, to: HCLColor, t: number) {\n    return {\n        h: interpolateHue(from.h, to.h, t),\n        c: interpolateNumber(from.c, to.c, t),\n        l: interpolateNumber(from.l, to.l, t),\n        alpha: interpolateNumber(from.alpha, to.alpha, t)\n    };\n}\n\nexport const lab = {\n    forward: rgbToLab,\n    reverse: labToRgb,\n    interpolate: interpolateLab\n};\n\nexport const hcl = {\n    forward: rgbToHcl,\n    reverse: hclToRgb,\n    interpolate: interpolateHcl\n};\n","// @flow\n\nimport UnitBezier from '@mapbox/unitbezier';\nimport * as interpolate from '../../util/interpolate';\nimport {toString, NumberType, ColorType} from '../types';\nimport {findStopLessThanOrEqualTo} from '../stops';\nimport {hcl, lab} from '../../util/color_spaces';\nimport type {Stops} from '../stops';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\nimport type {Type} from '../types';\n\nexport type InterpolationType =\n    { name: 'linear' } |\n    { name: 'exponential', base: number } |\n    { name: 'cubic-bezier', controlPoints: [number, number, number, number] };\n\nclass Interpolate implements Expression {\n    type: Type;\n\n    operator: 'interpolate' | 'interpolate-hcl' | 'interpolate-lab';\n    interpolation: InterpolationType;\n    input: Expression;\n    labels: Array<number>;\n    outputs: Array<Expression>;\n\n    constructor(type: Type, operator: 'interpolate' | 'interpolate-hcl' | 'interpolate-lab', interpolation: InterpolationType, input: Expression, stops: Stops) {\n        this.type = type;\n        this.operator = operator;\n        this.interpolation = interpolation;\n        this.input = input;\n\n        this.labels = [];\n        this.outputs = [];\n        for (const [label, expression] of stops) {\n            this.labels.push(label);\n            this.outputs.push(expression);\n        }\n    }\n\n    static interpolationFactor(interpolation: InterpolationType, input: number, lower: number, upper: number) {\n        let t = 0;\n        if (interpolation.name === 'exponential') {\n            t = exponentialInterpolation(input, interpolation.base, lower, upper);\n        } else if (interpolation.name === 'linear') {\n            t = exponentialInterpolation(input, 1, lower, upper);\n        } else if (interpolation.name === 'cubic-bezier') {\n            const c = interpolation.controlPoints;\n            const ub = new UnitBezier(c[0], c[1], c[2], c[3]);\n            t = ub.solve(exponentialInterpolation(input, 1, lower, upper));\n        }\n        return t;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        let [operator, interpolation, input, ...rest] = args;\n\n        if (!Array.isArray(interpolation) || interpolation.length === 0) {\n            return context.error(`Expected an interpolation type expression.`, 1);\n        }\n\n        if (interpolation[0] === 'linear') {\n            interpolation =

{name: 'linear'};\n      } else if (interpolation[0] === 'exponential') {\n          const base = interpolation[1];\n          if (typeof base !== 'number')\n          return context.error(`Exponential interpolation requires a numeric base.`, 1, 1);\n          interpolation = {\n                name: 'exponential',\n                base\n          };\n      } else if (interpolation[0] === 'cubic-bezier') {\n          const controlPoints = interpolation.slice(1);\n          if (\n          controlPoints.length !== 4 ||\n          controlPoints.some(t => typeof t !== 'number' || t < 0 || t > 1)\n          ) {\n          return context.error('Cubic bezier interpolation requires four numeric arguments with values between 0 and 1.', 1);\n          }\n\n          interpolation = {\n                name: 'cubic-bezier',\n                controlPoints: (controlPoints: any)\n          };\n      } else {\n          return context.error(`Unknown interpolation type ${String(interpolation[0])}`, 1, 0);\n          }\n\n      if (args.length - 1 < 4) {\n          return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.`);\n          }\n\n      if ((args.length - 1) % 2 !== 0) {\n          return context.error(`Expected an even number of arguments.`);\n          }\n\n      input = context.parse(input, 2, NumberType);\n      if (!input) return null;\n\n      const stops: Stops = [];\n\n      let outputType: Type = (null: any);\n      if (operator === 'interpolate-hcl' || operator === 'interpolate-lab') {\n          outputType = ColorType;\n      } else if (context.expectedType && context.expectedType.kind !== 'value') {\n          outputType = context.expectedType;\n          }\n\n      for (let i = 0; i < rest.length; i += 2) {\n          const label = rest[i];\n          const value = rest[i + 1];\n\n          const labelKey = i + 3;\n          const valueKey = i + 4;\n\n          if (typeof label !== 'number') {\n                return context.error('Input/output pairs for \"interpolate\" expressions must be defined using literal numeric values (not computed expressions) for the input values.', labelKey);\n          }\n\n          if (stops.length && stops[stops.length - 1][0] >= label) {\n                return context.error('Input/output pairs for \"interpolate\" expressions must be arranged with input values in strictly ascending order.', labelKey);\n          }\n\n          const parsed = context.parse(value, valueKey, outputType);\n          if (!parsed) return null;\n          outputType = outputType || parsed.type;\n          stops.push([label, parsed]);\n          }\n\n      if (outputType.kind !== 'number' &&\n          outputType.kind !== 'color' &&\n          !(\n                outputType.kind === 'array' &&\n                outputType.itemType.kind === 'number' &&\n                typeof outputType.N === 'number'\n          )\n      ) {\n          return context.error(`Type ${toString(outputType)} is not interpolatable.`);\n          }\n\n      return new Interpolate(outputType, (operator: any), interpolation, input, stops);\n      }\n\n      evaluate(ctx: EvaluationContext) {\n          const labels = this.labels;\n          const outputs = this.outputs;\n\n      if (labels.length === 1) {\n          return outputs[0].evaluate(ctx);\n          }\n\n      const value = ((this.input.evaluate(ctx): any): number);\n      if (value <= labels[0]) {\n          return outputs[0].evaluate(ctx);\n          }\n\n      const stopCount = labels.length;\n      if (value >= labels[stopCount - 1]) {\n          return outputs[stopCount - 1].evaluate(ctx);\n          }\n\n      const index = findStopLessThanOrEqualTo(labels, value);\n      const lower = labels[index];\n      const upper = labels[index + 1];\n      const t = Interpolate.interpolationFactor(this.interpolation, value, lower, upper);\n\n      const outputLower = outputs[index].evaluate(ctx);\n      const outputUpper = outputs[index + 1].evaluate(ctx);\n\n      if (this.operator === 'interpolate') {\n          return (interpolate[this.type.kind.toLowerCase()]: any)(outputLower, outputUpper, t); // eslint-disable-line import/namespace\n      } else if (this.operator === 'interpolate-hcl') {\n          return hcl.reverse(hcl.interpolate(hcl.forward(outputLower), hcl.forward(outputUpper), t));\n      } else {\n          return lab.reverse(lab.interpolate(lab.forward(outputLower), lab.forward(outputUpper), t));\n          }\n      }\n\n      eachChild(fn: (Expression) => void) {\n          fn(this.input);\n          for (const expression of this.outputs) {\n          fn(expression);\n          }\n      }\n\n      possibleOutputs(): Array<Value | void> {\n          return [].concat(...this.outputs.map((output) => output.possibleOutputs()));\n      }\n\n      serialize(): Array<mixed> {\n          let interpolation;\n          if (this.interpolation.name === 'linear') {\n                interpolation = [\"linear\"];\n          } else if (this.interpolation.name === 'exponential') {\n                if (this.interpolation.base === 1) {\n                interpolation = [\"linear\"];\n          } else {\n                interpolation = [\"exponential\", this.interpolation.base];\n                }\n          } else {\n          interpolation = [\"cubic-bezier\" ].concat(this.interpolation.controlPoints);\n          }\n\n          const serialized = [this.operator, interpolation, this.input.serialize()];\n\n          for (let i = 0; i < this.labels.length; i++) {\n

serialized.push(\n          this.labels[i],\n          this.outputs[i].serialize()\n          );\n     }\n     return serialized;\n     }\n}\n\n/**\n * Returns a ratio that can be used to interpolate between exponential function\n * stops.\n * How it works: Two consecutive stop values define a (scaled and shifted) exponential function `f(x) = a * base^x + b`, where `base` is the user-specified base,\n * and `a` and `b` are constants affording sufficient degrees of freedom to fit\n * the function to the given stops.\n *\n * Here's a bit of algebra that lets us compute `f(x)` directly from the stop\n

 * values without explicitly solving for `a` and `b`:\n *\n * First stop value: `f(x0) = y0 = a * base^x0 + b`\n * Second stop value: `f(x1) = y1 = a * base^x1 + b`\n * => `y1 - y0 = a(base^x1 - base^x0)`\n * => `a = (y1 - y0)/(base^x1 - base^x0)`\n *\n * Desired value: `f(x) = y = a * base^x + b`\n * => `f(x) = y0 + a * (base^x - base^x0)`\n *\n * From the above, we can replace the `a` in `a * (base^x - base^x0)` and do a\n * little algebra:\n *\n ```\n * a * (base^x - base^x0) = (y1 - y0)/(base^x1 - base^x0) * (base^x - base^x0)\n *                        = (y1 - y0) * (base^x - base^x0) / (base^x1 - base^x0)\n * ```\n *\n * If we let `(base^x - base^x0) / (base^x1 base^x0)`, then we have\n * `f(x) = y0 + (y1 - y0) * ratio`.  In other words, `ratio` may be treated as\n * an interpolation factor between the two stops' output values.\n *\n * (Note: a slightly different form for `ratio`,\n * `(base^(x-x0) - 1) / (base^(x1-x0) - 1) `, is equivalent, but requires fewer\n * expensive `Math.pow()`

 operations.)\n *\n * @private\n*/\nfunction exponentialInterpolation(input, base, lowerValue, upperValue) {\n    const difference = upperValue - lowerValue;\n    const progress = input - lowerValue;\n\n    if (difference === 0) {\n        return 0;\n    } else if (base === 1) {\n        return progress / difference;\n    } else {\n        return (Math.pow(base, progress) - 1) / (Math.pow(base, difference) - 1);\n    }\n}\n\nexport default Interpolate;\n","// @flow\n\nimport assert from 'assert';\nimport {checkSubtype, ValueType} from '../types';\nimport ResolvedImage from '../types/resolved_image';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\nimport type {Type} from '../types';\n\nclass Coalesce implements Expression {\n    type: Type;\n    args: Array<Expression>;\n    constructor(type: Type, args: Array<Expression>)

{\n        this.type = type;\n        this.args = args;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length < 2) {\n            return context.error(\"Expectected at least one argument.\");\n        }\n        let outputType: Type = (null: any);\n        const expectedType = context.expectedType;\n        if (expectedType && expectedType.kind !== 'value') {\n            outputType = expectedType;\n        }\n        const parsedArgs = [];\n\n        for (const arg of args.slice(1)) {\n            const parsed = context.parse(arg, 1 + parsedArgs.length, outputType, undefined, {typeAnnotation: 'omit'});\n            if (!parsed) return null;\n            outputType = outputType || parsed.type;\n            parsedArgs.push(parsed);\n        }\n        assert(outputType);\n\n        // Above, we parse arguments without inferred type annotation so that\n        // they don't produce a runtime error for `null` input, which would\n

    // preempt the desired null-coalescing behavior.\n        // Thus, if any of our arguments would have needed an annotation, we\n        // need to wrap the enclosing coalesce expression with it instead.\n        const needsAnnotation = expectedType &&\n            parsedArgs.some(arg => checkSubtype(expectedType, arg.type));\n\n        return needsAnnotation ?\n            new Coalesce(ValueType, parsedArgs) :\n            new Coalesce((outputType: any), parsedArgs);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        let result = null;\n        let argCount = 0;\n        let requestedImageName;\n        for (const arg of this.args) {\n            argCount++;\n            result = arg.evaluate(ctx);\n            // we need to keep track of the first requested image in a coalesce statement\n            // if coalesce can't find a valid image, we return the first image name so styleimagemissing can fire\n            if (result && result instanceof ResolvedImage && !result.available)

{\n                if (!requestedImageName) {\n                    requestedImageName = result.name;\n                }\n                result = null;\n                if (argCount === this.args.length) {\n                    result = requestedImageName;\n                }\n            }\n\n            if (result !== null) break;\n        }\n        return result;\n    }\n\n    eachChild(fn: (Expression) => void) {\n        this.args.forEach(fn);\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return [].concat(...this.args.map((arg) => arg.possibleOutputs()));\n    }\n\n    serialize() {\n        const serialized = [\"coalesce\"];\n        this.eachChild(child => { serialized.push(child.serialize()); });\n        return serialized;\n

```
}\n}\n\nexport default Coalesce;\n","// @flow\n\nimport type {Type} from '../types';\nimport type {Expression}
from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext  from
'../evaluation_context';\n\nclass
Let implements Expression {\n    type: Type;\n    bindings: Array<[string, Expression]>;\n    result: Expression;\n\n
constructor(bindings: Array<[string, Expression]>, result: Expression) {\n        this.type = result.type;\n
this.bindings = [].concat(bindings);\n        this.result = result;\n    }\n\n    evaluate(ctx: EvaluationContext) {\n
return this.result.evaluate(ctx);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        for (const binding of
this.bindings) {\n            fn(binding[1]);\n        }\n        fn(this.result);\n    }\n\n    static parse(args:
$ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length < 4)\n            return
context.error(`Expected at least 3 arguments, but found ${args.length - 1} instead.`);\n\n        const bindings:
Array<[string, Expression]> = [];\n        for (let i = 1; i < args.length - 1; i += 2) {\n            const name = args[i];\n\n
if (typeof name !== 'string')
{\n                return context.error(`Expected string, but found ${typeof name} instead.`, i);\n            }\n\n            if
(/[^a-zA-Z0-9_]/.test(name)) {\n                return context.error(`Variable names must contain only alphanumeric
characters or '_'.`, i);\n            }\n\n            const value = context.parse(args[i + 1], i + 1);\n            if (!value) return
null;\n\n            bindings.push([name, value]);\n        }\n\n        const result = context.parse(args[args.length - 1],
args.length - 1, context.expectedType, bindings);\n        if (!result) return null;\n        return new Let(bindings,
result);\n    }\n\n    possibleOutputs() {\n        return this.result.possibleOutputs();\n    }\n\n    serialize() {\n
const serialized = [\"let\"];\n        for (const [name, expr] of this.bindings) {\n            serialized.push(name,
expr.serialize());\n        }\n        serialized.push(this.result.serialize());\n        return serialized;\n    }\n}\n\nexport
default Let;\n","// @flow\n\nimport {array, ValueType, NumberType} from '../types';\n\nimport RuntimeError from
'../runtime_error';\n\nimport type {Expression} from '../expression';\n\nimport type ParsingContext from
'../parsing_context';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport type {Type, ArrayType}
from '../types';\n\nimport type {Value} from '../values';\n\nclass At implements Expression {\n    type: Type;\n
index: Expression;\n    input: Expression;\n\n    constructor(type: Type, index: Expression, input: Expression) {\n
this.type = type;\n        this.index = index;\n        this.input = input;\n    }\n\n    static parse(args:
$ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 3)\n            return
context.error(`Expected 2 arguments, but found ${args.length - 1} instead.`);\n\n        const index =
context.parse(args[1], 1, NumberType);\n        const input = context.parse(args[2], 2, array(context.expectedType
|| ValueType));\n\n        if (!index || !input) return null;\n\n        const t: ArrayType = (input.type: any);\n        return
new At(t.itemType, index, input);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const index =
((this.index.evaluate(ctx): any): number);\n        const array = ((this.input.evaluate(ctx): any): Array<Value>);\n\n
if (index < 0) {\n            throw new RuntimeError(`Array index out of bounds: ${index} < 0.`);\n        }\n\n        if
(index >= array.length) {\n            throw new RuntimeError(`Array index out of bounds: ${index} > ${array.length -
1}.`);\n        }\n\n        if (index !== Math.floor(index)) {\n            throw new RuntimeError(`Array index must be an
integer, but found ${index} instead.`);\n        }\n\n        return array[index];\n    }\n\n    eachChild(fn: (Expression)
=> void) {\n        fn(this.index);\n        fn(this.input);\n    }\n\n    possibleOutputs() {\n        return [undefined];\n
}\n\n    serialize()
{\n        return [\"at\", this.index.serialize(), this.input.serialize()];\n    }\n}\n\nexport default At;\n","//
@flow\n\nimport {ValueType, BooleanType, toString} from '../types';\nimport RuntimeError from
'../runtime_error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type
ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type
{Type} from '../types';\nimport type {Value} from '../values';\n\nfunction isComparableType(type: Type) {\n
return type.kind === 'boolean' ||\n        type.kind === 'string' ||\n        type.kind === 'number' ||\n        type.kind
=== 'null' ||\n        type.kind === 'value';\n}\n\nfunction isComparableRuntimeValue(needle: boolean | string |
number | null) {\n    return typeof needle === 'boolean' ||\n        typeof needle === 'string' ||\n        typeof needle
=== 'number';\n}\n\nfunction isSearchableRuntimeValue(haystack:
```

Array<Value> | string) {\n    return Array.isArray(haystack) ||\n        typeof haystack === 'string';\n}\n\nclass In implements Expression {\n    type: Type;\n    needle: Expression;\n    haystack: Expression;\n\n    constructor(needle: Expression, haystack: Expression) {\n        this.type = BooleanType;\n        this.needle = needle;\n        this.haystack = haystack;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 3) {\n            return context.error(`Expected 2 arguments, but found ${args.length - 1} instead.`);\n        }\n\n        const needle = context.parse(args[1], 1, ValueType);\n        const haystack = context.parse(args[2], 2, ValueType);\n\n        if (!needle || !haystack) return null;\n\n        if (!isComparableType(needle.type)) {\n            return context.error(`Expected first argument to be of type boolean, string, number or null, but found ${toString(needle.type)} instead`);\n        }\n\n        return new In(needle, haystack);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const needle = (this.needle.evaluate(ctx): any);\n        const haystack = (this.haystack.evaluate(ctx): any);\n\n        if (!needle || !haystack) return false;\n\n        if (!isComparableRuntimeValue(needle)) {\n            throw new RuntimeError(`Expected first argument to be of type boolean, string or number, but found ${toString(typeOf(needle))} instead.`);\n        }\n\n        if (!isSearchableRuntimeValue(haystack)) {\n            throw new RuntimeError(`Expected second argument to be of type array or string, but found ${toString(typeOf(haystack))} instead.`);\n        }\n\n        return haystack.indexOf(needle) >= 0;\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.needle);\n        fn(this.haystack);\n    }\n\n    possibleOutputs() {\n        return [true, false];\n    }\n\n    serialize() {\n        return [\"in\", this.needle.serialize(), this.haystack.serialize()];\n    }\n}\n\nexport default In;\n","// @flow\n\nimport assert from 'assert';\n\nimport {typeOf} from '../values';\nimport {ValueType, type Type} from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Value} from '../values';\n\n// Map input label values to output expression index\ntype Cases = {[number | string]: number};\n\nclass Match implements Expression {\n    type: Type;\n    inputType: Type;\n    input: Expression;\n    cases: Cases;\n    outputs: Array<Expression>;\n    otherwise: Expression;\n\n    constructor(inputType: Type, outputType: Type, input: Expression, cases: Cases, outputs: Array<Expression>, otherwise: Expression) {\n        this.inputType = inputType;\n        this.type = outputType;\n        this.input = input;\n        this.cases = cases;\n        this.outputs = outputs;\n        this.otherwise = otherwise;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length < 5)\n            return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.`);\n        if (args.length % 2 !== 1)\n            return context.error(`Expected an even number of arguments.`);\n\n        let inputType;\n        let outputType;\n        if (context.expectedType && context.expectedType.kind !== 'value') {\n            outputType = context.expectedType;\n        }\n        const cases = {};\n        const outputs = [];\n        for (let i = 2; i < args.length - 1; i += 2) {\n            let labels = args[i];\n            const value = args[i + 1];\n\n            if (!Array.isArray(labels)) {\n                labels = [labels];\n            }\n\n            const labelContext = context.concat(i);\n            if (labels.length === 0) {\n                return labelContext.error('Expected at least one branch label.');\n            }\n\n            for (const label of labels) {\n                if (typeof label !== 'number' && typeof label !== 'string') {\n                    return labelContext.error(`Branch labels must be numbers or strings.`);\n                } else if (typeof label === 'number' && Math.abs(label) > Number.MAX_SAFE_INTEGER) {\n                    return labelContext.error(`Branch labels must be integers no larger than ${Number.MAX_SAFE_INTEGER}.`);\n                } else if (typeof label === 'number' && Math.floor(label) !== label) {\n                    return labelContext.error(`Numeric branch labels must be integer values.`);\n\n                } else if (!inputType) {\n                    inputType = typeOf(label);\n                } else if (labelContext.checkSubtype(inputType, typeOf(label))) {\n                    return null;\n                }\n\n                if (typeof cases[String(label)] !== 'undefined') {\n                    return labelContext.error('Branch labels must be unique.');\n                }\n\n                cases[String(label)] = outputs.length;\n            }\n\n            const result = context.parse(value, i, outputType);\n            if (!result) return null;\n            outputType = outputType || result.type;\n            outputs.push(result);\n        }\n\n        const input = context.parse(args[1], 1, ValueType);\n

if (!input) return null;\n\n        const otherwise = context.parse(args[args.length - 1], args.length - 1, outputType);\n    if (!otherwise) return null;\n\n        assert(inputType && outputType);\n\n        if (input.type.kind !== 'value' && context.concat(1).checkSubtype((inputType: any), input.type)) {\n            return null;\n        }\n\n        return new Match((inputType: any), (outputType: any), input, cases, outputs, otherwise);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const input = (this.input.evaluate(ctx): any);\n        const output = (typeOf(input) === this.inputType && this.outputs[this.cases[input]])
|| this.otherwise;\n        return output.evaluate(ctx);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.input);\n        this.outputs.forEach(fn);\n        fn(this.otherwise);\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return []\n            .concat(...this.outputs.map((out) => out.possibleOutputs()))\n            .concat(this.otherwise.possibleOutputs());\n    }\n\n    serialize(): Array<mixed> {\n        const serialized = [\"match\", this.input.serialize()];\n\n        // Sort so serialization has an arbitrary defined order, even though\n        // branch order doesn't affect evaluation\n        const sortedLabels = Object.keys(this.cases).sort();\n\n        // Group branches by unique match expression to support condensed\n        // serializations of the form [case1, case2, ...] -> matchExpression\n        const groupedByOutput: Array<[number, Array<number | string>]> = [];\n        const outputLookup: {[index: number]:
number} = {}; // lookup index into groupedByOutput for a given output expression\n        for (const label of sortedLabels) {\n            const outputIndex = outputLookup[this.cases[label]];\n            if (outputIndex === undefined) {\n                // First time seeing this output, add it to the end of the grouped list\n                outputLookup[this.cases[label]] = groupedByOutput.length;\n                groupedByOutput.push([this.cases[label], [label]]);\n            } else {\n                // We've seen this expression before, add the label to that output's group\n                groupedByOutput[outputIndex][1].push(label);\n            }\n        }\n\n        const coerceLabel = (label) => this.inputType.kind === 'number' ? Number(label) : label;\n\n        for (const [outputIndex, labels] of groupedByOutput) {\n            if (labels.length === 1) {\n                // Only a single label matches this output expression\n                serialized.push(coerceLabel(labels[0]));\n            } else {\n                // Array of literal labels pointing to this output expression\n                serialized.push(labels.map(coerceLabel));\n            }\n            serialized.push(this.outputs[outputIndex].serialize());\n        }\n        serialized.push(this.otherwise.serialize());\n        return serialized;\n    }\n}\n\nexport default Match;\n","// @flow\n\nimport assert from 'assert';\n\nimport {BooleanType} from '../types';\n\nimport type {Expression} from '../expression';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport type {Value} from '../values';\n\nimport type {Type} from '../types';\n\ntype Branches = Array<[Expression, Expression]>;\n\nclass Case implements Expression {\n    type: Type;\n    branches: Branches;\n    otherwise: Expression;\n\n    constructor(type: Type, branches: Branches, otherwise: Expression) {\n        this.type = type;\n        this.branches = branches;\n        this.otherwise = otherwise;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length < 4)\n            return context.error(`Expected at least 3 arguments, but found only ${args.length - 1}.`);\n        if (args.length % 2 !== 0)\n            return context.error(`Expected an odd number of arguments.`);\n\n        let outputType: ?Type;\n        if (context.expectedType && context.expectedType.kind !== 'value') {\n            outputType = context.expectedType;\n        }\n\n        const branches = [];\n        for (let i = 1; i < args.length - 1; i += 2) {\n            const test = context.parse(args[i], i, BooleanType);\n            if (!test) return null;\n\n            const result = context.parse(args[i + 1], i + 1, outputType);\n            if (!result) return null;\n\n            branches.push([test, result]);\n\n            outputType = outputType || result.type;\n        }\n\n        const otherwise = context.parse(args[args.length
- 1], args.length - 1, outputType);\n        if (!otherwise) return null;\n\n        assert(outputType);\n        return new Case((outputType: any), branches, otherwise);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        for (const [test, expression] of this.branches) {\n            if (test.evaluate(ctx)) {\n                return expression.evaluate(ctx);\n            }\n        }\n        return this.otherwise.evaluate(ctx);\n    }\n\n    eachChild(fn: (Expression) => void) {\n        for (const [test, expression] of this.branches) {\n            fn(test);\n            fn(expression);\n        }\n        fn(this.otherwise);\n    }\n\n    possibleOutputs(): Array<Value | void> {\n        return []\n

.concat(...this.branches.map(([_, out]) => out.possibleOutputs())))\n .concat(this.otherwise.possibleOutputs()));\n }\n\n serialize() {\n const serialized = [\"case\"];\n this.eachChild(child => { serialized.push(child.serialize());

 });\n return serialized;\n }\n}\n\nexport default Case;\n","// @flow\n\nimport {toString, ValueType, BooleanType, CollatorType} from '../types';\nimport Assertion from './assertion';\nimport {typeOf} from '../values';\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\ntype ComparisonOperator = '==' | '!=' | '<' | '>' | '<=' | '>=' ;\n\nfunction isComparableType(op: ComparisonOperator, type: Type) {\n if (op === '==' || op === '!=') {\n // equality operator\n return type.kind === 'boolean' ||\n type.kind === 'string' ||\n type.kind === 'number' ||\n type.kind === 'null' ||\n type.kind === 'value';\n } else {\n // ordering operator\n return type.kind === 'string' ||\n type.kind

 === 'number' ||\n type.kind === 'value';\n }\n}\n\nfunction eq(ctx, a, b) { return a === b; }\nfunction neq(ctx, a, b) { return a !== b; }\nfunction lt(ctx, a, b) { return a < b; }\nfunction gt(ctx, a, b) { return a > b; }\nfunction lteq(ctx, a, b) { return a <= b; }\nfunction gteq(ctx, a, b) { return a >= b; }\nfunction eqCollate(ctx, a, b, c) { return c.compare(a, b) === 0; }\nfunction neqCollate(ctx, a, b, c) { return !eqCollate(ctx, a, b, c); }\nfunction ltCollate(ctx, a, b, c) { return c.compare(a, b) < 0; }\nfunction gtCollate(ctx, a, b, c) { return c.compare(a, b) > 0; }\nfunction lteqCollate(ctx, a, b, c) { return c.compare(a, b) <= 0; }\nfunction gteqCollate(ctx, a, b, c) { return c.compare(a, b) >= 0; }\n\n/**\n * Special form for comparison operators, implementing the signatures:\n * - (T, T, ?Collator) => boolean\n * - (T, value, ?Collator) => boolean\n * - (value, T, ?Collator) => boolean\n *\n * For inequalities, T must be either value, string, or number.

 For ==/!=, it\n * can also be boolean or null.\n *\n * Equality semantics are equivalent to Javascript's strict equality (===/!==)\n * -- i.e., when the arguments' types don't match, == evaluates to false, != to\n * true.\n *\n * When types don't match in an ordering comparison, a runtime error is thrown.\n *\n * @private\n */\nfunction makeComparison(op: ComparisonOperator, compareBasic, compareWithCollator) {\n const isOrderComparison = op !== '==' && op !== '!=';\n\n return class Comparison implements Expression {\n type: Type;\n lhs: Expression;\n rhs: Expression;\n collator: ?Expression;\n hasUntypedArgument: boolean;\n\n constructor(lhs: Expression, rhs: Expression, collator: ?Expression) {\n this.type = BooleanType;\n this.lhs = lhs;\n this.rhs = rhs;\n this.collator = collator;\n this.hasUntypedArgument = lhs.type.kind === 'value' || rhs.type.kind === 'value';\n }\n\n static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if (args.length !== 3 && args.length !== 4)\n return context.error(`Expected two or three arguments.`);\n\n const op: ComparisonOperator = (args[0]: any);\n\n let lhs = context.parse(args[1], 1, ValueType);\n if (!lhs) return null;\n if (!isComparableType(op, lhs.type)) {\n return context.concat(1).error(`\"${op}\" comparisons are not supported for type '${toString(lhs.type)}'.`);\n }\n let rhs = context.parse(args[2], 2, ValueType);\n if (!rhs) return null;\n if (!isComparableType(op, rhs.type)) {\n return context.concat(2).error(`\"${op}\" comparisons are not supported for type '${toString(rhs.type)}'.`);\n }\n\n if (\n lhs.type.kind !== rhs.type.kind &&\n lhs.type.kind !== 'value' &&\n rhs.type.kind !== 'value'\n ) {\n return context.error(`Cannot compare types '${toString(lhs.type)}' and '${toString(rhs.type)}'.`);\n }\n\n if (isOrderComparison) {\n // typing rules specific to less/greater than operators\n if (lhs.type.kind === 'value' && rhs.type.kind !== 'value') {\n // (value, T)\n lhs = new Assertion(rhs.type, [lhs]);\n } else if (lhs.type.kind !== 'value' && rhs.type.kind === 'value') {\n // (T, value)\n rhs = new Assertion(lhs.type, [rhs]);\n }\n }\n\n let collator = null;\n if (args.length === 4) {\n if (\n lhs.type.kind !== 'string' &&\n rhs.type.kind !== 'string' &&\n lhs.type.kind !== 'value' &&\n rhs.type.kind !== 'value'\n ) {\n

 return context.error(`Cannot use collator to compare non-string types.`);\n }\n collator = context.parse(args[3], 3, CollatorType);\n if (!collator) return null;\n }\n\n return new

Comparison(lhs, rhs, collator);\n        }\n\n    evaluate(ctx: EvaluationContext) {\n        const lhs = this.lhs.evaluate(ctx);\n        const rhs = this.rhs.evaluate(ctx);\n\n        if (isOrderComparison && this.hasUntypedArgument) {\n            const lt = typeOf(lhs);\n            const rt = typeOf(rhs);\n            // check that type is string or number, and equal\n            if (lt.kind !== rt.kind || !(lt.kind === 'string' || lt.kind === 'number')) {\n                throw new RuntimeError(`Expected arguments for \"${op}\" to be (string, string) or (number, number), but found (${lt.kind}, ${rt.kind}) instead.`);\n            }\n        }\n\n        if (this.collator && !isOrderComparison

&& this.hasUntypedArgument) {\n            const lt = typeOf(lhs);\n            const rt = typeOf(rhs);\n            if (lt.kind !== 'string' || rt.kind !== 'string') {\n                return compareBasic(ctx, lhs, rhs);\n            }\n        }\n\n        return this.collator ?\n            compareWithCollator(ctx, lhs, rhs, this.collator.evaluate(ctx)) :\n            compareBasic(ctx, lhs, rhs);\n        }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.lhs);\n        fn(this.rhs);\n        if (this.collator) {\n            fn(this.collator);\n        }\n    }\n\n    possibleOutputs() {\n        return [true, false];\n    }\n\n    serialize() {\n        const serialized = [op];\n        this.eachChild(child => { serialized.push(child.serialize()); });\n        return serialized;\n    }\n    };\n}\n\nexport const Equals = makeComparison('==', eq, eqCollate);\nexport

const NotEquals = makeComparison('!=', neq, neqCollate);\nexport const LessThan = makeComparison('<', lt, ltCollate);\nexport const GreaterThan = makeComparison('>', gt, gtCollate);\nexport const LessThanOrEqual = makeComparison('<=', lteq, lteqCollate);\nexport const GreaterThanOrEqual = makeComparison('>=', gteq, gteqCollate);\n","// @flow\n\nimport {StringType, NumberType} from '../types';\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\ndeclare var Intl: {\n    NumberFormat: Class<Intl$NumberFormat>\n};\ndeclare class Intl$NumberFormat {\n    constructor (\n        locales?: string | string[],\n        options?: NumberFormatOptions\n    ): Intl$NumberFormat;\n\n    static (\n        locales?: string | string[],\n        options?: NumberFormatOptions\n    ): Intl$NumberFormat;\n\n    format(a: number): string;\n\n    resolvedOptions():

any;\n}\n\ntype NumberFormatOptions = {\n    style?: 'decimal' | 'currency' | 'percent';\n    currency?: null | string;\n    minimumFractionDigits?: null | string;\n    maximumFractionDigits?: null | string;\n};\n\nexport default class NumberFormat implements Expression {\n    type: Type;\n    number: Expression;\n    locale: Expression | null;  // BCP 47 language tag\n    currency: Expression | null; // ISO 4217 currency code, required if style=currency\n    minFractionDigits: Expression | null; // Default 0\n    maxFractionDigits: Expression | null; // Default 3\n\n    constructor(number: Expression,\n                locale: Expression | null,\n                currency: Expression | null,\n        minFractionDigits: Expression | null,\n                maxFractionDigits: Expression | null) {\n        this.type = StringType;\n        this.number = number;\n        this.locale = locale;\n        this.currency = currency;\n        this.minFractionDigits = minFractionDigits;\n

        this.maxFractionDigits = maxFractionDigits;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n        if (args.length !== 3)\n            return context.error(`Expected two arguments.`);\n\n        const number = context.parse(args[1], 1, NumberType);\n        if (!number) return null;\n\n        const options = (args[2]: any);\n        if (typeof options !== \"object\" || Array.isArray(options))\n            return context.error(`NumberFormat options argument must be an object.`);\n\n        let locale = null;\n        if (options['locale']) {\n            locale = context.parse(options['locale'], 1, StringType);\n            if (!locale) return null;\n        }\n\n        let currency = null;\n        if (options['currency']) {\n            currency = context.parse(options['currency'], 1, StringType);\n            if (!currency) return null;\n        }\n\n        let minFractionDigits = null;\n        if (options['min-fraction-digits'])

{\n            minFractionDigits = context.parse(options['min-fraction-digits'], 1, NumberType);\n            if (!minFractionDigits) return null;\n        }\n\n        let maxFractionDigits = null;\n        if (options['max-fraction-digits']) {\n            maxFractionDigits = context.parse(options['max-fraction-digits'], 1, NumberType);\n            if (!maxFractionDigits) return null;\n        }\n\n        return new NumberFormat(number, locale, currency, minFractionDigits, maxFractionDigits);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        return new

Intl.NumberFormat(this.locale ? this.locale.evaluate(ctx) : [],\n            {\n            style: this.currency ? \"currency\" : \"decimal\",\n            currency: this.currency ? this.currency.evaluate(ctx) : undefined,\n            minimumFractionDigits: this.minFractionDigits ? this.minFractionDigits.evaluate(ctx) : undefined,\n            maximumFractionDigits: this.maxFractionDigits

 ? this.maxFractionDigits.evaluate(ctx) : undefined,\n            }).format(this.number.evaluate(ctx));\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.number);\n        if (this.locale) {\n            fn(this.locale);\n        }\n        if (this.currency) {\n            fn(this.currency);\n        }\n        if (this.minFractionDigits) {\n            fn(this.minFractionDigits);\n        }\n        if (this.maxFractionDigits) {\n            fn(this.maxFractionDigits);\n        }\n    }\n\n    possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize() {\n        const options = {};\n        if (this.locale) {\n            options['locale'] = this.locale.serialize();\n        }        if (this.currency) {\n            options['currency'] = this.currency.serialize();\n        }        if (this.minFractionDigits) {\n            options['min-fraction-digits'] = this.minFractionDigits.serialize();\n        }        if (this.maxFractionDigits) {\n            options['max-fraction-digits'] = this.maxFractionDigits.serialize();\n        }        return [\"number-format\", this.number.serialize(), options];\n    }\n}\n","// @flow\n\nimport {NumberType, toString} from '../types';\n\nimport {typeOf} from '../values';\n\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\n\nimport type ParsingContext from '../parsing_context';\n\nimport type EvaluationContext from '../evaluation_context';\n\nimport type {Type} from '../types';\n\nclass Length implements Expression {\n    type: Type;\n    input: Expression;\n\n    constructor(input: Expression) {\n        this.type = NumberType;\n        this.input = input;\n    }\n\n    static parse(args: $ReadOnlyArray<mixed>, context: ParsingContext) {\n        if (args.length !== 2)\n            return context.error(`Expected 1 argument, but found ${args.length - 1} instead.`);\n        const input = context.parse(args[1], 1);\n        if (!input) return null;\n\n        if (input.type.kind !== 'array' && input.type.kind !== 'string' && input.type.kind !== 'value')\n            return context.error(`Expected argument of type string or array, but found ${toString(input.type)} instead.`);\n\n        return new Length(input);\n    }\n\n    evaluate(ctx: EvaluationContext) {\n        const input = this.input.evaluate(ctx);\n        if (typeof input === 'string') {\n            return input.length;\n        } else if (Array.isArray(input)) {\n            return input.length;\n        } else {\n            throw new RuntimeError(`Expected value to be of type string or array, but found ${toString(typeOf(input))} instead.`);\n        }\n    }\n\n    eachChild(fn: (Expression) => void) {\n        fn(this.input);\n    }\n\n    possibleOutputs() {\n        return [undefined];\n    }\n\n    serialize() {\n        const serialized = [\"length\"];\n        this.eachChild(child => { serialized.push(child.serialize()); });\n        return serialized;\n

    }\n}\n\nexport default Length;\n","// @flow\n\nimport {\n    type Type,\n    NumberType,\n    StringType,\n    BooleanType,\n    ColorType,\n    ObjectType,\n    ValueType,\n    ErrorType,\n    CollatorType,\n    array,\n    toString as typeToString\n} from '../types';\n\nimport {typeOf, Color, validateRGBA, toString as valueToString} from '../values';\n\nimport CompoundExpression from '../compound_expression';\n\nimport RuntimeError from '../runtime_error';\n\nimport Let from './let';\n\nimport Var from './var';\n\nimport Literal from './literal';\n\nimport Assertion from './assertion';\n\nimport Coercion from './coercion';\n\nimport At from './at';\n\nimport In from './in';\n\nimport Match from './match';\n\nimport Case from './case';\n\nimport Step from './step';\n\nimport Interpolate from './interpolate';\n\nimport Coalesce from './coalesce';\n\nimport {\n    Equals,\n    NotEquals,\n    LessThan,\n    GreaterThan,\n    LessThanOrEqual,\n    GreaterThanOrEqual\n} from './comparison';\n\nimport CollatorExpression from './collator';\n\nimport NumberFormat from './number_format';\n\nimport FormatExpression from './format';\n\nimport ImageExpression from './image';\n\nimport Length from './length';\n\nimport type {Varargs} from '../compound_expression';\n\nimport type {ExpressionRegistry} from '../expression';\n\nconst expressions: ExpressionRegistry = {\n    // special forms\n    '==': Equals,\n    '!=': NotEquals,\n    '>': GreaterThan,\n    '<': LessThan,\n    '>=': GreaterThanOrEqual,\n    '<=': LessThanOrEqual,\n    'array': Assertion,\n    'at': At,\n    'boolean': Assertion,\n    'case': Case,\n    'coalesce': Coalesce,\n    'collator': CollatorExpression,\n    'format': FormatExpression,\n    'image': ImageExpression,\n    'in': In,\n    'interpolate': Interpolate,\n    'interpolate-hcl': Interpolate,\n    'interpolate-lab': Interpolate,\n    'length': Length,\n    'let': Let,\n    'literal': Literal,\n    'match': Match,\n    'number': Assertion,\n    'number-format': NumberFormat,\n    'object':

Assertion,\n    'step': Step,\n    'string': Assertion,\n    'to-boolean': Coercion,\n    'to-color': Coercion,\n    'to-number': Coercion,\n    'to-string': Coercion,\n    'var': Var\n};\n\nfunction rgba(ctx, [r, g, b, a]) {\n    r = r.evaluate(ctx);\n    g = g.evaluate(ctx);\n    b = b.evaluate(ctx);\n    const alpha = a ? a.evaluate(ctx) : 1;\n    const error = validateRGBA(r, g, b, alpha);\n    if (error) throw new RuntimeError(error);\n    return new Color(r / 255 * alpha, g / 255 * alpha, b / 255 * alpha, alpha);\n}\n\nfunction has(key, obj) {\n    return key in obj;\n}\n\nfunction get(key, obj) {\n    const v = obj[key];\n    return typeof v === 'undefined' ? null : v;\n}\n\nfunction binarySearch(v, a, i, j) {\n    while (i <= j) {\n        const m = (i + j) >> 1;\n        if (a[m] === v)\n            return true;\n        if (a[m] > v)\n            j = m - 1;\n        else\n            i = m + 1;\n    }\n    return false;\n}\n\nfunction varargs(type: Type): Varargs {\n    return

{type};\n}\n\nCompoundExpression.register(expressions, {\n    'error': [\n        ErrorType,\n        [StringType],\n        (ctx, [v]) => { throw new RuntimeError(v.evaluate(ctx)); }\n    ],\n    'typeof': [\n        StringType,\n        [ValueType],\n        (ctx, [v]) => typeToString(typeOf(v.evaluate(ctx)))\n    ],\n    'to-rgba': [\n        array(NumberType, 4),\n        [ColorType],\n        (ctx, [v]) => {\n            return v.evaluate(ctx).toArray();\n        }\n    ],\n    'rgb': [\n        ColorType,\n        [NumberType, NumberType, NumberType],\n        rgba\n    ],\n    'rgba': [\n        ColorType,\n        [NumberType, NumberType, NumberType, NumberType],\n        rgba\n    ],\n    'has': {\n        type: BooleanType,\n        overloads: [\n            [\n                [StringType],\n                (ctx, [key]) => has(key.evaluate(ctx), ctx.properties())\n            ], [\n                [StringType, ObjectType],\n                (ctx, [key, obj]) => has(key.evaluate(ctx),

obj.evaluate(ctx))\n            ]\n        ]\n    },\n    'get': {\n        type: ValueType,\n        overloads: [\n            [\n                [StringType],\n                (ctx, [key]) => get(key.evaluate(ctx), ctx.properties())\n            ], [\n                [StringType, ObjectType],\n                (ctx, [key, obj]) => get(key.evaluate(ctx), obj.evaluate(ctx))\n            ]\n        ]\n    },\n    'feature-state': [\n        ValueType,\n        [StringType],\n        (ctx, [key]) => get(key.evaluate(ctx), ctx.featureState || {})\n    ],\n    'properties': [\n        ObjectType,\n        [],\n        (ctx) => ctx.properties()\n    ],\n    'geometry-type': [\n        StringType,\n        [],\n        (ctx) => ctx.geometryType()\n    ],\n    'id': [\n        ValueType,\n        [],\n        (ctx) => ctx.id()\n    ],\n    'zoom': [\n        NumberType,\n        [],\n        (ctx) => ctx.globals.zoom\n    ],\n    'heatmap-density': [\n        NumberType,\n        [],\n

        (ctx) => ctx.globals.heatmapDensity || 0\n    ],\n    'line-progress': [\n        NumberType,\n        [],\n        (ctx) => ctx.globals.lineProgress || 0\n    ],\n    'accumulated': [\n        ValueType,\n        [],\n        (ctx) => ctx.globals.accumulated === undefined ? null : ctx.globals.accumulated\n    ],\n    '+': [\n        NumberType,\n        varargs(NumberType),\n        (ctx, args) => {\n            let result = 0;\n            for (const arg of args) {\n                result += arg.evaluate(ctx);\n            }\n            return result;\n        }\n    ],\n    '*': [\n        NumberType,\n        varargs(NumberType),\n        (ctx, args) => {\n            let result = 1;\n            for (const arg of args) {\n                result *= arg.evaluate(ctx);\n            }\n            return result;\n        }\n    ],\n    '-': {\n        type: NumberType,\n        overloads: [\n            [\n                [NumberType, NumberType],\n                (ctx, [a,

b]) => a.evaluate(ctx) - b.evaluate(ctx)\n            ], [\n                [NumberType],\n                (ctx, [a]) => - a.evaluate(ctx)\n            ]\n        ]\n    },\n    '/': [\n        NumberType,\n        [NumberType, NumberType],\n        (ctx, [a, b]) => a.evaluate(ctx) / b.evaluate(ctx)\n    ],\n    '%': [\n        NumberType,\n        [NumberType, NumberType],\n        (ctx, [a, b]) => a.evaluate(ctx) % b.evaluate(ctx)\n    ],\n    'ln2': [\n        NumberType,\n        [],\n        () => Math.LN2\n    ],\n    'pi': [\n        NumberType,\n        [],\n        () => Math.PI\n    ],\n    'e': [\n        NumberType,\n        [],\n        () => Math.E\n    ],\n    '^': [\n        NumberType,\n        [NumberType, NumberType],\n        (ctx, [b, e]) => Math.pow(b.evaluate(ctx), e.evaluate(ctx))\n    ],\n    'sqrt': [\n        NumberType,\n        [NumberType],\n        (ctx, [x]) => Math.sqrt(x.evaluate(ctx))\n    ],\n    'log10': [\n        NumberType,\n        [NumberType],\n

        (ctx, [n]) => Math.log(n.evaluate(ctx)) / Math.LN10\n    ],\n    'ln': [\n        NumberType,\n        [NumberType],\n        (ctx, [n]) => Math.log(n.evaluate(ctx))\n    ],\n    'log2': [\n        NumberType,\n        [NumberType],\n        (ctx, [n]) => Math.log(n.evaluate(ctx)) / Math.LN2\n    ],\n    'sin': [\n        NumberType,\n        [NumberType],\n        (ctx, [n]) => Math.sin(n.evaluate(ctx))\n    ],\n    'cos': [\n        NumberType,\n        [NumberType],\n        (ctx, [n]) => Math.cos(n.evaluate(ctx))\n    ],\n    'tan': [\n        NumberType,\n

[NumberType],\n    (ctx, [n]) => Math.tan(n.evaluate(ctx))\n  ],\n  'asin': [\n     NumberType,\n [NumberType],\n    (ctx, [n]) => Math.asin(n.evaluate(ctx))\n  ],\n  'acos': [\n     NumberType,\n [NumberType],\n    (ctx, [n]) => Math.acos(n.evaluate(ctx))\n  ],\n  'atan': [\n     NumberType,\n [NumberType],\n    (ctx, [n]) => Math.atan(n.evaluate(ctx))\n

  ],\n  'min': [\n     NumberType,\n     varargs(NumberType),\n    (ctx, args) => Math.min(...args.map(arg => arg.evaluate(ctx)))\n  ],\n  'max': [\n     NumberType,\n     varargs(NumberType),\n    (ctx, args) => Math.max(...args.map(arg => arg.evaluate(ctx)))\n  ],\n  'abs': [\n     NumberType,\n     [NumberType],\n (ctx, [n]) => Math.abs(n.evaluate(ctx))\n  ],\n  'round': [\n     NumberType,\n     [NumberType],\n    (ctx, [n]) => {\n       const v = n.evaluate(ctx);\n        // Javascript's Math.round() rounds towards +Infinity for halfway\n      // values, even when they're negative. It's more common to round\n        // away from 0 (e.g., this is what python and C++ do)\n       return v < 0 ? -Math.round(-v) : Math.round(v);\n     }\n  ],\n  'floor': [\n  NumberType,\n     [NumberType],\n    (ctx, [n]) => Math.floor(n.evaluate(ctx))\n  ],\n  'ceil': [\n NumberType,\n

   [NumberType],\n    (ctx, [n]) => Math.ceil(n.evaluate(ctx))\n  ],\n  'filter-==': [\n     BooleanType,\n [StringType, ValueType],\n    (ctx, [k, v]) => ctx.properties()[(k: any).value] === (v: any).value\n  ],\n  'filter-id-==': [\n     BooleanType,\n     [ValueType],\n    (ctx, [v]) => ctx.id() === (v: any).value\n  ],\n  'filter-type-==': [\n     BooleanType,\n     [StringType],\n    (ctx, [v]) => ctx.geometryType() === (v: any).value\n ],\n  'filter-<': [\n     BooleanType,\n     [StringType, ValueType],\n    (ctx, [k, v]) => {\n        const a = ctx.properties()[(k: any).value];\n        const b = (v: any).value;\n        return typeof a === typeof b && a < b;\n     }\n  ],\n  'filter-id-<': [\n     BooleanType,\n     [ValueType],\n    (ctx, [v]) => {\n        const a = ctx.id();\n        const b = (v: any).value;\n        return typeof a === typeof b && a < b;\n     }\n

  ],\n  'filter->': [\n     BooleanType,\n     [StringType, ValueType],\n    (ctx, [k, v]) => {\n        const a = ctx.properties()[(k: any).value];\n        const b = (v: any).value;\n        return typeof a === typeof b && a > b;\n     }\n  ],\n  'filter-id->': [\n     BooleanType,\n     [ValueType],\n    (ctx, [v]) => {\n        const a = ctx.id();\n        const b = (v: any).value;\n        return typeof a === typeof b && a > b;\n     }\n  ],\n  'filter-<=': [\n     BooleanType,\n     [StringType, ValueType],\n    (ctx, [k, v]) => {\n        const a = ctx.properties()[(k: any).value];\n        const b = (v: any).value;\n        return typeof a === typeof b && a <= b;\n     }\n  ],\n  'filter-id-<=': [\n     BooleanType,\n     [ValueType],\n    (ctx, [v]) => {\n        const a = ctx.id();\n        const b = (v: any).value;\n        return typeof a === typeof b && a <= b;\n

     }\n  ],\n  'filter->=': [\n     BooleanType,\n     [StringType, ValueType],\n    (ctx, [k, v]) => {\n const a = ctx.properties()[(k: any).value];\n        const b = (v: any).value;\n        return typeof a === typeof b && a >= b;\n     }\n  ],\n  'filter-id->=': [\n     BooleanType,\n     [ValueType],\n    (ctx, [v]) => {\n const a = ctx.id();\n        const b = (v: any).value;\n        return typeof a === typeof b && a >= b;\n     }\n ],\n  'filter-has': [\n     BooleanType,\n     [ValueType],\n    (ctx, [k]) => (k: any).value in ctx.properties()\n ],\n  'filter-has-id': [\n     BooleanType,\n     [],\n    (ctx) => ctx.id() !== null\n  ],\n  'filter-type-in': [\n BooleanType,\n     [array(StringType)],\n    (ctx, [v]) => (v: any).value.indexOf(ctx.geometryType()) >= 0\n ],\n  'filter-id-in': [\n     BooleanType,\n     [array(ValueType)],\n

  (ctx, [v]) => (v: any).value.indexOf(ctx.id()) >= 0\n  ],\n  'filter-in-small': [\n     BooleanType,\n [StringType, array(ValueType)],\n    // assumes v is an array literal\n    (ctx, [k, v]) => (v: any).value.indexOf(ctx.properties()[(k: any).value]) >= 0\n  ],\n  'filter-in-large': [\n     BooleanType,\n [StringType, array(ValueType)],\n    // assumes v is a array literal with values sorted in ascending order and of a single type\n    (ctx, [k, v]) => binarySearch(ctx.properties()[(k: any).value], (v: any).value, 0, (v: any).value.length - 1)\n  ],\n  'all': {\n     type: BooleanType,\n     overloads: [\n        [\n [BooleanType, BooleanType],\n         (ctx, [a, b]) => a.evaluate(ctx) && b.evaluate(ctx)\n        ],\n        [\n         varargs(BooleanType),\n         (ctx, args) => {\n             for (const arg of args) {\n                 if (!arg.evaluate(ctx))\n

                 return false;\n            }\n            return true;\n         }\n        ]\n     ]\n  },\n 'any': {\n     type: BooleanType,\n     overloads: [\n        [\n         [BooleanType, BooleanType],\n

(ctx, [a, b]) => a.evaluate(ctx) || b.evaluate(ctx)\n              ],\n          [\n              varargs(BooleanType),\n (ctx, args) => {\n                for (const arg of args) {\n                    if (arg.evaluate(ctx))\n                    return true;\n                }\n              return false;\n              }\n        ]\n        ]\n     },\n    '!': [\n      BooleanType,\n    [BooleanType],\n      (ctx, [b]) => !b.evaluate(ctx)\n    ],\n   'is-supported-script': [\n      BooleanType,\n [StringType],\n      // At parse time this will always return true, so we need to exclude this expression with isGlobalPropertyConstant\n

      (ctx, [s]) => {\n          const isSupportedScript = ctx.globals && ctx.globals.isSupportedScript;\n          if (isSupportedScript) {\n              return isSupportedScript(s.evaluate(ctx));\n          }\n          return true;\n      }\n    ],\n   'upcase': [\n      StringType,\n      [StringType],\n      (ctx, [s]) => s.evaluate(ctx).toUpperCase()\n    ],\n 'downcase': [\n      StringType,\n      [StringType],\n      (ctx, [s]) => s.evaluate(ctx).toLowerCase()\n    ],\n 'concat': [\n      StringType,\n      varargs(ValueType),\n      (ctx, args) => args.map(arg => valueToString(arg.evaluate(ctx))).join('')\n    ],\n   'resolved-locale': [\n      StringType,\n      [CollatorType],\n (ctx, [collator]) => collator.evaluate(ctx).resolvedLocale()\n    ]\n});\n\nexport default expressions;\n","// @flow\n\n/**\n * A type used for returning and propagating errors. The first element of the union\n * represents success and contains a

 value, and the second represents an error and\n * contains an error value.\n * @private\n */\nexport type Result<T, E> =\n    | {| result: 'success', value: T |}\n    | {| result: 'error', value: E |};\n\nexport function success<T, E>(value: T): Result<T, E> {\n    return {result: 'success', value};\n}\n\nexport function error<T, E>(value: E): Result<T, E> {\n    return {result: 'error', value};\n}\n","// @flow\n\nimport type {StylePropertySpecification} from '../style-spec';\n\nexport function supportsPropertyExpression(spec: StylePropertySpecification): boolean {\n    return spec['property-type'] === 'data-driven' || spec['property-type'] === 'cross-faded-data-driven';\n}\n\nexport function supportsZoomExpression(spec: StylePropertySpecification): boolean {\n    return !!spec.expression && spec.expression.parameters.indexOf('zoom') > -1;\n}\n\nexport function supportsInterpolation(spec: StylePropertySpecification): boolean {\n    return !!spec.expression && spec.expression.interpolated;\n}\n","// @flow\n\nexport default function getType(val: mixed): string {\n    if (val instanceof Number) {\n        return 'number';\n    } else if (val instanceof String) {\n        return 'string';\n    } else if (val instanceof Boolean) {\n        return 'boolean';\n    } else if (Array.isArray(val)) {\n        return 'array';\n    } else if (val === null) {\n        return 'null';\n    } else {\n        return typeof val;\n    }\n}\n","\nimport * as colorSpaces from '../util/color_spaces';\nimport Color from '../util/color';\nimport extend from '../util/extend';\nimport getType from '../util/get_type';\nimport * as interpolate from '../util/interpolate';\nimport Interpolate from '../expression/definitions/interpolate';\nimport Formatted from '../expression/types/formatted';\nimport ResolvedImage from '../expression/types/resolved_image';\nimport {supportsInterpolation} from '../util/properties';\nimport {findStopLessThanOrEqualTo} from '../expression/stops';\n\nexport function

 isFunction(value) {\n    return typeof value === 'object' && value !== null && !Array.isArray(value);\n}\n\nfunction identityFunction(x) {\n    return x;\n}\n\nexport function createFunction(parameters, propertySpec) {\n    const isColor = propertySpec.type === 'color';\n    const zoomAndFeatureDependent = parameters.stops && typeof parameters.stops[0][0] === 'object';\n    const featureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n    const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n    const type = parameters.type || (supportsInterpolation(propertySpec) ? 'exponential' : 'interval');\n\n    if (isColor) {\n        parameters = extend({}, parameters);\n\n        if (parameters.stops) {\n            parameters.stops = parameters.stops.map((stop) => {\n                return [stop[0], Color.parse(stop[1])];\n            });\n        }\n\n        if (parameters.default) {\n            parameters.default = Color.parse(parameters.default);\n

        } else {\n            parameters.default = Color.parse(propertySpec.default);\n        }\n    }\n\n    if (parameters.colorSpace && parameters.colorSpace !== 'rgb' && !colorSpaces[parameters.colorSpace]) { // eslint-disable-line import/namespace\n        throw new Error(`Unknown color space: ${parameters.colorSpace}`);\n    }\n\n    let innerFun;\n    let hashedStops;\n    let categoricalKeyType;\n    if (type === 'exponential') {\n        innerFun = evaluateExponentialFunction;\n    } else if (type === 'interval') {\n        innerFun =

evaluateIntervalFunction;\n    } else if (type === 'categorical') {\n        innerFun = evaluateCategoricalFunction;\n\n    // For categorical functions, generate an Object as a hashmap of the stops for fast searching\n        hashedStops = Object.create(null);\n        for (const stop of parameters.stops) {\n            hashedStops[stop[0]] = stop[1];\n        }\n\n    // Infer key type based on first stop key-- used to encforce strict type checking later\n        categoricalKeyType = typeof parameters.stops[0][0];\n\n    } else if (type === 'identity') {\n        innerFun = evaluateIdentityFunction;\n    } else {\n        throw new Error(`Unknown function type \"${type}\"`);\n    }\n\n    if (zoomAndFeatureDependent) {\n        const featureFunctions = {};\n        const zoomStops = [];\n        for (let s = 0; s < parameters.stops.length; s++) {\n            const stop = parameters.stops[s];\n            const zoom = stop[0].zoom;\n            if (featureFunctions[zoom] === undefined) {\n                featureFunctions[zoom] = {\n                    zoom,\n                    type: parameters.type,\n                    property: parameters.property,\n                    default: parameters.default,\n                    stops: []\n                };\n                zoomStops.push(zoom);\n            }\n            featureFunctions[zoom].stops.push([stop[0].value, stop[1]]);\n        }\n\n        const featureFunctionStops = [];\n        for (const z of zoomStops) {\n            featureFunctionStops.push([featureFunctions[z].zoom, createFunction(featureFunctions[z], propertySpec)]);\n        }\n\n        const interpolationType = {name: 'linear'};\n        return {\n            kind: 'composite',\n            interpolationType,\n            interpolationFactor: Interpolate.interpolationFactor.bind(undefined, interpolationType),\n            zoomStops: featureFunctionStops.map(s => s[0]),\n            evaluate({zoom}, properties) {\n                return evaluateExponentialFunction({\n                    stops: featureFunctionStops,\n                    base: parameters.base\n                }, propertySpec, zoom).evaluate(zoom, properties);\n            }\n        };\n    } else if (zoomDependent) {\n        const interpolationType = type === 'exponential' ?\n            {name: 'exponential', base: parameters.base !== undefined ? parameters.base : 1} : null;\n        return {\n            kind: 'camera',\n            interpolationType,\n            interpolationFactor: Interpolate.interpolationFactor.bind(undefined, interpolationType),\n            zoomStops: parameters.stops.map(s => s[0]),\n            evaluate: ({zoom}) => innerFun(parameters, propertySpec, zoom, hashedStops, categoricalKeyType)\n        };\n    } else {\n        return {\n            kind: 'source',\n            evaluate(_, feature) {\n                const value = feature && feature.properties ? feature.properties[parameters.property] : undefined;\n                if (value === undefined) {\n                    return coalesce(parameters.default, propertySpec.default);\n                }\n                return innerFun(parameters, propertySpec, value, hashedStops, categoricalKeyType);\n            }\n        };\n    }\n}\n\nfunction coalesce(a, b, c) {\n    if (a !== undefined) return a;\n    if (b !== undefined) return b;\n    if (c !== undefined) return c;\n}\n\nfunction evaluateCategoricalFunction(parameters, propertySpec, input, hashedStops, keyType) {\n    const evaluated = typeof input === keyType ? hashedStops[input] : undefined; // Enforce strict typing on input\n    return coalesce(evaluated, parameters.default, propertySpec.default);\n}\n\nfunction evaluateIntervalFunction(parameters, propertySpec, input) {\n    // Edge cases\n    if (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n    const n = parameters.stops.length;\n    if (n === 1) return parameters.stops[0][1];\n    if (input <= parameters.stops[0][0]) return parameters.stops[0][1];\n    if (input >= parameters.stops[n - 1][0]) return parameters.stops[n - 1][1];\n\n    const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0]), input);\n\n    return parameters.stops[index][1];\n}\n\nfunction evaluateExponentialFunction(parameters, propertySpec, input) {\n    const base = parameters.base !== undefined ? parameters.base : 1;\n\n    // Edge cases\n    if (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n    const n = parameters.stops.length;\n    if (n === 1) return parameters.stops[0][1];\n    if (input <= parameters.stops[0][0]) return parameters.stops[0][1];\n    if (input >= parameters.stops[n - 1][0]) return parameters.stops[n - 1][1];\n\n    const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0]), input);\n    const t = interpolationFactor(\n        input, base,\n        parameters.stops[index][0],\n        parameters.stops[index + 1][0]);\n\n    const outputLower = parameters.stops[index][1];\n    const outputUpper = parameters.stops[index + 1][1];\n    let interp = interpolate[propertySpec.type] || identityFunction; // eslint-disable-line import/namespace\n\n    if (parameters.colorSpace && parameters.colorSpace !== 'rgb') {\n        const colorspace =

colorSpaces[parameters.colorSpace]; // eslint-disable-line import/namespace\n    interp = (a, b) => colorspace.reverse(colorspace.interpolate(colorspace.forward(a), colorspace.forward(b), t));\n    }\n\n    if (typeof outputLower.evaluate === 'function') {\n        return {\n        evaluate(...args) {\n            const evaluatedLower = outputLower.evaluate.apply(undefined, args);\n            const evaluatedUpper = outputUpper.evaluate.apply(undefined, args);\n            // Special case for fill-outline-color, which has no spec default.\n            if (evaluatedLower === undefined || evaluatedUpper === undefined) {\n                return undefined;\n            }\n            return interp(evaluatedLower, evaluatedUpper, t);\n        }\n    };\n    }\n\n    return interp(outputLower, outputUpper, t);\n}\n\nfunction evaluateIdentityFunction(parameters, propertySpec, input) {\n    if (propertySpec.type === 'color') {\n        input = Color.parse(input);\n    } else if (propertySpec.type === 'formatted') {\n        input = Formatted.fromString(input.toString());\n

    } else if (propertySpec.type === 'resolvedImage') {\n        input = ResolvedImage.fromString(input.toString());\n    } else if (getType(input) !== propertySpec.type && (propertySpec.type !== 'enum' || !propertySpec.values[input])) {\n        input = undefined;\n    }\n    return coalesce(input, parameters.default, propertySpec.default);\n}\n\n/**\n * Returns a ratio that can be used to interpolate between exponential function\n * stops.\n *\n * How it works:\n * Two consecutive stop values define a (scaled and shifted) exponential\n * function `f(x) = a * base^x + b`, where `base` is the user-specified base,\n * and `a` and `b` are constants affording sufficient degrees of freedom to fit\n * the function to the given stops.\n *\n * Here's a bit of algebra that lets us compute `f(x)` directly from the stop\n * values without explicitly solving for `a` and `b`:\n *\n * First stop value: `f(x0) = y0 = a * base^x0 + b`\n * Second stop value: `f(x1) = y1 = a * base^x1 + b`\n

 * => `y1 - y0 = a(base^x1 - base^x0)`\n * => `a = (y1 - y0)/(base^x1 - base^x0)`\n *\n * Desired value: `f(x) = y = a * base^x + b`\n * => `f(x) = y0 + a * (base^x - base^x0)`\n *\n * From the above, we can replace the `a` in `a * (base^x - base^x0)` and do a\n * little algebra:\n * ```\n * a * (base^x - base^x0) = (y1 - y0)/(base^x1 - base^x0) * (base^x - base^x0)\n *                        = (y1 - y0) * (base^x - base^x0) / (base^x1 - base^x0)\n * ```\n *\n * If we let `(base^x - base^x0) / (base^x1 base^x0)`, then we have\n * `f(x) = y0 + (y1 - y0) * ratio`.  In other words, `ratio` may be treated as\n * an interpolation factor between the two stops' output values.\n *\n * (Note: a slightly different form for `ratio`,\n * `(base^(x-x0) - 1) / (base^(x1-x0) - 1) `, is equivalent, but requires fewer\n * expensive `Math.pow()` operations.)\n *\n * @private\n */\nfunction interpolationFactor(input, base, lowerValue, upperValue) {\n    const difference = upperValue - lowerValue;\n    const

 progress = input - lowerValue;\n\n    if (difference === 0) {\n        return 0;\n    } else if (base === 1) {\n        return progress / difference;\n    } else {\n        return (Math.pow(base, progress) - 1) / (Math.pow(base, difference) - 1);\n    }\n}\n","// @flow\n\nimport assert from 'assert';\nimport extend from '../util/extend';\nimport ParsingError from './parsing_error';\nimport ParsingContext from './parsing_context';\nimport EvaluationContext from './evaluation_context';\nimport CompoundExpression from './compound_expression';\nimport Step from './definitions/step';\nimport Interpolate from './definitions/interpolate';\nimport Coalesce from './definitions/coalesce';\nimport Let from './definitions/let';\nimport definitions from './definitions';\nimport * as isConstant from './is_constant';\nimport RuntimeError from './runtime_error';\nimport {success, error} from '../util/result';\nimport {supportsPropertyExpression, supportsZoomExpression, supportsInterpolation} from '../util/properties';\nimport

 type {Type, EvaluationKind} from './types';\nimport type {Value} from './values';\nimport type {Expression} from './expression';\nimport type {StylePropertySpecification} from '../style-spec';\nimport type {Result} from '../util/result';\nimport type {InterpolationType} from './definitions/interpolate';\nimport type {PropertyValueSpecification} from '../types';\nimport type {FormattedSection} from './types/formatted';\n\nexport type Feature = {\n    +type: 1 | 2 | 3 | 'Unknown' | 'Point' | 'MultiPoint' | 'LineString' | 'MultiLineString' | 'Polygon' | 'MultiPolygon',\n    +id?: any,\n    +properties: {[string]: any},\n    +patterns?: {[string]: {\"min\": string, \"mid\": string, \"max\": string}}\n};\n\nexport type FeatureState = {[string]: any};\n\nexport type GlobalProperties = $ReadOnly<{\n    zoom: number,\n    heatmapDensity?: number,\n    lineProgress?: number,\n    isSupportedScript?: (string) => boolean,\n    accumulated?: Value\n}>;\n\nexport class

StyleExpression {\n   expression: Expression;\n\n   _evaluator: EvaluationContext;\n   _defaultValue: Value;\n   _warningHistory: {[key: string]: boolean};\n   _enumValues: ?{[string]: any};\n\n   constructor(expression: Expression, propertySpec: ?StylePropertySpecification) {\n      this.expression = expression;\n      this._warningHistory = {};\n      this._evaluator = new EvaluationContext();\n      this._defaultValue = propertySpec ? getDefaultValue(propertySpec) : null;\n      this._enumValues = propertySpec && propertySpec.type === 'enum' ? propertySpec.values : null;\n   }\n\n   evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n      this._evaluator.globals = globals;\n      this._evaluator.feature = feature;\n      this._evaluator.featureState = featureState;\n      this._evaluator.availableImages = availableImages || null;\n      this._evaluator.formattedSection = formattedSection;\n\n      return this.expression.evaluate(this._evaluator);\n   }\n\n   evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n      this._evaluator.globals = globals;\n      this._evaluator.feature = feature || null;\n      this._evaluator.featureState = featureState || null;\n      this._evaluator.availableImages = availableImages || null;\n      this._evaluator.formattedSection = formattedSection || null;\n\n      try {\n         const val = this.expression.evaluate(this._evaluator);\n         // eslint-disable-next-line no-self-compare\n         if (val === null || val === undefined || (typeof val === 'number' && val !== val)) {\n            return this._defaultValue;\n         }\n         if (this._enumValues && !(val in this._enumValues)) {\n            throw new RuntimeError(`Expected value to be one of ${Object.keys(this._enumValues).map(v => JSON.stringify(v)).join(', ')}, but found ${JSON.stringify(val)} instead.`);\n         }\n         return val;\n      } catch (e) {\n         if (!this._warningHistory[e.message]) {\n            this._warningHistory[e.message] = true;\n            if (typeof console !== 'undefined') {\n               console.warn(e.message);\n            }\n         }\n         return this._defaultValue;\n      }\n   }\n}\n\nexport function isExpression(expression: mixed) {\n   return Array.isArray(expression) && expression.length > 0 &&\n      typeof expression[0] === 'string' && expression[0] in definitions;\n}\n\n/**\n * Parse and typecheck the given style spec JSON expression.  If\n * options.defaultValue is provided, then the resulting StyleExpression's\n * `evaluate()` method will handle errors by logging a warning (once per\n * message) and returning the default value.  Otherwise, it will throw\n * evaluation errors.\n *\n * @private\n */\nexport function createExpression(expression: mixed, propertySpec: ?StylePropertySpecification): Result<StyleExpression, Array<ParsingError>> {\n   const parser = new ParsingContext(definitions, [], propertySpec ? getExpectedType(propertySpec) : undefined);\n\n   // For string-valued properties, coerce to string at the top level rather than asserting.\n   const parsed = parser.parse(expression, undefined, undefined, undefined,\n      propertySpec && propertySpec.type === 'string' ? {typeAnnotation: 'coerce'} : undefined);\n\n   if (!parsed) {\n      assert(parser.errors.length > 0);\n      return error(parser.errors);\n   }\n\n   return success(new StyleExpression(parsed, propertySpec));\n}\n\nexport class ZoomConstantExpression<Kind: EvaluationKind> {\n   kind: Kind;\n   isStateDependent: boolean;\n   _styleExpression: StyleExpression;\n\n   constructor(kind: Kind, expression: StyleExpression) {\n      this.kind = kind;\n      this._styleExpression = expression;\n      this.isStateDependent = kind !== ('constant': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n   }\n\n   evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n      return this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, availableImages, formattedSection);\n   }\n\n   evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n      return this._styleExpression.evaluate(globals, feature, featureState, availableImages, formattedSection);\n   }\n}\n\nexport class ZoomDependentExpression<Kind: EvaluationKind> {\n   kind: Kind;\n   zoomStops: Array<number>;\n   isStateDependent: boolean;\n\n   _styleExpression: StyleExpression;\n

interpolationType: ?InterpolationType;\n\n    constructor(kind: Kind, expression: StyleExpression, zoomStops: Array<number>, interpolationType?: InterpolationType) {\n        this.kind = kind;\n        this.zoomStops = zoomStops;\n        this._styleExpression = expression;\n        this.isStateDependent = kind !== ('camera': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n        this.interpolationType = interpolationType;\n    }\n\n    evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        return this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, availableImages, formattedSection);\n    }\n\n    evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n        return this._styleExpression.evaluate(globals,
feature, featureState, availableImages, formattedSection);\n    }\n\n    interpolationFactor(input: number, lower: number, upper: number): number {\n        if (this.interpolationType) {\n            return Interpolate.interpolationFactor(this.interpolationType, input, lower, upper);\n        } else {\n            return 0;\n        }\n    }\n}\n\nexport type ConstantExpression = {\n    kind: 'constant',\n    +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>) => any,\n}\n\nexport type SourceExpression = {\n    kind: 'source',\n    isStateDependent: boolean,\n    +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,\n};\n\nexport type CameraExpression = {\n    kind: 'camera',\n    +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>)
 => any,\n    +interpolationFactor: (input: number, lower: number, upper: number) => number,\n    zoomStops: Array<number>,\n    interpolationType: ?InterpolationType\n};\n\nexport type CompositeExpression = {\n    kind: 'composite',\n    isStateDependent: boolean,\n    +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,\n    +interpolationFactor: (input: number, lower: number, upper: number) => number,\n    zoomStops: Array<number>,\n    interpolationType: ?InterpolationType\n};\n\nexport type StylePropertyExpression =\n    | ConstantExpression\n    | SourceExpression\n    | CameraExpression\n    | CompositeExpression;\n\nexport function createPropertyExpression(expression: mixed, propertySpec: StylePropertySpecification): Result<StylePropertyExpression, Array<ParsingError>> {\n    expression = createExpression(expression, propertySpec);\n    if (expression.result === 'error')
 {\n        return expression;\n    }\n\n    const parsed = expression.value.expression;\n\n    const isFeatureConstant = isConstant.isFeatureConstant(parsed);\n    if (!isFeatureConstant && !supportsPropertyExpression(propertySpec)) {\n        return error([new ParsingError('', 'data expressions not supported')]);\n    }\n\n    const isZoomConstant = isConstant.isGlobalPropertyConstant(parsed, ['zoom']);\n    if (!isZoomConstant && !supportsZoomExpression(propertySpec)) {\n        return error([new ParsingError('', 'zoom expressions not supported')]);\n    }\n\n    const zoomCurve = findZoomCurve(parsed);\n    if (!zoomCurve && !isZoomConstant) {\n        return error([new ParsingError('', '\"zoom\" expression may only be used as input to a top-level \"step\" or \"interpolate\" expression.')]);\n    } else if (zoomCurve instanceof ParsingError) {\n        return error([zoomCurve]);\n    } else if (zoomCurve instanceof Interpolate && !supportsInterpolation(propertySpec)) {\n

    return error([new ParsingError('', '\"interpolate\" expressions cannot be used with this property')]);\n    }\n\n    if (!zoomCurve) {\n        return success(isFeatureConstant ?\n            (new ZoomConstantExpression('constant', expression.value): ConstantExpression) :\n            (new ZoomConstantExpression('source', expression.value): SourceExpression));\n    }\n\n    const interpolationType = zoomCurve instanceof Interpolate ? zoomCurve.interpolation : undefined;\n\n    return success(isFeatureConstant ?\n        (new ZoomDependentExpression('camera', expression.value, zoomCurve.labels, interpolationType): CameraExpression) :\n        (new ZoomDependentExpression('composite', expression.value, zoomCurve.labels, interpolationType): CompositeExpression));\n}\n\nimport {isFunction, createFunction} from '../function';\nimport {Color} from './values';\n\n// serialization wrapper for old-style stop functions normalized to the\n// expression interface\nexport

class StylePropertyFunction<T>

 {\n   _parameters: PropertyValueSpecification<T>;\n   _specification: StylePropertySpecification;\n\n   kind: EvaluationKind;\n   evaluate: (globals: GlobalProperties, feature?: Feature) => any;\n   interpolationFactor: ?(input: number, lower: number, upper: number) => number;\n   zoomStops: ?Array<number>;\n\n   constructor(parameters: PropertyValueSpecification<T>, specification: StylePropertySpecification) {\n       this._parameters = parameters;\n       this._specification = specification;\n       extend(this, createFunction(this._parameters, this._specification));\n   }\n\n   static deserialize(serialized: {_parameters: PropertyValueSpecification<T>, _specification: StylePropertySpecification}) {\n       return ((new StylePropertyFunction(serialized._parameters, serialized._specification)): StylePropertyFunction<T>);\n   }\n\n   static serialize(input: StylePropertyFunction<T>) {\n       return {\n           _parameters: input._parameters,\n           _specification:

 input._specification\n       };\n   }\n}\n\nexport function normalizePropertyExpression<T>(value: PropertyValueSpecification<T>, specification: StylePropertySpecification): StylePropertyExpression {\n   if (isFunction(value)) {\n       return (new StylePropertyFunction(value, specification): any);\n\n   } else if (isExpression(value)) {\n       const expression = createPropertyExpression(value, specification);\n       if (expression.result === 'error') {\n           // this should have been caught in validation\n           throw new Error(expression.value.map(err => `${err.key}: ${err.message}`).join(', '));\n       }\n       return expression.value;\n\n   } else {\n       let constant: any = value;\n       if (typeof value === 'string' && specification.type === 'color') {\n           constant = Color.parse(value);\n       }\n       return {\n           kind: 'constant',\n           evaluate: () => constant\n       };\n   }\n}\n\n// Zoom-dependent expressions

 may only use [\"zoom\"] as the input to a top-level \"step\" or \"interpolate\"\n// expression (collectively referred to as a \"curve\"). The curve may be wrapped in one or more \"let\" or\n// \"coalesce\" expressions.\nfunction findZoomCurve(expression: Expression): Step | Interpolate | ParsingError | null {\n   let result = null;\n   if (expression instanceof Let) {\n       result = findZoomCurve(expression.result);\n\n   } else if (expression instanceof Coalesce) {\n       for (const arg of expression.args) {\n           result = findZoomCurve(arg);\n           if (result) {\n               break;\n           }\n       }\n\n   } else if ((expression instanceof Step || expression instanceof Interpolate) &&\n       expression.input instanceof CompoundExpression &&\n       expression.input.name === 'zoom') {\n\n       result = expression;\n   }\n\n   if (result instanceof ParsingError) {\n       return result;\n   }\n\n   expression.eachChild((child) => {\n

     const childResult = findZoomCurve(child);\n       if (childResult instanceof ParsingError) {\n           result = childResult;\n       } else if (!result && childResult) {\n           result = new ParsingError('', '\"zoom\" expression may only be used as input to a top-level \"step\" or \"interpolate\" expression.');\n       } else if (result && childResult && result !== childResult) {\n           result = new ParsingError('', 'Only one zoom-based \"step\" or \"interpolate\" subexpression may be used in an expression.');\n       }\n   });\n\n   return result;\n}\n\nimport {ColorType, StringType, NumberType, BooleanType, ValueType, FormattedType, ResolvedImageType, array} from './types';\n\nfunction getExpectedType(spec: StylePropertySpecification): Type {\n   const types = {\n       color: ColorType,\n       string: StringType,\n       number: NumberType,\n       enum: StringType,\n       boolean: BooleanType,\n       formatted: FormattedType,\n       resolvedImage:

 ResolvedImageType\n   };\n\n   if (spec.type === 'array') {\n       return array(types[spec.value] || ValueType, spec.length);\n   }\n\n   return types[spec.type];\n}\n\nfunction getDefaultValue(spec: StylePropertySpecification): Value {\n   if (spec.type === 'color' && isFunction(spec.default)) {\n       // Special case for heatmap-color: it uses the 'default:' to define a\n       // default color ramp, but createExpression expects a simple value to fall\n       // back to in case of runtime errors\n       return new Color(0, 0, 0, 0);\n   } else if (spec.type === 'color') {\n       return Color.parse(spec.default) || null;\n   } else if (spec.default === undefined) {\n       return null;\n   } else {\n       return spec.default;\n   }\n}\n","// @flow\n\nimport assert from 'assert';\nimport type {StylePropertySpecification} from '../style-spec';\n\nexport default convertFunction;\n\nfunction convertLiteral(value) {\n   return typeof value === 'object' ? ['literal',

value] : value;\n}\n\nfunction convertFunction(parameters: any, propertySpec: StylePropertySpecification) {\n    let stops = parameters.stops;\n    if (!stops) {\n        // identity function\n        return convertIdentityFunction(parameters, propertySpec);\n    }\n\n    const zoomAndFeatureDependent = stops && typeof stops[0][0] === 'object';\n    const featureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n    const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n\n    stops = stops.map((stop) => {\n        if (!featureDependent && propertySpec.tokens && typeof stop[1] === 'string') {\n            return [stop[0], convertTokenString(stop[1])];\n        }\n        return [stop[0], convertLiteral(stop[1])];\n    });\n\n    if (zoomAndFeatureDependent) {\n        return convertZoomAndPropertyFunction(parameters, propertySpec, stops);\n    } else if (zoomDependent) {\n        return convertZoomFunction(parameters, propertySpec, stops);\n    }
else {\n        return convertPropertyFunction(parameters, propertySpec, stops);\n    }\n}\n\nfunction convertIdentityFunction(parameters, propertySpec): Array<mixed> {\n    const get = ['get', parameters.property];\n\n    if (parameters.default === undefined) {\n        // By default, expressions for string-valued properties get coerced. To preserve\n        // legacy function semantics, insert an explicit assertion instead.\n  return propertySpec.type === 'string' ? ['string', get] : get;\n    } else if (propertySpec.type === 'enum') {\n
return [\n            'match',\n            get,\n            Object.keys(propertySpec.values),\n            get,\n            parameters.default\n        ];\n    } else {\n        const expression = [propertySpec.type === 'color' ? 'to-color' : propertySpec.type, get, convertLiteral(parameters.default)];\n        if (propertySpec.type === 'array') {\n            expression.splice(1, 0, propertySpec.value, propertySpec.length || null);\n
}\n        return expression;\n    }\n}\n\nfunction getInterpolateOperator(parameters) {\n    switch (parameters.colorSpace) {\n    case 'hcl': return 'interpolate-hcl';\n    case 'lab': return 'interpolate-lab';\n    default: return 'interpolate';\n    }\n}\n\nfunction convertZoomAndPropertyFunction(parameters, propertySpec, stops) {\n    const featureFunctionParameters = {};\n    const featureFunctionStops = {};\n    const zoomStops = [];\n    for (let s = 0; s < stops.length; s++) {\n        const stop = stops[s];\n        const zoom = stop[0].zoom;\n        if (featureFunctionParameters[zoom] === undefined) {\n            featureFunctionParameters[zoom] = {\n            zoom,\n            type: parameters.type,\n            property: parameters.property,\n            default: parameters.default,\n            };\n            featureFunctionStops[zoom] = [];\n            zoomStops.push(zoom);\n    }\n        featureFunctionStops[zoom].push([stop[0].value,
stop[1]]);\n    }\n\n    // the interpolation type for the zoom dimension of a zoom-and-property\n    // function is determined directly from the style property specification\n    // for which it's being used: linear for interpolatable properties, step\n    // otherwise.\n    const functionType = getFunctionType({}, propertySpec);\n    if (functionType === 'exponential') {\n        const expression = [getInterpolateOperator(parameters), ['linear'], ['zoom']];\n\n        for (const z of zoomStops) {\n            const output = convertPropertyFunction(featureFunctionParameters[z], propertySpec, featureFunctionStops[z]);\n            appendStopPair(expression, z, output, false);\n        }\n\n return expression;\n    } else {\n        const expression = ['step', ['zoom']];\n\n        for (const z of zoomStops) {\n  const output = convertPropertyFunction(featureFunctionParameters[z], propertySpec, featureFunctionStops[z]);\n            appendStopPair(expression, z, output,
true);\n        }\n\n        fixupDegenerateStepCurve(expression);\n\n        return expression;\n    }\n}\n\nfunction coalesce(a, b) {\n    if (a !== undefined) return a;\n    if (b !== undefined) return b;\n}\n\nfunction convertPropertyFunction(parameters, propertySpec, stops) {\n    const type = getFunctionType(parameters, propertySpec);\n    const get = ['get', parameters.property];\n    if (type === 'categorical' && typeof stops[0][0] === 'boolean') {\n        assert(parameters.stops.length > 0 && parameters.stops.length <= 2);\n        const expression = ['case'];\n        for (const stop of stops) {\n            expression.push(['==', get, stop[0]], stop[1]);\n        }\n expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n        return expression;\n    } else if (type === 'categorical') {\n        const expression = ['match', get];\n        for (const stop of stops) {\n appendStopPair(expression, stop[0], stop[1], false);\n
}\n        expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n        return expression;\n    } else if (type === 'interval') {\n        const expression = ['step', ['number', get]];\n        for (const stop of stops) {\n            appendStopPair(expression, stop[0], stop[1], true);\n        }\n

fixupDegenerateStepCurve(expression);\n        return parameters.default === undefined ? expression : [\n        'case',\n            ['==', ['typeof', get], 'number'],\n            expression,\n            convertLiteral(parameters.default)\n    ];\n    } else if (type === 'exponential') {\n        const base = parameters.base !== undefined ? parameters.base : 1;\n        const expression = [\n            getInterpolateOperator(parameters),\n            base === 1 ? [\"linear\"] : [\"exponential\", base],\n            [\"number\", get]\n        ];\n\n        for (const stop of stops) {\n            appendStopPair(expression, stop[0], stop[1], false);\n        }\n        return parameters.default === undefined ? expression : [\n            'case',\n            ['==', ['typeof', get], 'number'],\n            expression,\n            convertLiteral(parameters.default)\n        ];\n    } else {\n        throw new Error(`Unknown property function type ${type}`);\n    }\n}\n\nfunction convertZoomFunction(parameters, propertySpec, stops, input = ['zoom']) {\n    const type = getFunctionType(parameters, propertySpec);\n    let expression;\n    let isStep = false;\n    if (type === 'interval') {\n        expression = ['step', input];\n        isStep = true;\n    } else if (type === 'exponential') {\n        const base = parameters.base !== undefined ? parameters.base : 1;\n        expression = [getInterpolateOperator(parameters), base === 1 ? [\"linear\"] : [\"exponential\", base], input];\n\n    } else {\n        throw new Error(`Unknown zoom function type \"${type}\"`);\n    }\n\n    for (const stop of stops) {\n        appendStopPair(expression, stop[0], stop[1], isStep);\n    }\n\n    fixupDegenerateStepCurve(expression);\n\n    return expression;\n}\n\nfunction fixupDegenerateStepCurve(expression) {\n    // degenerate step curve (i.e. a constant function): add a noop stop\n    if (expression[0] === 'step' && expression.length === 3) {\n        expression.push(0);\n        expression.push(expression[3]);\n    }\n}\n\nfunction appendStopPair(curve, input, output, isStep) {\n    // Skip duplicate stop values. They were not validated for functions, but they are for expressions.\n    // https://github.com/mapbox/mapbox-gl-js/issues/4107\n    if (curve.length > 3 && input === curve[curve.length - 2]) {\n        return;\n    }\n    // step curves don't get the first input value, as it is redundant.\n    if (!(isStep && curve.length === 2)) {\n        curve.push(input);\n    }\n    curve.push(output);\n}\n\nfunction getFunctionType(parameters, propertySpec) {\n    if (parameters.type) {\n        return parameters.type;\n    } else {\n        assert(propertySpec.expression);\n        return (propertySpec.expression: any).interpolated ? 'exponential' : 'interval';\n    }\n}\n\n// \"String with {name} token\" => [\"concat\", \"String with \", [\"get\", \"name\"], \" token\"]\nexport function convertTokenString(s: string) {\n    const result = ['concat'];\n    const re = /{([^{}]+)}/g;\n    let pos = 0;\n    for (let match = re.exec(s); match !== null; match = re.exec(s)) {\n        const literal = s.slice(pos, re.lastIndex - match[0].length);\n        pos = re.lastIndex;\n        if (literal.length > 0) result.push(literal);\n        result.push(['get', match[1]]);\n    }\n\n    if (result.length === 1) {\n        return s;\n    }\n\n    if (pos < s.length) {\n        result.push(s.slice(pos));\n    } else if (result.length === 2) {\n        return ['to-string', result[1]];\n    }\n\n    return result;\n}\n","// @flow\n\nimport {createExpression} from '../expression';\n\nimport type {GlobalProperties} from '../expression';\n\nexport type FeatureFilter = (globalProperties: GlobalProperties, feature: VectorTileFeature) => boolean;\n\nexport default createFilter;\nexport {isExpressionFilter};\n\nfunction isExpressionFilter(filter: any) {\n    if (filter === true || filter === false) {\n        return true;\n    }\n\n    if (!Array.isArray(filter) || filter.length === 0) {\n        return false;\n    }\n    switch (filter[0]) {\n    case 'has':\n        return filter.length >= 2 && filter[1] !== '$id' && filter[1] !== '$type';\n\n    case 'in':\n        return filter.length >= 3 && Array.isArray(filter[2]);\n    case '!in':\n    case '!has':\n    case 'none':\n        return false;\n\n    case '==':\n    case '!=':\n    case '>':\n    case '>=':\n    case '<':\n    case '<=':\n        return filter.length !== 3 || (Array.isArray(filter[1]) || Array.isArray(filter[2]));\n\n    case 'any':\n    case 'all':\n        for (const f of filter.slice(1)) {\n            if (!isExpressionFilter(f) && typeof f !== 'boolean') {\n                return false;\n            }\n        }\n        return true;\n\n    default:\n        return true;\n    }\n}\n\nconst filterSpec = {\n    'type': 'boolean',\n    'default': false,\n    'transition': false,\n    'property-type': 'data-driven',\n    'expression': {\n        'interpolated': false,\n        'parameters': ['zoom', 'feature']\n    }\n};\n\n/**\n * Given a filter expressed as nested arrays, return a new function\n * that evaluates whether a given feature (with a .properties or .tags property)\n * passes its test.\n *\n * @private\n * @param {Array} filter mapbox gl filter\n * @returns {Function} filter-evaluating function\n */\nfunction createFilter(filter: any): FeatureFilter {\n    if (filter === null || filter === undefined) {\n        return () => true;\n    }\n\n    if (!isExpressionFilter(filter)) {\n

filter = convertFilter(filter);\n   }\n\n   const compiled = createExpression(filter, filterSpec);\n if (compiled.result === 'error') {\n      throw new Error(compiled.value.map(err => `${err.key}: ${err.message}`).join(', '));\n   } else {\n      return (globalProperties: GlobalProperties, feature: VectorTileFeature) => compiled.value.evaluate(globalProperties, feature);\n   }\n}\n\n\n// Comparison function to sort numbers and strings\nfunction compare(a, b) {\n   return a < b ? -1 : a > b ? 1 : 0;\n}\n\nfunction convertFilter(filter: ?Array<any>): mixed {\n   if (!filter) return true;\n   const op = filter[0];\n   if (filter.length <= 1) return (op !== 'any');\n   const converted =\n      op === '==' ? convertComparisonOp(filter[1], filter[2], '==') :\n      op === '!=' ? convertNegation(convertComparisonOp(filter[1], filter[2], '==')) :\n      op === '<' ||\n      op === '>' ||\n      op === '<=' ||\n      op === '>=' ? convertComparisonOp(filter[1], filter[2], op) :\n      op === 'any' ? convertDisjunctionOp(filter.slice(1)) :\n      op === 'all' ? ['all'].concat(filter.slice(1).map(convertFilter)) :\n      op === 'none' ? ['all'].concat(filter.slice(1).map(convertFilter).map(convertNegation)) :\n      op === 'in' ? convertInOp(filter[1], filter.slice(2)) :\n      op === '!in' ? convertNegation(convertInOp(filter[1], filter.slice(2))) :\n      op === 'has' ? convertHasOp(filter[1]) :\n      op === '!has' ? convertNegation(convertHasOp(filter[1])) :\n      true;\n   return converted;\n}\n\nfunction convertComparisonOp(property: string, value: any, op: string) {\n   switch (property) {\n   case '$type':\n      return [`filter-type-${op}`, value];\n   case '$id':\n      return [`filter-id-${op}`, value];\n   default:\n      return [`filter-${op}`, property, value];\n   }\n}\n\nfunction convertDisjunctionOp(filters: Array<Array<any>>) {\n   return ['any'].concat(filters.map(convertFilter));\n}\n\nfunction convertInOp(property: string, values: Array<any>) {\n   if (values.length === 0) { return false; }\n   switch (property) {\n   case '$type':\n      return [`filter-type-in`, ['literal', values]];\n   case '$id':\n      return [`filter-id-in`, ['literal', values]];\n   default:\n      if (values.length > 200 && !values.some(v => typeof v !== typeof values[0])) {\n         return ['filter-in-large', property, ['literal', values.sort(compare)]];\n      } else {\n         return ['filter-in-small', property, ['literal', values]];\n      }\n   }\n}\n\nfunction convertHasOp(property: string) {\n   switch (property) {\n   case '$type':\n      return true;\n   case '$id':\n      return [`filter-has-id`];\n   default:\n      return [`filter-has`, property];\n   }\n}\n\nfunction convertNegation(filter: mixed) {\n   return ['!', filter];\n}\n","// @flow\n\nimport {isExpressionFilter} from './index';\nimport type {FilterSpecification} from '../types';\n\ntype ExpectedTypes = {[string]: 'string' | 'number' | 'boolean'};\n\n/**\n * Convert the given legacy filter to (the JSON representation of) an\n * equivalent expression\n * @private\n */\nexport default function convertFilter(filter: FilterSpecification): mixed {\n   return _convertFilter(filter, {});\n}\n\n/*\n * Convert the given filter to an expression, storing the expected types for\n * any feature properties referenced in expectedTypes.\n *\n * These expected types are needed in order to construct preflight type checks\n * needed for handling 'any' filters. A preflight type check is necessary in\n * order to mimic legacy filters' semantics around expected type mismatches.\n * For example, consider the legacy filter:\n *\n *     [\"any\", [\"all\", [\">\", \"y\", 0], [\">\", \"y\", 0]], [\">\", \"x\", 0]]\n *\n * Naively, we might convert this to the expression:\n *\n *     [\"any\", [\"all\", [\">\", [\"get\", \"y\"], 0], [\">\", [\"get\", \"z\"], 0]], [\">\", [\"get\", \"x\"], 0]]\n *\n * But if we tried to evaluate this against, say `{x: 1, y: null, z: 0}`, the\n *     [\">\", [\"get\", \"y\"], 0]
would cause an evaluation error, leading to the\n * entire filter returning false. Legacy filter semantics, though, ask for\n *     [\">\", \"y\", 0] to simply return `false` when `y` is of the wrong type,\n * allowing the subsequent terms of the outer \"any\" expression to be evaluated\n * (resulting, in this case, in a `true` value, because x > 0).\n *\n * We account for this by inserting a preflight type-checking expression before\n * each \"any\" term, allowing us to avoid evaluating the actual converted filter\n * if any type mismatches would cause it to produce an evalaution error:\n *\n *     [\"any\",\n *         [\"case\",\n *             [\"all\", [\"==\", [\"typeof\", [\"get\", \"y\"]], \"number\"], [\"==\", [\"typeof\", [\"get\", \"z\"]], \"number]],\n *             [\"all\", [\">\", [\"get\", \"y\"], 0], [\">\", [\"get\", \"z\"], 0]],\n *             false\n *         ],\n *         [\"case\",\n *             [\"==\", [\"typeof\", [\"get\", \"x\"], \"number\"]],\n *             [\">\", [\"get\", \"x\"], 0],\n *             false\n *         ]\n *     ]\n *\n * An alternative, possibly more direct approach would be to use type checks\n * in the conversion of each comparison operator, so that the converted version\n * of each individual ==,\n * >=, etc. would mimic the legacy filter semantics. The\n * downside of this approach is that it can lead to many more type checks than\n * would otherwise be necessary: outside the context of an \"any\" expression,\n * bailing out due

to a runtime type error (expression semantics) and returning\n * false (legacy filter semantics) are equivalent: they cause the filter to\n * produce a `false` result.\n */\nfunction _convertFilter(filter: FilterSpecification, expectedTypes: ExpectedTypes): mixed {\n    if (isExpressionFilter(filter)) { return filter; }\n\n    if (!filter) return true;\n    const op = filter[0];\n    if (filter.length <= 1) return (op !== 'any');\n\n    let converted;\n\n    if (\n        op === '==' ||\n        op === '!=' ||\n        op === '<' ||\n        op === '>' ||\n        op === '<=' ||\n        op === '>='\n    ) {\n        const [, property, value] = (filter: any);\n        converted = convertComparisonOp(property, value, op, expectedTypes);\n    } else if (op === 'any') {\n        const children = (filter: any).slice(1).map(f => {\n            const types = {};\n            const child = _convertFilter(f, types);\n            const typechecks = runtimeTypeChecks(types);\n            return typechecks === true ? child : ['case', typechecks, child, false];\n        });\n        return ['any'].concat(children);\n    } else if (op === 'all') {\n        const children = (filter: any).slice(1).map(f => _convertFilter(f, expectedTypes));\n        return children.length > 1 ? ['all'].concat(children) : [].concat(...children);\n    } else if (op === 'none') {\n        return ['!', _convertFilter(['any'].concat(filter.slice(1)), {})];\n    } else if (op === 'in') {\n        converted = convertInOp((filter[1]: any), filter.slice(2));\n    } else if (op === '!in') {\n        converted = convertInOp((filter[1]: any), filter.slice(2), true);\n    } else if (op === 'has') {\n        converted = convertHasOp((filter[1]: any));\n    } else if (op === '!has') {\n        converted = ['!', convertHasOp((filter[1]: any))];\n    } else {\n        converted = true;\n    }\n\n    return converted;\n}\n\n\n// Given a set of feature properties and an expected type for each one,\n// construct an boolean expression that tests whether each property has the\n// right type.\n// E.g.: for {name: 'string', population: 'number'}, return\n// [ 'all',\n//   ['==', ['typeof', ['get', 'name'], 'string']],\n//   ['==', ['typeof', ['get', 'population'], 'number']]\n// ]\nfunction runtimeTypeChecks(expectedTypes: ExpectedTypes) {\n    const conditions = [];\n    for (const property in expectedTypes) {\n        const get = property === '$id' ? ['id'] : ['get', property];\n        conditions.push(['==', ['typeof', get], expectedTypes[property]]);\n    }\n    if (conditions.length === 0) return true;\n    if (conditions.length === 1) return conditions[0];\n    return ['all'].concat(conditions);\n}\n\nfunction convertComparisonOp(property: string, value: any, op: string, expectedTypes: ?ExpectedTypes) {\n    let get;\n    if (property === '$type') {\n        return [op, ['geometry-type'], value];\n    } else if (property === '$id') {\n        get = ['id'];\n    } else {\n        get = ['get', property];\n    }\n\n    if (expectedTypes && value !== null) {\n        const type = ((typeof value): any);\n        expectedTypes[property] = type;\n    }\n\n    if (op === '==' && property !== '$id' && value === null) {\n        return [\n            'all',\n            ['has', property], // missing property != null for legacy filters\n            ['==', get, null]\n        ];\n    } else if (op === '!=' && property !== '$id' && value === null) {\n        return [\n            'any',\n            ['!', ['has', property]], // missing property != null for legacy filters\n            ['!=', get, null]\n        ];\n    }\n\n    return [op, get, value];\n}\n\nfunction convertInOp(property: string, values: Array<any>, negate = false) {\n    if (values.length === 0) return negate;\n\n    let get;\n    if (property === '$type') {\n        get = ['geometry-type'];\n    } else if (property === '$id') {\n        get = ['id'];\n    } else {\n        get = ['get', property];\n    }\n\n    // Determine if the list of values to be searched is homogenously typed.\n    // If so (and if the type is string or number), then we can use a\n    // [match, input, [...values], true, false] construction rather than a\n    // bunch of `==` tests.\n    let uniformTypes = true;\n    const type = typeof values[0];\n    for (const value of values) {\n        if (typeof value !== type) {\n            uniformTypes = false;\n            break;\n        }\n    }\n\n    if (uniformTypes && (type === 'string' || type === 'number')) {\n        // Match expressions must have unique values.\n        const uniqueValues = values.sort().filter((v, i) => i === 0 || values[i - 1] !== v);\n        return ['match', get, uniqueValues, !negate, negate];\n    }\n\n    return [ negate ? 'all' : 'any' ].concat(\n        values.map(v => [negate ? '!=' : '==', get, v])\n    );\n}\n\nfunction convertHasOp(property: string) {\n    if (property === '$type') {\n        return true;\n    } else if (property === '$id') {\n        return ['!=', ['id'], null];\n    } else {\n        return ['has', property];\n    }\n}\n","// @flow\n\nimport {\n    eachLayer,\n    eachProperty\n} from '../visit';\nimport {isExpression} from '../expression';\nimport convertFunction, {convertTokenString} from '../function/convert';\nimport convertFilter from '../feature_filter/convert';\n\nimport type {StyleSpecification} from '../types';\n\n/**\n * Migrate the given style object in place to use expressions.

Specifically,\n * this will convert (a) \"stop\" functions,
 and (b) legacy filters to their\n * expression equivalents.\n */\nexport default function(style: StyleSpecification) {\n    const converted = [];\n\n    eachLayer(style, (layer) => {\n        if (layer.filter) {\n            layer.filter = (convertFilter(layer.filter): any);\n        }\n    });\n\n    eachProperty(style, {paint: true, layout: true}, ({path, value, reference, set}) => {\n        if (isExpression(value)) return;\n        if (typeof value === 'object' && !Array.isArray(value)) {\n            set(convertFunction(value, reference));\n            converted.push(path.join('.'));\n        } else if (reference.tokens && typeof value === 'string') {\n            set(convertTokenString(value));\n        }\n    });\n\n    return style;\n}\n\n","\nimport migrateToV8 from './migrate/v8';\nimport migrateToExpressions from './migrate/expressions';\n\n/**\n * Migrate a Mapbox GL Style to the latest version.\n * \n * @private\n * @alias migrate\n * @param {object} style a Mapbox GL Style\n
 * @returns {Object} a migrated style\n * @example\n * var fs = require('fs');\n * var migrate = require('mapbox-gl-style-spec').migrate;\n * var style = fs.readFileSync('./style.json', 'utf8');\n * fs.writeFileSync('./style.json', JSON.stringify(migrate(style)));\n */\nexport default function(style) {\n    let migrated = false;\n\n    if (style.version === 7) {\n        style = migrateToV8(style);\n        migrated = true;\n    }\n\n    if (style.version === 8) {\n        migrated = migrateToExpressions(style);\n        migrated = true;\n    }\n\n    if (!migrated) {\n        throw new Error('cannot migrate from', style.version);\n    }\n    return style;\n}\n","\nexport default function (style) {\n    const styleIDs = [];\n    const sourceIDs = [];\n    const compositedSourceLayers = [];\n\n    for (const id in style.sources) {\n        const source = style.sources[id];\n\n        if (source.type !== \"vector\")\n            continue;\n\n        const match = /^mapbox:\\/\\/(.*)/.exec(source.url);\n
        if (!match)\n            continue;\n\n        styleIDs.push(id);\n        sourceIDs.push(match[1]);\n    }\n\n    if (styleIDs.length < 2)\n        return style;\n\n    styleIDs.forEach((id) => {\n        delete style.sources[id];\n    });\n\n    const compositeID = sourceIDs.join(\",\");\n\n    style.sources[compositeID] = {\n        \"type\": \"vector\",\n        \"url\": `mapbox://${compositeID}`\n    };\n\n    style.layers.forEach((layer) => {\n        if (styleIDs.indexOf(layer.source) >= 0) {\n            layer.source = compositeID;\n            if ('source-layer' in layer) {\n                if (compositedSourceLayers.indexOf(layer['source-layer']) >= 0) {\n                    throw new Error('Conflicting source layer names');\n                } else {\n
                    compositedSourceLayers.push(layer['source-layer']);\n                }\n            }\n        }\n    });\n\n    return style;\n}\n","\nexport default ['type', 'source', 'source-layer',
 'minzoom', 'maxzoom', 'filter', 'layout'];\n","\nimport refProperties from './util/ref_properties';\n\nfunction deref(layer, parent) {\n    const result = {};\n\n    for (const k in layer) {\n        if (k !== 'ref') {\n            result[k] = layer[k];\n        }\n    }\n\n    refProperties.forEach((k) => {\n        if (k in parent) {\n            result[k] = parent[k];\n
    }\n    });\n\n    return result;\n}\n\nexport default derefLayers;\n\n/**\n * Given an array of layers, some of which may contain `ref` properties\n * whose value is the `id` of another property, return a new array where\n * such layers have been augmented with the 'type', 'source', etc. properties\n * from the parent layer, and the `ref` property has been removed.\n *\n * The input is not modified. The output may contain references to portions\n * of the input.\n *\n * @private\n * @param {Array<Layer>} layers\n * @returns {Array<Layer>}\n */\nfunction derefLayers(layers) {\n    layers = layers.slice();\n\n
  const map = Object.create(null);\n    for (let i = 0; i < layers.length; i++) {\n        map[layers[i].id] = layers[i];\n    }\n\n    for (let i = 0; i < layers.length; i++) {\n        if ('ref' in layers[i]) {\n            layers[i] = deref(layers[i], map[layers[i].ref]);\n        }\n    }\n\n    return layers;\n}\n","// @flow\n\n/**\n * Deeply compares two object literals.\n *\n * @private\n */\nfunction deepEqual(a: ?mixed, b: ?mixed): boolean {\n    if (Array.isArray(a)) {\n        if (!Array.isArray(b) || a.length !== b.length) return false;\n        for (let i = 0; i < a.length; i++) {\n            if (!deepEqual(a[i], b[i])) return false;\n        }\n        return true;\n    }\n    if (typeof a === 'object' && a !== null && b !== null) {\n        if (!(typeof b === 'object')) return false;\n        const keys = Object.keys(a);\n        if (keys.length !== Object.keys(b).length) return false;\n        for (const key in a) {\n            if (!deepEqual(a[key], b[key])) return false;\n        }\n        return true;\n    }\n    return a === b;\n}\n\nexport default deepEqual;\n","\nimport isEqual from './util/deep_equal';\n\nconst operations = {\n\n    /*\n     * { command: 'setStyle', args: [stylesheet] }\n     */\n    setStyle: 'setStyle',\n\n    /*\n     * { command: 'addLayer', args: [layer, 'beforeLayerId'] }\n     */\n    addLayer:

'addLayer',\n\n   /*\n    * { command: 'removeLayer', args: ['layerId'] }\n    */\n   removeLayer: 'removeLayer',\n\n   /*\n    * { command: 'setPaintProperty', args: ['layerId', 'prop', value] }\n    */\n   setPaintProperty: 'setPaintProperty',\n\n   /*\n    * { command: 'setLayoutProperty', args: ['layerId', 'prop', value] }\n    */\n   setLayoutProperty: 'setLayoutProperty',\n\n   /*\n    * { command: 'setFilter', args: ['layerId', filter] }\n    */\n   setFilter: 'setFilter',\n\n   /*\n    * { command: 'addSource', args: ['sourceId', source] }\n    */\n   addSource: 'addSource',\n\n   /*\n    *

 { command: 'removeSource', args: ['sourceId'] }\n    */\n   removeSource: 'removeSource',\n\n   /*\n    * { command: 'setGeoJSONSourceData', args: ['sourceId', data] }\n    */\n   setGeoJSONSourceData: 'setGeoJSONSourceData',\n\n   /*\n    * { command: 'setLayerZoomRange', args: ['layerId', 0, 22] }\n    */\n   setLayerZoomRange: 'setLayerZoomRange',\n\n   /*\n    * { command: 'setLayerProperty', args: ['layerId', 'prop', value] }\n    */\n   setLayerProperty: 'setLayerProperty',\n\n   /*\n    * { command: 'setCenter', args: [[lon, lat]] }\n    */\n   setCenter: 'setCenter',\n\n   /*\n    * { command: 'setZoom', args: [zoom] }\n    */\n   setZoom: 'setZoom',\n\n   /*\n    * { command: 'setBearing', args: [bearing] }\n    */\n   setBearing: 'setBearing',\n\n   /*\n    * { command: 'setPitch', args: [pitch] }\n    */\n   setPitch: 'setPitch',\n\n   /*\n    * { command: 'setSprite', args: ['spriteUrl'] }\n    */\n   setSprite: 'setSprite',\n\n   /*\n

    * { command: 'setGlyphs', args: ['glyphsUrl'] }\n    */\n   setGlyphs: 'setGlyphs',\n\n   /*\n    * { command: 'setTransition', args: [transition] }\n    */\n   setTransition: 'setTransition',\n\n   /*\n    * { command: 'setLighting', args: [lightProperties] }\n    */\n   setLight: 'setLight'\n\n};\n\nfunction addSource(sourceId, after, commands) {\n   commands.push({command: operations.addSource, args: [sourceId, after[sourceId]]});\n}\n\nfunction removeSource(sourceId, commands, sourcesRemoved) {\n   commands.push({command: operations.removeSource, args: [sourceId]});\n   sourcesRemoved[sourceId] = true;\n}\n\nfunction updateSource(sourceId, after, commands, sourcesRemoved) {\n   removeSource(sourceId, commands, sourcesRemoved);\n   addSource(sourceId, after, commands);\n}\n\nfunction canUpdateGeoJSON(before, after, sourceId) {\n   let prop;\n   for (prop in before[sourceId]) {\n       if (!before[sourceId].hasOwnProperty(prop)) continue;\n       if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n           return false;\n       }\n   }\n   for (prop in after[sourceId]) {\n       if (!after[sourceId].hasOwnProperty(prop)) continue;\n       if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n           return false;\n       }\n   }\n   return true;\n}\n\nfunction diffSources(before, after, commands, sourcesRemoved) {\n   before = before || {};\n   after = after || {};\n   let sourceId;\n\n   // look for sources to remove\n   for (sourceId in before) {\n       if (!before.hasOwnProperty(sourceId)) continue;\n       if (!after.hasOwnProperty(sourceId)) {\n           removeSource(sourceId, commands, sourcesRemoved);\n       }\n   }\n\n   // look for sources to add/update\n   for (sourceId in after) {\n       if (!after.hasOwnProperty(sourceId)) continue;\n       if (!before.hasOwnProperty(sourceId)) {\n           addSource(sourceId, after, commands);\n

   } else if (!isEqual(before[sourceId], after[sourceId])) {\n           if (before[sourceId].type === 'geojson' && after[sourceId].type === 'geojson' && canUpdateGeoJSON(before, after, sourceId)) {\n               commands.push({command: operations.setGeoJSONSourceData, args: [sourceId, after[sourceId].data]});\n           } else {\n               // no update command, must remove then add\n               updateSource(sourceId, after, commands, sourcesRemoved);\n           }\n       }\n   }\n}\n\nfunction diffLayerPropertyChanges(before, after, commands, layerId, klass, command) {\n   before = before || {};\n   after = after || {};\n\n   let prop;\n   for (prop in before) {\n       if (!before.hasOwnProperty(prop)) continue;\n       if (!isEqual(before[prop], after[prop])) {\n           commands.push({command, args: [layerId, prop, after[prop], klass]});\n       }\n   }\n   for (prop in after) {\n       if (!after.hasOwnProperty(prop) || before.hasOwnProperty(prop))

 continue;\n       if (!isEqual(before[prop], after[prop])) {\n           commands.push({command, args: [layerId, prop, after[prop], klass]});\n       }\n   }\n}\n\nfunction pluckId(layer) {\n   return layer.id;\n}\nfunction indexById(group, layer) {\n   group[layer.id] = layer;\n   return group;\n}\n\nfunction diffLayers(before, after, commands) {\n   before = before || [];\n   after = after || [];\n\n   // order of layers by id\n   const beforeOrder = before.map(pluckId);\n   const afterOrder = after.map(pluckId);\n\n   // index of layer by id\n   const beforeIndex = before.reduce(indexById, {});\n   const afterIndex = after.reduce(indexById, {});\n\n   // track order of layers as if

they have been mutated\n    const tracker = beforeOrder.slice();\n\n    // layers that have been added do not need to be diffed\n    const clean = Object.create(null);\n\n    let i, d, layerId, beforeLayer, afterLayer, insertBeforeLayerId, prop;\n\n    // remove layers\n    for (i = 0, d

= 0; i < beforeOrder.length; i++) {\n        layerId = beforeOrder[i];\n        if (!afterIndex.hasOwnProperty(layerId)) {\n            commands.push({command: operations.removeLayer, args: [layerId]});\n            tracker.splice(tracker.indexOf(layerId, d), 1);\n        } else {\n            // limit where in tracker we need to look for a match\n            d++;\n        }\n    }\n\n    // add/reorder layers\n    for (i = 0, d = 0; i < afterOrder.length; i++) {\n        // work backwards as insert is before an existing layer\n        layerId = afterOrder[afterOrder.length - 1 - i];\n\n        if (tracker[tracker.length - 1 - i] === layerId) continue;\n\n        if (beforeIndex.hasOwnProperty(layerId)) {\n            // remove the layer before we insert at the correct position\n            commands.push({command: operations.removeLayer, args: [layerId]});\n            tracker.splice(tracker.lastIndexOf(layerId, tracker.length - d), 1);\n        } else {\n            // limit where in

tracker we need to look for a match\n            d++;\n        }\n\n        // add layer at correct position\n        insertBeforeLayerId = tracker[tracker.length - i];\n        commands.push({command: operations.addLayer, args: [afterIndex[layerId], insertBeforeLayerId]});\n        tracker.splice(tracker.length - i, 0, layerId);\n        clean[layerId] = true;\n    }\n\n    // update layers\n    for (i = 0; i < afterOrder.length; i++) {\n        layerId = afterOrder[i];\n        beforeLayer = beforeIndex[layerId];\n        afterLayer = afterIndex[layerId];\n\n        // no need to update if previously added (new or moved)\n        if (clean[layerId] || isEqual(beforeLayer, afterLayer)) continue;\n\n        // If source, source-layer, or type have changes, then remove the layer\n        // and add it back 'from scratch'.\n        if (!isEqual(beforeLayer.source, afterLayer.source) || !isEqual(beforeLayer['source-layer'], afterLayer['source-layer']) || !isEqual(beforeLayer.type, afterLayer.type))

{\n            commands.push({command: operations.removeLayer, args: [layerId]});\n            // we add the layer back at the same position it was already in, so\n            // there's no need to update the `tracker`\n            insertBeforeLayerId = tracker[tracker.lastIndexOf(layerId) + 1];\n            commands.push({command: operations.addLayer, args: [afterLayer, insertBeforeLayerId]});\n            continue;\n        }\n\n        // layout, paint, filter, minzoom, maxzoom\n        diffLayerPropertyChanges(beforeLayer.layout, afterLayer.layout, commands, layerId, null, operations.setLayoutProperty);\n        diffLayerPropertyChanges(beforeLayer.paint, afterLayer.paint, commands, layerId, null, operations.setPaintProperty);\n        if (!isEqual(beforeLayer.filter, afterLayer.filter)) {\n            commands.push({command: operations.setFilter, args: [layerId, afterLayer.filter]});\n        }\n        if (!isEqual(beforeLayer.minzoom, afterLayer.minzoom) || !isEqual(beforeLayer.maxzoom,

afterLayer.maxzoom)) {\n            commands.push({command: operations.setLayerZoomRange, args: [layerId, afterLayer.minzoom, afterLayer.maxzoom]});\n        }\n\n        // handle all other layer props, including paint.*\n        for (prop in beforeLayer) {\n            if (!beforeLayer.hasOwnProperty(prop)) continue;\n            if (prop === 'layout' || prop === 'paint' || prop === 'filter' ||\n                prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom') continue;\n            if (prop.indexOf('paint.') === 0) {\n                diffLayerPropertyChanges(beforeLayer[prop], afterLayer[prop], commands, layerId, prop.slice(6), operations.setPaintProperty);\n            } else if (!isEqual(beforeLayer[prop], afterLayer[prop])) {\n                commands.push({command: operations.setLayerProperty, args: [layerId, prop, afterLayer[prop]]});\n            }\n        }\n        for (prop in afterLayer) {\n            if (!afterLayer.hasOwnProperty(prop)

|| beforeLayer.hasOwnProperty(prop)) continue;\n            if (prop === 'layout' || prop === 'paint' || prop === 'filter' ||\n                prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom') continue;\n            if (prop.indexOf('paint.') === 0) {\n                diffLayerPropertyChanges(beforeLayer[prop], afterLayer[prop], commands, layerId, prop.slice(6), operations.setPaintProperty);\n            } else if (!isEqual(beforeLayer[prop], afterLayer[prop])) {\n                commands.push({command: operations.setLayerProperty, args: [layerId, prop, afterLayer[prop]]});\n            }\n        }\n    }\n}\n\n/**\n * Diff two stylesheet\n *\n * Creates semanticly aware diffs that can easily be applied at runtime.\n * Operations produced by the diff closely resemble the mapbox-gl-js API. Any\n * error creating the diff will fall back to the 'setStyle' operation.\n *\n * Example diff:\n * [\n *   { command: 'setConstant', args: ['@water', '#0000FF'] },\n *   { command:

'setPaintProperty', args: ['background', 'background-color', 'black'] }\n * ]\n *\n * @private\n * @param {*} [before] stylesheet to compare from\n * @param {*} after stylesheet to compare to\n * @returns Array list of changes\n *\/\nfunction diffStyles(before, after) {\n    if (!before) return [{command: operations.setStyle, args: [after]}];\n\n    let commands = [];\n\n    try {\n        // Handle changes to top-level properties\n        if (!isEqual(before.version, after.version)) {\n            return [{command: operations.setStyle, args: [after]}];\n        }\n        if (!isEqual(before.center, after.center)) {\n            commands.push({command: operations.setCenter, args: [after.center]});\n        }\n        if (!isEqual(before.zoom, after.zoom)) {\n            commands.push({command: operations.setZoom, args: [after.zoom]});\n        }\n        if (!isEqual(before.bearing, after.bearing)) {\n            commands.push({command: operations.setBearing, args: [after.bearing]});\n

        }\n        if (!isEqual(before.pitch, after.pitch)) {\n            commands.push({command: operations.setPitch, args: [after.pitch]});\n        }\n        if (!isEqual(before.sprite, after.sprite)) {\n            commands.push({command: operations.setSprite, args: [after.sprite]});\n        }\n        if (!isEqual(before.glyphs, after.glyphs)) {\n            commands.push({command: operations.setGlyphs, args: [after.glyphs]});\n        }\n        if (!isEqual(before.transition, after.transition)) {\n            commands.push({command: operations.setTransition, args: [after.transition]});\n        }\n        if (!isEqual(before.light, after.light)) {\n            commands.push({command: operations.setLight, args: [after.light]});\n        }\n\n        // Handle changes to `sources`\n        // If a source is to be removed, we also--before the removeSource\n        // command--need to remove all the style layers that depend on it.\n        const sourcesRemoved = {};\n\n

    // First collect the {add,remove}Source commands\n        const removeOrAddSourceCommands = [];\n        diffSources(before.sources, after.sources, removeOrAddSourceCommands, sourcesRemoved);\n\n        // Push a removeLayer command for each style layer that depends on a\n        // source that's being removed.\n        // Also, exclude any such layers them from the input to `diffLayers`\n        // below, so that diffLayers produces the appropriate `addLayers`\n        // command\n        const beforeLayers = [];\n        if (before.layers) {\n        before.layers.forEach((layer) => {\n            if (sourcesRemoved[layer.source]) {\n        commands.push({command: operations.removeLayer, args: [layer.id]});\n            } else {\n        beforeLayers.push(layer);\n            }\n        });\n        }\n        commands = commands.concat(removeOrAddSourceCommands);\n\n        // Handle changes to `layers`\n        diffLayers(beforeLayers,

 after.layers, commands);\n\n    } catch (e) {\n        // fall back to setStyle\n        console.warn('Unable to compute style diff:', e);\n        commands = [{command: operations.setStyle, args: [after]}];\n    }\n\n    return commands;\n}\n\nexport default diffStyles;\nexport {operations};\n","// @flow\n\n// Note: Do not inherit from Error. It breaks when transpiling to ES5.\n\nexport default class ValidationError {\n    message: string;\n    identifier: ?string;\n    line: ?number;\n\n    constructor(key: ?string, value: ?{ __line__: number }, message: string, identifier: ?string) {\n        this.message = (key ? `${key}: ` : '') + message;\n        if (identifier) this.identifier = identifier;\n\n        if (value !== null && value !== undefined && value.__line__) {\n            this.line = value.__line__;\n        }\n    }\n}\n","// @flow\n\n// Note: Do not inherit from Error. It breaks when transpiling to ES5.\n\nexport default class ParsingError {\n    message: string;\n

 error: Error;\n    line: number;\n\n    constructor(error: Error) {\n        this.error = error;\n        this.message = error.message;\n        const match = error.message.match(/line (\\d+)/);\n        this.line = match ? parseInt(match[1], 10) : 0;\n    }\n}\n","\nimport ValidationError from '../error/validation_error';\n\nexport default function validateConstants(options) {\n    const key = options.key;\n    const constants = options.value;\n\n    if (constants) {\n        return [new ValidationError(key, constants, 'constants have been deprecated as of v8')];\n    } else {\n        return [];\n    }\n}\n","// @flow\n\n// Turn jsonlint-lines-primitives objects into primitive objects\nexport function unbundle(value: mixed) {\n    if (value instanceof Number || value instanceof String || value instanceof Boolean) {\n        return value.valueOf();\n    } else {\n        return value;\n    }\n}\n\nexport function deepUnbundle(value: mixed): mixed {\n    if (Array.isArray(value)) {\n

    return value.map(deepUnbundle);\n    } else if (value instanceof Object && !(value instanceof Number || value instanceof String || value instanceof Boolean)) {\n        const unbundledValue: { [key: string]: mixed } = {};\n

for (const key in value) {\n          unbundledValue[key] = deepUnbundle(value[key]);\n      }\n      return unbundledValue;\n   }\n\n   return unbundle(value);\n}\n","\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validateSpec from './validate';\n\nexport default function validateObject(options) {\n   const key = options.key;\n   const object = options.value;\n   const elementSpecs = options.valueSpec || {};\n   const elementValidators = options.objectElementValidators || {};\n   const style = options.style;\n   const styleSpec = options.styleSpec;\n   let errors = [];\n\n   const type = getType(object);\n   if (type !== 'object') {\n       return [new ValidationError(key, object, `object expected, ${type} found`)];\n   }\n\n   for (const objectKey in object) {\n       const elementSpecKey = objectKey.split('.')[0]; // treat 'paint.*' as 'paint'\n       const elementSpec = elementSpecs[elementSpecKey] || elementSpecs['*'];\n\n       let validateElement;\n       if (elementValidators[elementSpecKey]) {\n           validateElement = elementValidators[elementSpecKey];\n       } else if (elementSpecs[elementSpecKey]) {\n           validateElement = validateSpec;\n       } else if (elementValidators['*']) {\n           validateElement = elementValidators['*'];\n       } else if (elementSpecs['*']) {\n           validateElement = validateSpec;\n       } else {\n           errors.push(new ValidationError(key, object[objectKey], `unknown property \"${objectKey}\"`));\n           continue;\n       }\n\n       errors = errors.concat(validateElement({\n           key: (key ? `${key}.` : key) + objectKey,\n           value: object[objectKey],\n           valueSpec: elementSpec,\n           style,\n           styleSpec,\n           object,\n           objectKey\n       }, object));\n   }\n\n   for (const elementSpecKey in elementSpecs) {\n       // Don't check `required` when there's a custom validator for that property.\n       if (elementValidators[elementSpecKey]) {\n           continue;\n       }\n\n     if (elementSpecs[elementSpecKey].required && elementSpecs[elementSpecKey]['default'] === undefined && object[elementSpecKey] === undefined) {\n           errors.push(new ValidationError(key, object, `missing required property \"${elementSpecKey}\"`));\n       }\n   }\n\n   return errors;\n}\n","\nimport getType from '../util/get_type';\nimport validate from './validate';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateArray(options) {\n   const array = options.value;\n   const arraySpec = options.valueSpec;\n   const style = options.style;\n   const styleSpec = options.styleSpec;\n   const key = options.key;\n   const validateArrayElement = options.arrayElementValidator || validate;\n\n   if (getType(array) !== 'array') {\n       return [new ValidationError(key, array, `array expected, ${getType(array)} found`)];\n   }\n\n   if (arraySpec.length && array.length !== arraySpec.length) {\n       return [new ValidationError(key, array, `array length ${arraySpec.length} expected, length ${array.length} found`)];\n   }\n\n   if (arraySpec['min-length'] && array.length < arraySpec['min-length']) {\n       return [new ValidationError(key, array, `array length at least ${arraySpec['min-length']} expected, length ${array.length} found`)];\n   }\n\n   let arrayElementSpec = {\n       \"type\": arraySpec.value,\n       \"values\": arraySpec.values\n   };\n\n   if (styleSpec.$version < 7) {\n       arrayElementSpec.function = arraySpec.function;\n   }\n\n   if (getType(arraySpec.value) === 'object') {\n       arrayElementSpec = arraySpec.value;\n   }\n\n   let errors = [];\n   for (let i = 0; i < array.length; i++) {\n       errors = errors.concat(validateArrayElement({\n           array,\n           arrayIndex: i,\n           value: array[i],\n           valueSpec: arrayElementSpec,\n           style,\n           styleSpec,\n           key: `${key}[${i}]`\n       }));\n   }\n   return errors;\n}\n","\nimport getType from '../util/get_type';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateNumber(options) {\n   const key = options.key;\n   const value = options.value;\n   const valueSpec = options.valueSpec;\n   let type = getType(value);\n\n   // eslint-disable-next-line no-self-compare\n   if (type === 'number' && value !== value) {\n       type = 'NaN';\n   }\n\n   if (type !== 'number') {\n       return [new ValidationError(key, value, `number expected, ${type} found`)];\n   }\n\n   if ('minimum' in valueSpec && value < valueSpec.minimum) {\n       return [new ValidationError(key, value, `${value} is less than the minimum value ${valueSpec.minimum}`)];\n   }\n\n   if ('maximum' in valueSpec && value > valueSpec.maximum) {\n       return [new ValidationError(key, value, `${value} is greater than the maximum value ${valueSpec.maximum}`)];\n   }\n\n   return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validate from './validate';\nimport validateObject from './validate_object';\nimport

validateArray from './validate_array';\nimport validateNumber from './validate_number';\nimport {isExpression} from '../expression';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {\n supportsPropertyExpression,\n supportsZoomExpression,\n supportsInterpolation\n} from '../util/properties';\n\nexport default function validateFunction(options) {\n const functionValueSpec = options.valueSpec;\n const functionType = unbundle(options.value.type);\n

let stopKeyType;\n let stopDomainValues = {};\n let previousStopDomainValue;\n let previousStopDomainZoom;\n\n const isZoomFunction = functionType !== 'categorical' && options.value.property === undefined;\n const isPropertyFunction = !isZoomFunction;\n const isZoomAndPropertyFunction =\n getType(options.value.stops) === 'array' &&\n getType(options.value.stops[0]) === 'array' &&\n getType(options.value.stops[0][0]) === 'object';\n\n const errors = validateObject({\n key: options.key,\n value: options.value,\n valueSpec: options.styleSpec.function,\n style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {\n stops: validateFunctionStops,\n default: validateFunctionDefault\n }\n });\n\n if (functionType === 'identity' && isZoomFunction) {\n errors.push(new ValidationError(options.key, options.value, 'missing required

property \"property\"));\n }\n\n if (functionType !== 'identity' && !options.value.stops) {\n errors.push(new ValidationError(options.key, options.value, 'missing required property \"stops\"'));\n }\n\n if (functionType === 'exponential' && options.valueSpec.expression && !supportsInterpolation(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'exponential functions not supported'));\n }\n\n if (options.styleSpec.$version >= 8) {\n if (isPropertyFunction && !supportsPropertyExpression(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'property functions not supported'));\n } else if (isZoomFunction && !supportsZoomExpression(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'zoom functions not supported'));\n }\n }\n\n if ((functionType === 'categorical' || isZoomAndPropertyFunction) && options.value.property

=== undefined) {\n errors.push(new ValidationError(options.key, options.value, '\"property\" property is required'));\n }\n\n return errors;\n\n function validateFunctionStops(options) {\n if (functionType === 'identity') {\n return [new ValidationError(options.key, options.value, 'identity function may not have a \"stops\" property')];\n }\n\n let errors = [];\n const value = options.value;\n\n errors = errors.concat(validateArray({\n key: options.key,\n value,\n valueSpec: options.valueSpec,\n style: options.style,\n styleSpec: options.styleSpec,\n arrayElementValidator: validateFunctionStop\n }));\n\n if (getType(value) === 'array' && value.length === 0) {\n errors.push(new ValidationError(options.key, value, 'array must have at least one stop'));\n }\n\n return errors;\n }\n\n function validateFunctionStop(options)

{\n let errors = [];\n const value = options.value;\n const key = options.key;\n\n if (getType(value) !== 'array') {\n return [new ValidationError(key, value, `array expected, ${getType(value)} found`)];\n }\n\n if (value.length !== 2) {\n return [new ValidationError(key, value, `array length 2 expected, length ${value.length} found`)];\n }\n\n if (isZoomAndPropertyFunction) {\n if (getType(value[0]) !== 'object') {\n return [new ValidationError(key, value, `object expected, ${getType(value[0])} found`)];\n }\n if (value[0].zoom === undefined) {\n return [new ValidationError(key, value, 'object stop key must have zoom')];\n }\n if (value[0].value === undefined) {\n return [new ValidationError(key, value, 'object stop key must have value')];\n }\n if (previousStopDomainZoom

&& previousStopDomainZoom > unbundle(value[0].zoom)) {\n return [new ValidationError(key, value[0].zoom, 'stop zoom values must appear in ascending order')];\n }\n if (unbundle(value[0].zoom) !== previousStopDomainZoom) {\n previousStopDomainZoom = unbundle(value[0].zoom);\n previousStopDomainValue = undefined;\n stopDomainValues = {};\n }\n errors = errors.concat(validateObject({\n key: `${key}[0]`,\n value: value[0],\n valueSpec: {zoom: {}},\n style: options.style,\n styleSpec: options.styleSpec,\n

objectElementValidators: {zoom: validateNumber, value: validateStopDomainValue}\n            }));\n      } else {\n       errors = errors.concat(validateStopDomainValue({\n             key: `${key}[0]`,\n             value: value[0],\n             valueSpec: {},\n             style:
 options.style,\n             styleSpec: options.styleSpec\n           }, value));\n      }\n\n       if
(isExpression(deepUnbundle(value[1]))) {\n          return errors.concat([new ValidationError(`${key}[1]`, value[1],
'expressions are not allowed in function stops.')]);\n       }\n\n       return errors.concat(validate({\n          key:
`${key}[1]`,\n          value: value[1],\n          valueSpec: functionValueSpec,\n          style: options.style,\n
styleSpec: options.styleSpec\n       }));\n    }\n\n    function validateStopDomainValue(options, stop) {\n       const
type = getType(options.value);\n       const value = unbundle(options.value);\n\n       const reportValue =
options.value !== null ? options.value : stop;\n\n       if (!stopKeyType) {\n          stopKeyType = type;\n       } else
if (type !== stopKeyType) {\n          return [new ValidationError(options.key, reportValue, `${type} stop domain
type must match previous stop domain
 type ${stopKeyType}`)];\n       }\n\n       if (type !== 'number' && type !== 'string' && type !== 'boolean') {\n
 return [new ValidationError(options.key, reportValue, 'stop domain value must be a number, string, or
boolean')];\n       }\n\n       if (type !== 'number' && functionType !== 'categorical') {\n          let message =
`number expected, ${type} found`;\n          if (supportsPropertyExpression(functionValueSpec) && functionType
=== undefined) {\n             message += '\\nIf you intended to use a categorical function, specify `\"type\":
\"categorical\"`.';\n          }\n          return [new ValidationError(options.key, reportValue, message)];\n       }\n\n
  if (functionType === 'categorical' && type === 'number' && (!isFinite(value) || Math.floor(value) !== value)) {\n
       return [new ValidationError(options.key, reportValue, `integer expected, found ${value}`)];\n       }\n\n       if
(functionType !== 'categorical' && type ===
 'number' && previousStopDomainValue !== undefined && value < previousStopDomainValue) {\n          return
[new ValidationError(options.key, reportValue, 'stop domain values must appear in ascending order')];\n       } else
{\n          previousStopDomainValue = value;\n       }\n\n       if (functionType === 'categorical' && value in
stopDomainValues) {\n          return [new ValidationError(options.key, reportValue, 'stop domain values must be
unique')];\n       } else {\n          stopDomainValues[value] = true;\n       }\n\n       return [];\n    }\n\n    function
validateFunctionDefault(options) {\n       return validate({\n          key: options.key,\n          value:
options.value,\n          valueSpec: functionValueSpec,\n          style: options.style,\n          styleSpec:
options.styleSpec\n       });\n    }\n}\n","// @flow\n\nimport ValidationError from
'../error/validation_error';\n\nimport {createExpression, createPropertyExpression} from '../expression';\nimport
 {deepUnbundle} from '../util/unbundle_jsonlint';\nimport {isStateConstant, isGlobalPropertyConstant,
isFeatureConstant} from '../expression/is_constant';\n\nexport default function validateExpression(options: any):
Array<ValidationError> {\n    const expression = (options.expressionContext === 'property' ?
createPropertyExpression : createExpression)(deepUnbundle(options.value), options.valueSpec);\n    if
(expression.result === 'error') {\n       return expression.value.map((error) => {\n          return new
ValidationError(`${options.key}${error.key}`, options.value, error.message);\n       });\n    }\n\n    const
expressionObj = (expression.value: any).expression || (expression.value: any)._styleExpression.expression;\n\n    if
(options.expressionContext === 'property' && (options.propertyKey === 'text-font') &&\n
expressionObj.possibleOutputs().indexOf(undefined) !== -1) {\n       return [new ValidationError(options.key,
options.value, `Invalid data
 expression for \"${options.propertyKey}\". Output values must be contained as literals within the expression.`)];\n
}\n\n    if (options.expressionContext === 'property' && options.propertyType === 'layout' &&\n
(!isStateConstant(expressionObj))) {\n       return [new ValidationError(options.key, options.value, '\"feature-state\"
data expressions are not supported with layout properties.')];\n    }\n\n    if (options.expressionContext === 'filter'
&& !isStateConstant(expressionObj)) {\n       return [new ValidationError(options.key, options.value, '\"feature-
state\" data expressions are not supported with filters.')];\n    }\n\n    if (options.expressionContext &&
options.expressionContext.indexOf('cluster') === 0) {\n       if (!isGlobalPropertyConstant(expressionObj, ['zoom',
'feature-state'])) {\n          return [new ValidationError(options.key, options.value, '\"zoom\" and \"feature-state\"

expressions are not supported with cluster properties.')];\n        }\n

    if (options.expressionContext === 'cluster-initial' && !isFeatureConstant(expressionObj)) {\n        return [new ValidationError(options.key, options.value, 'Feature data expressions are not supported with initial expression part of cluster properties.')];\n        }\n    }\n\n    return [];\n}\n","\nimport getType from '../util/get_type';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateBoolean(options) {\n    const value = options.value;\n    const key = options.key;\n    const type = getType(value);\n\n    if (type !== 'boolean') {\n        return [new ValidationError(key, value, `boolean expected, ${type} found`)];\n    }\n\n    return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport {parseCSSColor} from 'csscolorparser';\n\nexport default function validateColor(options) {\n    const key = options.key;\n    const value = options.value;\n    const type = getType(value);\n\n    if (type !== 'string') {\n        return [new ValidationError(key, value, `color expected, ${type} found`)];\n    }\n\n    if (parseCSSColor(value) === null) {\n        return [new ValidationError(key, value, `color expected, \"${value}\" found`)];\n    }\n\n    return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\n\nexport default function validateEnum(options) {\n    const key = options.key;\n    const value = options.value;\n    const valueSpec = options.valueSpec;\n    const errors = [];\n\n    if (Array.isArray(valueSpec.values)) { // <=v7\n        if (valueSpec.values.indexOf(unbundle(value)) === -1) {\n            errors.push(new ValidationError(key, value, `expected one of [${valueSpec.values.join(', ')}], ${JSON.stringify(value)} found`));\n        }\n    } else { // >=v8\n        if (Object.keys(valueSpec.values).indexOf(unbundle(value)) === -1) {\n            errors.push(new ValidationError(key, value, `expected one of [${Object.keys(valueSpec.values).join(', ')}], ${JSON.stringify(value)} found`));\n        }\n    }\n    return errors;\n}\n","\nimport ValidationError from '../error/validation_error';\nimport validateExpression from './validate_expression';\nimport validateEnum from './validate_enum';\nimport getType from '../util/get_type';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport extend from '../util/extend';\nimport {isExpressionFilter} from '../feature_filter';\n\nexport default function validateFilter(options) {\n    if (isExpressionFilter(deepUnbundle(options.value))) {\n        return validateExpression(extend({}, options, {\n            expressionContext: 'filter',\n            valueSpec: {value: 'boolean'}\n        }));\n    } else {\n        return validateNonExpressionFilter(options);\n    }\n}\n\nfunction validateNonExpressionFilter(options) {\n    const value = options.value;\n    const key = options.key;\n\n    if (getType(value) !== 'array') {\n        return [new ValidationError(key, value, `array expected, ${getType(value)} found`)];\n    }\n\n    const styleSpec = options.styleSpec;\n    let type;\n\n    let errors = [];\n\n    if (value.length < 1) {\n        return [new ValidationError(key, value, 'filter array must have at least 1 element')];\n    }\n\n    errors = errors.concat(validateEnum({\n        key: `${key}[0]`,\n        value: value[0],\n        valueSpec: styleSpec.filter_operator,\n        style: options.style,\n        styleSpec: options.styleSpec\n    }));\n\n    switch (unbundle(value[0])) {\n    case '<':\n    case '<=':\n    case '>':\n    case '>=':\n        if (value.length >= 2 && unbundle(value[1]) === '$type') {\n            errors.push(new ValidationError(key, value, `\"$type\" cannot be use with operator \"${value[0]}\"`));\n        }\n        /* falls through */\n    case '==':\n    case '!=':\n        if (value.length !== 3) {\n            errors.push(new ValidationError(key, value, `filter array for operator \"${value[0]}\" must have 3 elements`));\n        }\n        /* falls through */\n    case 'in':\n    case '!in':\n        if (value.length >= 2) {\n            type = getType(value[1]);\n            if (type !== 'string') {\n                errors.push(new ValidationError(`${key}[1]`, value[1], `string expected, ${type} found`));\n            }\n        }\n        for (let i = 2; i < value.length; i++) {\n            type = getType(value[i]);\n            if (unbundle(value[1]) === '$type') {\n                errors = errors.concat(validateEnum({\n                    key: `${key}[${i}]`,\n                    value: value[i],\n                    valueSpec: styleSpec.geometry_type,\n                    style: options.style,\n                    styleSpec: options.styleSpec\n                }));\n            } else if (type !== 'string' && type !== 'number' && type !== 'boolean') {\n                errors.push(new ValidationError(`${key}[${i}]`, value[i], `string, number, or boolean expected, ${type} found`));\n            }\n        }\n        break;\n\n    case 'any':\n    case 'all':\n    case 'none':\n        for (let i = 1; i < value.length; i++) {\n            errors = errors.concat(validateNonExpressionFilter({\n                key: `${key}[${i}]`,\n                value: value[i],\n

style: options.style,\n                   styleSpec: options.styleSpec\n                })):\n    }\n    break;\n\n   case 'has':\n   case '!has':\n      type = getType(value[1]);\n      if (value.length !== 2) {\n          errors.push(new ValidationError(key, value, `filter array for \"${value[0]}\" operator must have 2 elements`));\n    } else if (type !== 'string') {\n          errors.push(new ValidationError(`${key}[1]`, value[1], `string expected, ${type} found`));\n    }\n    break;\n\n  }\n\n  return errors;\n}\n","\nimport validate from './validate';\nimport ValidationError from '../error/validation_error';\nimport

getType from '../util/get_type';\nimport {isFunction} from '../function';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {supportsPropertyExpression} from '../util/properties';\n\nexport default function validateProperty(options, propertyType) {\n    const key = options.key;\n    const style = options.style;\n    const styleSpec = options.styleSpec;\n    const value = options.value;\n    const propertyKey = options.objectKey;\n    const layerSpec = styleSpec[`${propertyType}_${options.layerType}`];\n\n    if (!layerSpec) return [];\n\n    const transitionMatch = propertyKey.match(/^(.*)-transition$/);\n    if (propertyType === 'paint' && transitionMatch && layerSpec[transitionMatch[1]] && layerSpec[transitionMatch[1]].transition) {\n        return validate({\n            key,\n            value,\n            valueSpec: styleSpec.transition,\n            style,\n            styleSpec\n        });\n    }\n\n    const valueSpec = options.valueSpec

 || layerSpec[propertyKey];\n    if (!valueSpec) {\n        return [new ValidationError(key, value, `unknown property \"${propertyKey}\"`)];\n    }\n\n    let tokenMatch;\n    if (getType(value) === 'string' && supportsPropertyExpression(valueSpec) && !valueSpec.tokens && (tokenMatch = /^{([^}]+)}$/.exec(value))) {\n        return [new ValidationError(\n            key, value,\n            `\"${propertyKey}\" does not support interpolation syntax\\n` +\n            `Use an identity property function instead: \\`{ \"type\": \"identity\", \"property\": ${JSON.stringify(tokenMatch[1])} }\\`.`)];\n    }\n\n    const errors = [];\n    if (options.layerType === 'symbol') {\n        if (propertyKey === 'text-field' && style && !style.glyphs) {\n            errors.push(new ValidationError(key, value, 'use of \"text-field\" requires a style \"glyphs\" property'));\n        }\n        if (propertyKey === 'text-font' && isFunction(deepUnbundle(value)) && unbundle(value.type) ===

 'identity') {\n            errors.push(new ValidationError(key, value, '\"text-font\" does not support identity functions'));\n        }\n    }\n\n    return errors.concat(validate({\n        key: options.key,\n        value,\n        valueSpec,\n        style,\n        styleSpec,\n        expressionContext: 'property',\n        propertyType,\n        propertyKey\n    }));\n}\n","\nimport validateProperty from './validate_property';\n\nexport default function validatePaintProperty(options) {\n    return validateProperty(options, 'paint');\n}\n","\nimport validateProperty from './validate_property';\n\nexport default function validateLayoutProperty(options) {\n    return validateProperty(options, 'layout');\n}\n","\nimport ValidationError from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\nimport validateObject from './validate_object';\nimport validateFilter from './validate_filter';\nimport validatePaintProperty from './validate_paint_property';\nimport

 validateLayoutProperty from './validate_layout_property';\nimport validateSpec from './validate';\nimport extend from '../util/extend';\n\nexport default function validateLayer(options) {\n    let errors = [];\n\n    const layer = options.value;\n    const key = options.key;\n    const style = options.style;\n    const styleSpec = options.styleSpec;\n\n    if (!layer.type && !layer.ref) {\n        errors.push(new ValidationError(key, layer, 'either \"type\" or \"ref\" is required'));\n    }\n    let type = unbundle(layer.type);\n    const ref = unbundle(layer.ref);\n\n    if (layer.id) {\n        const layerId = unbundle(layer.id);\n        for (let i = 0; i < options.arrayIndex; i++) {\n            const otherLayer = style.layers[i];\n            if (unbundle(otherLayer.id) === layerId) {\n                errors.push(new ValidationError(key, layer.id, `duplicate layer id \"${layer.id}\", previously used at line ${otherLayer.id.__line__}`));\n            }\n        }\n    }\n\n

    if ('ref' in layer) {\n        ['type', 'source', 'source-layer', 'filter', 'layout'].forEach((p) => {\n            if (p in layer) {\n                errors.push(new ValidationError(key, layer[p], `\"${p}\" is prohibited for ref layers`));\n            }\n        });\n\n        let parent;\n\n        style.layers.forEach((layer) => {\n            if (unbundle(layer.id) === ref) parent = layer;\n        });\n\n        if (!parent) {\n            errors.push(new ValidationError(key, layer.ref, `ref layer \"${ref}\" not found`));\n        } else if (parent.ref) {\n            errors.push(new ValidationError(key, layer.ref, 'ref cannot reference another ref layer'));\n        } else {\n            type = unbundle(parent.type);\n        }\n    } else if (type !==

'background') {\n        if (!layer.source) {\n            errors.push(new ValidationError(key, layer, 'missing required property \"source\"'));\n        } else {\n            const source = style.sources && style.sources[layer.source];\n            const sourceType = source && unbundle(source.type);\n            if (!source) {\n                errors.push(new ValidationError(key, layer.source, `source \"${layer.source}\" not found`));\n            } else if (sourceType === 'vector' && type === 'raster') {\n                errors.push(new ValidationError(key, layer.source, `layer \"${layer.id}\" requires a raster source`));\n            } else if (sourceType === 'raster' && type !== 'raster') {\n                errors.push(new ValidationError(key, layer.source, `layer \"${layer.id}\" requires a vector source`));\n            } else if (sourceType === 'vector' && !layer['source-layer']) {\n                errors.push(new ValidationError(key, layer, `layer \"${layer.id}\" must specify a \"source-layer\"`));\n            } else if (sourceType === 'raster-dem' && type !== 'hillshade') {\n                errors.push(new ValidationError(key, layer.source, 'raster-dem source can only be used with layer type \\'hillshade\\'.'));\n

            } else if (type === 'line' && layer.paint && layer.paint['line-gradient'] &&\n                (sourceType !== 'geojson' || !source.lineMetrics)) {\n                errors.push(new ValidationError(key, layer, `layer \"${layer.id}\" specifies a line-gradient, which requires a GeoJSON source with \\`lineMetrics\\` enabled.`));\n            }\n        }\n    }\n\n    errors = errors.concat(validateObject({\n        key,\n        value: layer,\n        valueSpec: styleSpec.layer,\n        style: options.style,\n        styleSpec: options.styleSpec,\n        objectElementValidators: {\n            '*'() {\n                return [];\n            },\n            // We don't want to enforce the spec's `\"requires\": true` for backward compatibility with refs;\n            // the actual requirement is validated above. See https://github.com/mapbox/mapbox-gl-js/issues/5772.\n            type() {\n                return validateSpec({\n                    key: `${key}.type`,\n                    value: layer.type,\n                    valueSpec: styleSpec.layer.type,\n                    style: options.style,\n                    styleSpec: options.styleSpec,\n                    object: layer,\n                    objectKey: 'type'\n                });\n            },\n            filter: validateFilter,\n            layout(options) {\n                return validateObject({\n                    layer,\n                    key: options.key,\n                    value: options.value,\n                    style: options.style,\n                    styleSpec: options.styleSpec,\n                    objectElementValidators: {\n                        '*'(options) {\n                            return validateLayoutProperty(extend({layerType: type}, options));\n                        }\n                    }\n                });\n            },\n            paint(options) {\n                return validateObject({\n                    layer,\n                    key: options.key,\n                    value: options.value,\n                    style: options.style,\n                    styleSpec: options.styleSpec,\n                    objectElementValidators: {\n                        '*'(options) {\n                            return validatePaintProperty(extend({layerType: type}, options));\n                        }\n                    }\n                });\n            }\n        }\n    }));\n\n    return errors;\n}\n","\nimport getType from '../util/get_type';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateString(options) {\n    const value = options.value;\n    const key = options.key;\n    const type = getType(value);\n\n    if (type !== 'string') {\n        return [new ValidationError(key, value, `string expected, ${type} found`)];\n    }\n\n    return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\nimport validateObject from './validate_object';\nimport validateEnum from './validate_enum';\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\nimport getType from '../util/get_type';\n\nconst objectElementValidators = {\n    promoteId: validatePromoteId\n};\n\nexport default function validateSource(options) {\n    const value = options.value;\n    const key = options.key;\n    const styleSpec = options.styleSpec;\n    const style = options.style;\n\n    if (!value.type) {\n        return [new ValidationError(key, value, '\"type\" is required')];\n    }\n\n    const type = unbundle(value.type);\n    let errors;\n\n    switch (type) {\n    case 'vector':\n    case 'raster':\n    case 'raster-dem':\n        errors = validateObject({\n            key,\n            value,\n            valueSpec: styleSpec[`source_${type.replace('-', '_')}`],\n            style: options.style,\n            styleSpec,\n            objectElementValidators\n        });\n        return errors;\n\n    case 'geojson':\n        errors = validateObject({\n            key,\n            value,\n            valueSpec: styleSpec.source_geojson,\n            style,\n            styleSpec,\n            objectElementValidators\n        });\n        if (value.cluster) {\n            for (const prop in value.clusterProperties) {\n                const [operator, mapExpr] = value.clusterProperties[prop];\n                const reduceExpr = typeof operator === 'string' ? [operator, ['accumulated'], ['get', prop]] : operator;\n\n                errors.push(...validateExpression({\n                    key:

`${key}.${prop}.map`,\n                value: mapExpr,\n                    expressionContext: 'cluster-map'\n  }));\n            errors.push(...validateExpression({\n                key: `${key}.${prop}.reduce`,\n                    value: reduceExpr,\n                    expressionContext: 'cluster-reduce'\n

  }));\n        }\n    }\n        return errors;\n\n    case 'video':\n        return validateObject({\n            key,\n            value,\n            valueSpec: styleSpec.source_video,\n            style,\n            styleSpec\n        });\n\n    case 'image':\n        return validateObject({\n            key,            value,\n            valueSpec: styleSpec.source_image,\n            style,\n        styleSpec\n        });\n\n    case 'canvas':\n        return [new ValidationError(key, null, `Please use runtime APIs to add canvas sources, rather than including them in stylesheets.`, 'source.canvas')];\n\n    default:\n        return validateEnum({\n            key: `${key}.type`,\n            value: value.type,\n            valueSpec: {values: ['vector', 'raster', 'raster-dem', 'geojson', 'video', 'image']},\n            style,\n            styleSpec\n        });\n    }\n}\n\nfunction validatePromoteId({key, value}) {\n    if (getType(value) === 'string') {\n        return validateString({key, value});\n    } else {\n        const errors = [];\n        for (const prop in value) {\n            errors.push(...validateString({key: `${key}.${prop}`, value: value[prop]}));\n        }\n        return errors;\n    }\n}\n","\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validate from './validate';\n\nexport default function validateLight(options) {\n    const light = options.value;\n    const styleSpec = options.styleSpec;\n    const lightSpec = styleSpec.light;\n    const style = options.style;\n\n    let errors = [];\n\n    const rootType = getType(light);\n    if (light === undefined) {\n        return errors;\n    } else if (rootType !== 'object') {\n        errors = errors.concat([new ValidationError('light', light, `object expected, ${rootType} found`)]);\n        return errors;\n    }\n\n    for (const key in light) {\n        const transitionMatch = key.match(/^(.*)-transition$/);\n\n        if (transitionMatch && lightSpec[transitionMatch[1]] && lightSpec[transitionMatch[1]].transition) {\n            errors = errors.concat(validate({\n                key,\n                value: light[key],\n                valueSpec: styleSpec.transition,\n                style,\n                styleSpec\n            }));\n        } else if (lightSpec[key]) {\n            errors = errors.concat(validate({\n                key,\n                value: light[key],\n                valueSpec: lightSpec[key],\n                style,\n                styleSpec\n            }));\n        } else {\n            errors = errors.concat([new ValidationError(key, light[key], `unknown property \"${key}\"`)]);\n        }\n    }\n\n    return errors;\n}\n","// @flow\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateFormatted(options: any) {\n    if (validateString(options).length === 0) {\n        return

 [];\n    }\n\n    return validateExpression(options);\n}\n","// @flow\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateImage(options: any) {\n    if (validateString(options).length === 0) {\n        return [];\n    }\n\n    return validateExpression(options);\n}\n","\nimport extend from '../util/extend';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {isExpression} from '../expression';\nimport {isFunction} from '../function';\n\nimport validateFunction from './validate_function';\nimport validateExpression from './validate_expression';\nimport validateObject from './validate_object';\nimport validateArray from './validate_array';\nimport validateBoolean from './validate_boolean';\nimport validateNumber from './validate_number';\nimport validateColor from './validate_color';\nimport validateConstants from './validate_constants';\nimport validateEnum from './validate_enum';\nimport

 validateFilter from './validate_filter';\nimport validateLayer from './validate_layer';\nimport validateSource from './validate_source';\nimport validateLight from './validate_light';\nimport validateString from './validate_string';\nimport validateFormatted from './validate_formatted';\nimport validateImage from './validate_image';\n\nconst VALIDATORS = {\n    '*'() {\n        return [];\n    },\n    'array': validateArray,\n    'boolean': validateBoolean,\n    'number': validateNumber,\n    'color': validateColor,\n    'constants': validateConstants,\n    'enum': validateEnum,\n    'filter': validateFilter,\n    'function': validateFunction,\n    'layer': validateLayer,\n    'object': validateObject,\n    'source': validateSource,\n    'light': validateLight,\n    'string': validateString,\n    'formatted': validateFormatted,\n    'resolvedImage': validateImage\n};\n\n\n// Main recursive validation function. Tracks:\n//\n// - key: string representing location of validation

in style tree. Used only\n// for more informative error reporting.\n// - value: current value from style being evaluated. May be anything from a\n// high level object that needs to be descended into deeper or a simple\n// scalar value.\n// - valueSpec: current spec being evaluated. Tracks value.\n// - styleSpec: current full spec being evaluated.\n\nexport default function validate(options) {\n const value = options.value;\n const valueSpec = options.valueSpec;\n const styleSpec = options.styleSpec;\n\n if (valueSpec.expression && isFunction(unbundle(value))) {\n return validateFunction(options);\n\n } else if (valueSpec.expression && isExpression(deepUnbundle(value))) {\n return validateExpression(options);\n\n } else if (valueSpec.type && VALIDATORS[valueSpec.type]) {\n return VALIDATORS[valueSpec.type](options);\n\n } else {\n const valid = validateObject(extend({}, options, {\n valueSpec: valueSpec.type ? styleSpec[valueSpec.type] : valueSpec\n }));\n return valid;\n }\n}\n","\nimport ValidationError from '../error/validation_error';\nimport validateString from './validate_string';\n\nexport default function(options) {\n const value = options.value;\n const key = options.key;\n\n const errors = validateString(options);\n if (errors.length) return errors;\n\n if (value.indexOf('{fontstack}') === -1) {\n errors.push(new ValidationError(key, value, \"glyphs\" url must include a \"{fontstack}\" token'));\n }\n\n if (value.indexOf('{range}') === -1) {\n errors.push(new ValidationError(key, value, \"glyphs\" url must include a \"{range}\" token'));\n }\n\n return errors;\n}\n","\nimport validateConstants from './validate/validate_constants';\nimport validate from './validate/validate';\nimport latestStyleSpec from './reference/latest';\nimport validateGlyphsURL from './validate/validate_glyphs_url';\n\nimport validateSource from './validate/validate_source';\nimport

validateLight from './validate/validate_light';\nimport validateLayer from './validate/validate_layer';\nimport validateFilter from './validate/validate_filter';\nimport validatePaintProperty from './validate/validate_paint_property';\nimport validateLayoutProperty from './validate/validate_layout_property';\n\n/**\n * Validate a Mapbox GL style against the style specification. This entrypoint,\n * `mapbox-gl-style-spec/lib/validate_style.min`, is designed to produce as\n * small a browserify bundle as possible by omitting unnecessary functionality\n * and legacy style specifications.\n *\n * @private\n * @param {Object} style The style to be validated.\n * @param {Object} [styleSpec] The style specification to validate against.\n * If omitted, the latest style spec is used.\n * @returns {Array<ValidationError>}\n * @example\n * var validate = require('mapbox-gl-style-spec/lib/validate_style.min');\n * var errors = validate(style);\n */\nfunction validateStyleMin(style,

styleSpec = latestStyleSpec) {\n\n let errors = [];\n errors = errors.concat(validate({\n key: '',\n value: style,\n valueSpec: styleSpec.$root,\n styleSpec,\n style,\n objectElementValidators: {\n glyphs: validateGlyphsURL,\n '*'() {\n return [];\n }\n }\n }));\n\n if (style.constants) {\n errors = errors.concat(validateConstants({\n key: 'constants',\n value: style.constants,\n style,\n styleSpec\n }));\n }\n\n return sortErrors(errors);\n}\n\nvalidateStyleMin.source = wrapCleanErrors(validateSource);\nvalidateStyleMin.light = wrapCleanErrors(validateLight);\nvalidateStyleMin.layer = wrapCleanErrors(validateLayer);\nvalidateStyleMin.filter = wrapCleanErrors(validateFilter);\nvalidateStyleMin.paintProperty = wrapCleanErrors(validatePaintProperty);\nvalidateStyleMin.layoutProperty = wrapCleanErrors(validateLayoutProperty);\n\nfunction

sortErrors(errors) {\n return [].concat(errors).sort((a, b) => {\n return a.line - b.line;\n });\n}\n\nfunction wrapCleanErrors(inner) {\n return function(...args) {\n return sortErrors(inner.apply(this, args));\n };\n}\n\nexport default validateStyleMin;\n","/* parser generated by jison 0.4.15 */\n/*\n Returns a Parser object of the following structure:\n\n Parser: {\n yy: {}\n }\n\n Parser.prototype: {\n yy: {},\n trace: function(),\n symbols_: {associative list: name ==> number},\n terminals_: {associative list: number ==> name},\n productions_: [...],\n performAction: function anonymous(yytext, yyleng, yylineno, yy, yystate, $$, _$),\n table: [...],\n defaultActions: {...},\n parseError: function(str, hash),\n parse: function(input),\n\n lexer: {\n EOF: 1,\n parseError: function(str, hash),\n setInput: function(input),\n input: function(),\n

unput: function(str),\n        more: function(),\n        less: function(n),\n        pastInput: function(),\n upcomingInput: function(),\n        showPosition: function(),\n        test_match: function(regex_match_array, rule_index),\n        next: function(),\n        lex: function(),\n        begin: function(condition),\n        popState: function(),\n        _currentRules: function(),\n        topState: function(),\n        pushState: function(condition),\n\n options: {\n        ranges: boolean        (optional: true ==> token location info will include a .range[] member)\n        flex: boolean            (optional: true ==> flex-like lexing behaviour where the rules are tested exhaustively to find the longest match)\n        backtrack_lexer: boolean  (optional: true ==> lexer regexes are tested in order and for each matching regex the action code is invoked; the lexer terminates the scan when a token is returned by the action code)\n        },\n\n

performAction: function(yy, yy_, $avoiding_name_collisions, YY_START),\n        rules: [...],\n conditions: {associative list: name ==> set},\n    }\n    }\n\n\n  token location info (@$, _$, etc.): {\n    first_line: n,\n   last_line: n,\n    first_column: n,\n    last_column: n,\n    range: [start_number, end_number]        (where the numbers are indexes into the input string, regular zero-based)\n    }\n\n\n  the parseError function receives a 'hash' object with these members for lexer and parser errors: {\n    text:        (matched text)\n    token:        (the produced terminal token, if any)\n    line:        (yylineno)\n    }\n  while parser (grammar) errors will also provide these members, i.e. parser errors deliver a superset of attributes: {\n    loc:        (yylloc)\n    expected:   (string describing the set of expected tokens)\n    recoverable: (boolean: TRUE when the parser has a error recovery rule available for this particular error)\n    }\n*/\nvar parser = (function(){\nvar o=function(k,v,o,l){for(o=o||{},l=k.length;l--;)o[k[l]]=v);return o},$V0=[1,12],$V1=[1,13],$V2=[1,9],$V3=[1,10],$V4=[1,11],$V5=[1,14],$V6=[1,15],$V7=[14,18,22,24],$V8=[18,22],$V9=[22,24];\nvar parser = {trace: function trace() { },\nyy: {},\nsymbols_: {\"error\":2,\"JSONString\":3,\"STRING\":4,\"JSONNumber\":5,\"NUMBER\":6,\"JSONNullLiteral\":7,\"NULL\":8,\"JSONBooleanLiteral\":9,\"TRUE\":10,\"FALSE\":11,\"JSONText\":12,\"JSONValue\":13,\"EOF\":14,\"JSONObject\":15,\"JSONArray\":16,\"{\":17,\"}\":18,\"JSONMemberList\":19,\"JSONMember\":20,\":\":21,\",\":22,\"[\":23,\"]\":24,\"JSONElementList\":25,\"$accept\":0,\"$end\":1},\nterminals_: {2:\"error\",4:\"STRING\",6:\"NUMBER\",8:\"NULL\",10:\"TRUE\",11:\"FALSE\",14:\"EOF\",17:\"{\",18:\"}\",21:\":\",22:\",\",23:\"[\",24:\"]\"},\nproductions_: [0,[3,1],[5,1],[7,1],[9,1],[9,1],[12,2],[13,1],[13,1],[13,1],[13,1],[13,1],[13,1],[15,2],[15,3],[20,3],[19,1],[19,3],[16,2],[16,3],[25,1],[25,3]],\nperformAction: function anonymous(yytext, yyleng, yylineno, yy, yystate /* action[1] */, $$ /* vstack */, _$ /* lstack */) {\n/* this == yyval */\n\nvar $0 = $$.length - 1;\nswitch (yystate) {\ncase 1:\n // replace escaped characters with actual character\n        this.$ = new String(yytext.replace(/\\\\(\\\\\\")/g, \"$\"+\"1\")\n                    .replace(/\\\\n/g,'\\n')\n .replace(/\\\\r/g,'\\r')                .replace(/\\\\t/g,'\\t')                .replace(/\\\\v/g,'\\v')\n.replace(/\\\\f/g,'\\f')\n                .replace(/\\\\b/g,'\\b'));\n        this.$.__line__ = this._$.first_line;\n\nbreak;\ncase 2:\n\n        this.$ = new Number(yytext);\n        this.$.__line__ = this._$.first_line;\n\nbreak;\ncase 3:\n        this.$ = null;\n        \nbreak;\ncase 4:\n        this.$ = new Boolean(true);\n this.$.__line__ = this._$.first_line;\n        \nbreak;\ncase 5:        this.$ = new Boolean(false);\n        this.$.__line__ = this._$.first_line;\n        \nbreak;\ncase 6:\nreturn this.$ = $$[$0-1];\nbreak;\ncase 13:\nthis.$ = {}; Object.defineProperty(this.$, '__line__', {\n        value: this._$.first_line,\n        enumerable: false\n        })\nbreak;\ncase 14: case 19:\nthis.$ = $$[$0-1]; Object.defineProperty(this.$, '__line__', {\n value: this._$.first_line,\n        enumerable: false\n        })\nbreak;\ncase 15:\nthis.$ = [$$[$0-2], $$[$0]];\nbreak;\ncase 16:\nthis.$ = {}; this.$[$$[$0][0]] = $$[$0][1];\nbreak;\ncase 17:\nthis.$ = $$[$0-2]; $$[$0-2][$$[$0][0]] = $$[$0][1];\nbreak;\ncase 18:\nthis.$ = []; Object.defineProperty(this.$, '__line__', {\n        value: this._$.first_line,\n        enumerable: false\n        })\nbreak;\ncase 20:\nthis.$ = [$$[$0]];\nbreak;\ncase 21:\nthis.$ = $$[$0-2]; $$[$0-2].push($$[$0]);\nbreak;\n}\n},\ntable: [{3:5,4:$V0,5:6,6:$V1,7:3,8:$V2,9:4,10:$V3,11:$V4,12:1,13:2,15:7,16:8,17:$V5,23:$V6},{1:[3]},{14:[1,16]},o($V7,[2,7]),o($V7,[2,8]),o($V7,[2,9]),o($V7,[2,10]),o($V7,[2,11]),o($V7,[2,12]),o($V7,[2,3]),o($V7,[2,4]),o($V7,[2,5]),o([14,18,21,22,24],[2,1]),o($V7,[2,2]),{3:20,4:$V0,18:[1,17],19:18,20:19},{3:5,4:$V0,5:6,6:$V1,7:3,8:$V2,9:4,

10:$V3,11:$V4,13:23,15:7,16:8,17:$V5,23:$V6,24:[1,21],25:22},{1:[2,6]},o($V7,[2,13]),{18:[1,24],22:[1,25]},o($V8,[2,16]),{21:[1,26]},o($V7,[2,18]),{22:[1,28],24:[1,27]},o($V9,[2,20]),o($V7,[2,14]),{3:20,4:$V0,20:29},{3:5,4:$V0,5:6,6:$V1,7:3,8:$V2,9:4,10:$V3,11:$V4,13:30,15:7,16:8,17:$V5,23:$V6},o($V7,[2,19]),{3:5,4:$V0,5:6,6:$V1,7:3,8:$V2,9:4,10:$V3,11:$V4,13:31,15:7,16:8,17:$V5,23:$V6},o($V8,[2,17]),o($V8,[2,15]),o($V9,[2,21])],\ndefaultActions:

{16:[2,6]},\nparseError: function parseError(str, hash) {\n    if (hash.recoverable) {\n        this.trace(str);\n    } else {\n        throw new Error(str);\n    }\n},\nparse: function parse(input) {\n    var self = this, stack = [0], tstack = [], vstack = [null], lstack = [], table = this.table, yytext = '', yylineno = 0, yyleng = 0, recovering = 0, TERROR = 2, EOF = 1;\n    var args = lstack.slice.call(arguments, 1);\n    var lexer = Object.create(this.lexer);\n    var sharedState = { yy: {} };\n    for (var k in this.yy) {\n        if (Object.prototype.hasOwnProperty.call(this.yy, k)) {\n            sharedState.yy[k] = this.yy[k];\n        }\n    }\n    lexer.setInput(input, sharedState.yy);\n    sharedState.yy.lexer = lexer;\n    sharedState.yy.parser = this;\n    if (typeof lexer.yylloc == 'undefined') {\n        lexer.yylloc = {};\n    }\n    var yyloc = lexer.yylloc;\n    lstack.push(yyloc);\n    var ranges = lexer.options && lexer.options.ranges;\n    if (typeof sharedState.yy.parseError === 'function') {\n        this.parseError = sharedState.yy.parseError;\n    } else {\n        this.parseError = Object.getPrototypeOf(this).parseError;\n    }\n    function popStack(n) {\n        stack.length = stack.length - 2 * n;\n        vstack.length = vstack.length - n;\n        lstack.length = lstack.length - n;\n    }\n    _token_stack:\n        function lex() {\n            var token;\n            token = lexer.lex() || EOF;\n            if (typeof token !== 'number') {\n                token = self.symbols_[token] || token;\n            }\n            return token;\n        }\n    var symbol, preErrorSymbol, state, action, a, r, yyval = {}, p, len, newState, expected;\n    while (true) {\n        state = stack[stack.length - 1];\n        if (this.defaultActions[state]) {\n            action = this.defaultActions[state];\n        } else {\n            if (symbol === null || typeof symbol == 'undefined') {\n                symbol = lex();\n            }\n            action = table[state] && table[state][symbol];\n        }\n        if (typeof action === 'undefined' || !action.length || !action[0]) {\n            var errStr = '';\n            expected = [];\n            for (p in table[state]) {\n                if (this.terminals_[p] && p > TERROR) {\n                    expected.push('\\"' + this.terminals_[p] + '\\"');\n                }\n            }\n            if (lexer.showPosition) {\n                errStr = 'Parse error on line ' + (yylineno + 1) + ':\\n' + lexer.showPosition() + '\\nExpecting ' + expected.join(', ') + ', got \\"' + (this.terminals_[symbol] || symbol) + '\\"';\n            } else {\n                errStr = 'Parse error on line ' + (yylineno + 1) + ': Unexpected ' + (symbol == EOF ? 'end of input' : '\\"' + (this.terminals_[symbol] || symbol) + '\\"');\n            }\n            this.parseError(errStr, {\n                text: lexer.match,\n                token: this.terminals_[symbol] || symbol,\n                line: lexer.yylineno,\n                loc: yyloc,\n                expected: expected\n            });\n        }\n        if (action[0] instanceof Array && action.length > 1) {\n            throw new Error('Parse Error: multiple actions possible at state: ' + state + ', token: ' + symbol);\n        }\n        switch (action[0]) {\n        case 1:\n            stack.push(symbol);\n            vstack.push(lexer.yytext);\n            lstack.push(lexer.yylloc);\n            stack.push(action[1]);\n            symbol = null;\n            if (!preErrorSymbol) {\n                yyleng = lexer.yyleng;\n                yytext = lexer.yytext;\n                yylineno = lexer.yylineno;\n                yyloc = lexer.yylloc;\n                if (recovering > 0) {\n                    recovering--;\n                }\n            } else {\n                symbol = preErrorSymbol;\n                preErrorSymbol = null;\n            }\n            break;\n        case 2:\n            len = this.productions_[action[1]][1];\n            yyval.$ = vstack[vstack.length - len];\n            yyval._$ = {\n                first_line: lstack[lstack.length - (len || 1)].first_line,\n                last_line: lstack[lstack.length - 1].last_line,\n                first_column: lstack[lstack.length - (len || 1)].first_column,\n                last_column: lstack[lstack.length - 1].last_column\n            };\n            if (ranges) {\n                yyval._$.range = [\n                    lstack[lstack.length - (len || 1)].range[0],\n                    lstack[lstack.length - 1].range[1]\n                ];\n            }\n            r = this.performAction.apply(yyval, [\n                yytext,\n                yyleng,\n                yylineno,\n                sharedState.yy,\n                action[1],\n                vstack,\n                lstack\n            ].concat(args));\n            if (typeof r !== 'undefined') {\n                return r;\n            }\n            if (len) {\n                stack = stack.slice(0, -1 * len * 2);\n                vstack = vstack.slice(0, -1 * len);\n                lstack = lstack.slice(0, -1 * len);\n            }\n

stack.push(this.productions_[action[1]][0]);\n

vstack.push(yyval.$);\n          lstack.push(yyval._$);\n          newState = table[stack[stack.length -
2]][stack[stack.length - 1]];\n          stack.push(newState);\n          break;\n          case 3:\n          return true;\n
}\n     }\n     return true;\n}};\n/* generated by jison-lex 0.3.4 */\nvar lexer = (function(){\nvar lexer =
({\n\nEOF:1,\n\nparseError:function parseError(str, hash) {\n          if (this.yy.parser) {\n
this.yy.parser.parseError(str, hash);\n          } else {\n          throw new Error(str);\n          }\n     },\n\n// resets the lexer,
sets new input\nsetInput:function (input, yy) {\n          this.yy = yy || this.yy || {};\n          this._input = input;\n
this._more = this._backtrack = this.done = false;\n          this.yylineno = this.yyleng = 0;\n          this.yytext =
this.matched = this.match = '';\n          this.conditionStack = ['INITIAL'];\n          this.yylloc = {\n          first_line: 1,\n
first_column: 0,\n          last_line: 1,\n          last_column: 0\n          };\n          if (this.options.ranges) {\n
this.yylloc.range = [0,0];\n          }\n          this.offset = 0;\n          return this;\n     },\n\n// consumes and returns one char
from the input\ninput:function () {\n          var ch = this._input[0];\n          this.yytext += ch;\n          this.yyleng++;\n
this.offset++;\n          this.match += ch;\n          this.matched += ch;\n          var lines = ch.match(/(?:\r\n?|\n).*/g);\n
if (lines) {\n          this.yylineno++;\n          this.yylloc.last_line++;\n          } else {\n
this.yylloc.last_column++;\n          }\n          if (this.options.ranges) {\n          this.yylloc.range[1]++;\n          }\n\n
this._input = this._input.slice(1);\n          return ch;\n     },\n\n// unshifts one char (or a string) into the
input\nunput:function (ch) {\n          var len = ch.length;\n          var lines = ch.split(/(?:\r\n?|\n)/g);\n\n
this._input = ch + this._input;\n          this.yytext = this.yytext.substr(0, this.yytext.length - len);\n
//this.yyleng -= len;\n          this.offset -= len;\n          var oldLines = this.match.split(/(?:\r\n?|\n)/g);\n          this.match
= this.match.substr(0, this.match.length - 1);\n          this.matched = this.matched.substr(0, this.matched.length -
1);\n\n          if (lines.length - 1) {\n          this.yylineno -= lines.length - 1;\n          }\n          var r =
this.yylloc.range;\n          this.yylloc = {\n          first_line: this.yylloc.first_line,\n          last_line: this.yylineno +
1,\n          first_column: this.yylloc.first_column,\n          last_column: lines ?\n          (lines.length ===
oldLines.length ? this.yylloc.first_column : 0)\n          + oldLines[oldLines.length - lines.length].length -
lines[0].length :\n          this.yylloc.first_column - len\n          };\n\n          if (this.options.ranges) {\n
this.yylloc.range
= [r[0], r[0] + this.yyleng - len];\n          }\n          this.yyleng = this.yytext.length;\n          return this;\n     },\n\n// When
called from action, caches matched text and appends it on next action\nmore:function () {\n          this._more = true;\n
return this;\n     },\n\n// When called from action, signals the lexer that this rule fails to match the input, so the
next matching rule (regex) should be tested instead.\nreject:function () {\n          if (this.options.backtrack_lexer) {\n
this._backtrack = true;\n          } else {\n          return this.parseError('Lexical error on line ' + (this.yylineno + 1)
+ '. You can only invoke reject() in the lexer when the lexer is of the backtracking persuasion
(options.backtrack_lexer = true).\\n' + this.showPosition(), {\n          text: \"\",\n          token: null,\n
line: this.yylineno\n          });\n          }\n          return this;\n     },\n\n// retain first n characters of the
match\nless:function (n) {\n          this.unput(this.match.slice(n));\n     },\n\n// displays already matched input, i.e. for
error messages\npastInput:function () {\n          var past = this.matched.substr(0, this.matched.length -
this.match.length);\n          return (past.length > 20 ? '...':'') + past.substr(-20).replace(/\n/g, \"\");\n     },\n\n// displays
upcoming input, i.e. for error messages\nupcomingInput:function () {\n          var next = this.match;\n          if
(next.length < 20) {\n          next += this._input.substr(0, 20-next.length);\n          }\n          return (next.substr(0,20) +
(next.length > 20 ? '...' : '')).replace(/\n/g, \"\");\n     },\n\n// displays the character position where the lexing error
occurred, i.e. for error messages\nshowPosition:function () {\n          var pre = this.pastInput();\n          var c = new
Array(pre.length + 1).join(\"-\");\n          return pre + this.upcomingInput() + \"\\n\" + c + \"^\";\n     },\n\n// test the
lexed token: return FALSE when
not a match, otherwise return token\ntest_match:function (match, indexed_rule) {\n          var token,\n          lines,\n
backup;\n\n          if (this.options.backtrack_lexer) {\n          // save context\n          backup = {\n
yylineno: this.yylineno,\n          yylloc: {\n          first_line: this.yylloc.first_line,\n          last_line:
this.last_line,\n          first_column: this.yylloc.first_column,\n          last_column:
this.yylloc.last_column\n          },\n          yytext: this.yytext,\n          match: this.match,\n

matches: this.matches,\n          matched: this.matched,\n          yyleng: this.yyleng,\n          offset: this.offset,\n          _more: this._more,\n          _input: this._input,\n          yy: this.yy,\n          conditionStack: this.conditionStack.slice(0),\n          done: this.done\n

  };\n          if (this.options.ranges) {\n          backup.yylloc.range = this.yylloc.range.slice(0);\n          }\n }\n\n          lines = match[0].match(/(?:\\r\\n?|\\n).*/g);\n          if (lines) {\n          this.yylineno += lines.length;\n }\n          this.yylloc = {\n          first_line: this.yylloc.last_line,\n          last_line: this.yylineno + 1,\n first_column: this.yylloc.last_column,\n          last_column: lines ?\n          lines[lines.length - 1].length - lines[lines.length - 1].match(/\\r?\\n?/)[0].length :\n          this.yylloc.last_column + match[0].length\n };\n          this.yytext += match[0];\n          this.match += match[0];\n          this.matches = match;\n          this.yyleng = this.yytext.length;\n          if (this.options.ranges) {\n          this.yylloc.range = [this.offset, this.offset += this.yyleng];\n          }\n          this._more = false;\n          this._backtrack = false;\n

  this._input = this._input.slice(match[0].length);\n          this.matched += match[0];\n          token = this.performAction.call(this, this.yy, this, indexed_rule, this.conditionStack[this.conditionStack.length - 1]);\n          if (this.done && this._input) {\n          this.done = false;\n          }\n          if (token) {\n          return token;\n          } else if (this._backtrack) {\n          // recover context\n          for (var k in backup) {\n          this[k] = backup[k];\n          }\n          return false; // rule action called reject() implying the next rule should be tested instead.\n          }\n          return false;\n          },\n\n// return next match in input\nnext:function () {\n          if (this.done) {\n          return this.EOF;\n          }\n          if (!this._input) {\n          this.done = true;\n          }\n\n          var token,\n          match,\n          tempMatch,\n          index;\n          if (!this._more) {\n          this.yytext = ";\n          this.match = ";\n          }\n          var rules = this._currentRules();\n          for (var i = 0; i < rules.length; i++) {\n          tempMatch = this._input.match(this.rules[rules[i]]);\n          if (tempMatch && (!match || tempMatch[0].length > match[0].length)) {\n          match = tempMatch;\n          index = i;\n          if (this.options.backtrack_lexer) {\n          token = this.test_match(tempMatch, rules[i]);\n          if (token !== false) {\n          return token;\n          } else if (this._backtrack) {\n          match = false;\n          continue; // rule action called reject() implying a rule MISmatch.\n          } else {\n // else: this is a lexer rule which consumes input without producing a token (e.g. whitespace)\n          return false;\n          }\n          } else if (!this.options.flex) {\n          break;\n          }\n          }\n          }\n          if (match) {\n          token = this.test_match(match, rules[index]);\n          if (token !== false) {\n          return token;\n          }\n          // else: this is a lexer rule which consumes input without producing a token (e.g. whitespace)\n          return false;\n          }\n          if (this._input === \"\") {\n          return this.EOF;\n          } else {\n          return this.parseError('Lexical error on line ' + (this.yylineno + 1) + '. Unrecognized text.\\n' + this.showPosition(), {\n          text: \"\",\n          token: null,\n          line: this.yylineno\n          });\n          }\n          },\n\n// return next match that has a token\nlex:function lex() {\n          var r = this.next();\n          if (r) {\n          return r;\n          } else {\n          return this.lex();\n          }\n          },\n\n// activates a new lexer condition state (pushes the new lexer condition

  state onto the condition stack)\nbegin:function begin(condition) {\n          this.conditionStack.push(condition);\n          },\n\n// pop the previously active lexer condition state off the condition stack\npopState:function popState() {\n          var n = this.conditionStack.length - 1;\n          if (n > 0) {\n          return this.conditionStack.pop();\n          } else {\n          return this.conditionStack[0];\n          }\n          },\n\n// produce the lexer rule set which is active for the currently active lexer condition state\n_currentRules:function _currentRules() {\n          if (this.conditionStack.length && this.conditionStack[this.conditionStack.length - 1]) {\n          return this.conditions[this.conditionStack[this.conditionStack.length - 1]].rules;\n          } else {\n          return this.conditions[\"INITIAL\"].rules;\n          }\n          },\n\n// return the currently active lexer condition state; when an index argument is provided it produces the N-th previous condition state, if

  available\ntopState:function topState(n) {\n          n = this.conditionStack.length - 1 - Math.abs(n || 0);\n          if (n >= 0) {\n          return this.conditionStack[n];\n          } else {\n          return \"INITIAL\";\n          }\n          },\n\n// alias for begin(condition)\npushState:function pushState(condition) {\n          this.begin(condition);\n          },\n\n// return the number of states currently on the stack\nstateStackSize:function stateStackSize() {\n          return

this.conditionStack.length;\n    },\noptions: {},\nperformAction: function anonymous(yy,yy_,$avoiding_name_collisions,YY_START) {\nvar YYSTATE=YY_START;\nswitch($avoiding_name_collisions) {\ncase 0:/* skip whitespace */\nbreak;\ncase 1:return 6\nbreak;\ncase 2:yy_.yytext = yy_.yytext.substr(1,yy_.yyleng-2); return 4\nbreak;\ncase 3:return 17\nbreak;\ncase 4:return 18\nbreak;\ncase 5:return 23\nbreak;\ncase 6:return 24\nbreak;\ncase 7:return 22\nbreak;\ncase 8:return 21\nbreak;\ncase 9:return 10\nbreak;\ncase 10:return

 11\nbreak;\ncase 11:return 8\nbreak;\ncase 12:return 14\nbreak;\ncase 13:return 'INVALID'\nbreak;\n}\n},\nrules: [/^(?:\\s+)/,/^(?:(-?([0-9]|[1-9][0-9]+))(\\.[0-9]+)?([eE][-+]?[0-9]+)?\\b)/,/^(?:\"(?:\\\\[\\\\\\"bfnrt/]|\\\\u[a-fA-F0-9]{4}|[^\\\\\\0-\\x09\\x0a-\\x1f\"])*\")/,/^(?:\\{)/,/^(?:\\})/,/^(?:\\[)/,/^(?:\\])/,/^(?:,)/,/^(?::)/,/^(?:true\\b)/,/^(?:false\\b)/,/^(?:null\\b)/,/^(?:$)/,/^(?:.)/],\nconditions: {\"INITIAL\":{\"rules\":[0,1,2,3,4,5,6,7,8,9,10,11,12,13],\"inclusive\":true}}\n});\nreturn lexer;\n})();\nparser.lexer = lexer;\nfunction Parser () {\n  this.yy = {};\n}\nParser.prototype = parser;parser.Parser = Parser;\nreturn new Parser;\n})();\n\n\nif (typeof require !== 'undefined' && typeof exports !== 'undefined') {\nexports.parser = parser;\nexports.Parser = parser.Parser;\nexports.parse = function () { return parser.parse.apply(parser, arguments); };\n}\n","import ParsingError from './error/parsing_error';\nimport jsonlint from '@mapbox/jsonlint-lines-primitives';\n\nexport

 default function readStyle(style) {\n    if (style instanceof String || typeof style === 'string' || style instanceof Buffer) {\n        try {\n            return jsonlint.parse(style.toString());\n        } catch (e) {\n            throw new ParsingError(e);\n        }\n    }\n\n    return style;\n}\n","import validateStyleMin from './validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from './read_style';\n\n/**\n * Validate a Mapbox GL style against the style specification.\n *\n * @private\n * @alias validate\n * @param {Object|String|Buffer} style The style to be validated. If a `String`\n *    or `Buffer` is provided, the returned errors will contain line numbers.\n * @param {Object} [styleSpec] The style specification to validate against.\n *    If omitted, the spec version is inferred from the stylesheet.\n * @returns {Array<ValidationError|ParsingError>}\n * @example\n *   var validate = require('mapbox-gl-style-spec').validate;\n *   var style

 = fs.readFileSync('./style.json', 'utf8');\n *   var errors = validate(style);\n */\n\nexport default function validateStyle(style, styleSpec = v8) {\n    let s = style;\n\n    try {\n        s = readStyle(s);\n    } catch (e) {\n        return [e];\n    }\n\n    return validateStyleMin(s, styleSpec);\n}\n\nexport const source = validateStyleMin.source;\nexport const light = validateStyleMin.light;\nexport const layer = validateStyleMin.layer;\nexport const filter = validateStyleMin.filter;\nexport const paintProperty = validateStyleMin.paintProperty;\nexport const layoutProperty = validateStyleMin.layoutProperty;\n","// @flow\nimport validateStyle from './validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from './read_style';\nimport ValidationError from './error/validation_error';\nimport getType from './util/get_type';\n\nconst SUPPORTED_SPEC_VERSION = 8;\nconst MAX_SOURCES_IN_STYLE = 15;\n\nfunction isValid(value: ?string, regex: RegExp): boolean {\n    if

 (!value || getType(value) !== 'string') return true;\n    return !!value.match(regex);\n}\n\nfunction getSourceCount(source: Object): number {\n    if (source.url) {\n        return source.url.split(',').length;\n    } else {\n        return 0;\n    }\n}\n\nfunction getAllowedKeyErrors(obj: Object, keys: Array<*>, path: ?string): Array<?ValidationError> {\n    const allowed = new Set(keys);\n    const errors = [];\n    Object.keys(obj).forEach(k => {\n        if (!allowed.has(k)) {\n            const prop = path ? `${path}.${k}` : null;\n            errors.push(new ValidationError(prop, obj[k], `Unsupported property \"${k}\"`));\n        }\n    });\n    return errors;\n}\n\nfunction getSourceErrors(source: Object, i: number): Array<?ValidationError> {\n    const errors = [];\n\n    /*\n     * Inlined sources are not supported by the Mapbox Styles API, so only\n     * \"type\", \"url\", and \"tileSize\" properties are valid\n     */\n    const sourceKeys = ['type', 'url', 'tileSize'];\n

    errors.push(...getAllowedKeyErrors(source, sourceKeys, 'source'));\n\n    /*\n     * \"source\" is required. Valid examples:\n     * mapbox://mapbox.abcd1234\n     * mapbox://penny.abcd1234\n     * mapbox://mapbox.abcd1234,penny.abcd1234\n     */\n    const sourceUrlPattern = /^mapbox:\\/\\/([^/]*)$/;\n    if (!isValid(source.url, sourceUrlPattern)) {\n        errors.push(new ValidationError(`sources[${i}]`, source.url, 'Source

url must be a valid Mapbox tileset url'));\n    }\n\n    return errors;\n}\n\nfunction getSourcesErrors(sources: Object): Array<?ValidationError> {\n    const errors = [];\n    let count = 0;\n\n    Object.keys(sources).forEach((s: string, i: number) => {\n        const sourceErrors = getSourceErrors(sources[s], i);\n\n        // If source has errors, skip counting\n        if (!sourceErrors.length) {\n            count = count + getSourceCount(sources[s]);\n        }\n\n        errors.push(...sourceErrors);\n    });\n\n    if (count > MAX_SOURCES_IN_STYLE) {\n        errors.push(new ValidationError('sources', null, `Styles must contain ${MAX_SOURCES_IN_STYLE} or fewer sources`));\n    }\n\n    return errors;\n}\n\nfunction getRootErrors(style: Object, specKeys: Array<any>): Array<?ValidationError> {\n    const errors = [];\n\n    /*\n     * The following keys are optional but fully managed by the Mapbox Styles\n     * API. Values on stylesheet on POST or PATCH will be ignored: \"owner\",\n     * \"id\", \"cacheControl\", \"draft\", \"created\", \"modified\"\n     *\n     * The following keys are optional. The Mapbox Styles API respects value on\n     * stylesheet on PATCH, but ignores the value on POST: \"visibility\"\n     */\n    const optionalRootProperties = [\n        'owner',\n        'id',\n        'cacheControl',\n        'draft',\n        'created',\n        'modified',\n        'visibility'\n    ];\n    const allowedKeyErrors = getAllowedKeyErrors(style, [...specKeys, ...optionalRootProperties]);\n    errors.push(...allowedKeyErrors);\n\n    if (style.version > SUPPORTED_SPEC_VERSION || style.version < SUPPORTED_SPEC_VERSION) {\n        errors.push(new ValidationError('version', style.version, `Style version must be ${SUPPORTED_SPEC_VERSION}`));\n    }\n\n    /*\n     * \"glyphs\" is optional. If present, valid examples:\n     * mapbox://fonts/penny/{fontstack}/{range}.pbf\n     * mapbox://fonts/mapbox/{fontstack}/{range}.pbf\n     */\n    const glyphUrlPattern = /^mapbox:\\/\\/fonts\\/([^/]*)\\/{fontstack}\\/{range}.pbf$/;\n    if (!isValid(style.glyphs, glyphUrlPattern)) {\n        errors.push(new ValidationError('glyphs', style.glyphs, 'Styles must reference glyphs hosted by Mapbox'));\n    }\n\n    /*\n     * \"sprite\" is optional. If present, valid examples:\n     * mapbox://sprites/penny/abcd1234\n     * mapbox://sprites/mapbox/abcd1234/draft\n     * mapbox://sprites/cyrus/abcd1234/abcd1234\n     */\n    const spriteUrlPattern = /^mapbox:\\/\\/sprites\\/([^/]*)\\/([^/]*)\\/?([^/]*)?$/;\n    if (!isValid(style.sprite, spriteUrlPattern)) {\n        errors.push(new ValidationError('sprite', style.sprite, 'Styles must reference sprites hosted by Mapbox'));\n    }\n\n    /*\n     * \"visibility\" is optional. If present, valid examples:\n     * \"private\"\n     * \"public\"\n     */\n    const visibilityPattern = /^(public|private)$/;\n    if (!isValid(style.visibility, visibilityPattern)) {\n        errors.push(new ValidationError('visibility', style.visibility, 'Style visibility must be public or private'));\n    }\n\n    return errors;\n}\n\n/**\n * Validate a Mapbox GL style against the style specification and check for\n * compatibility with the Mapbox Styles API.\n *\n * @param {Object} style The style to be validated.\n * @returns {Array<ValidationError>}\n * @example\n *   var validateMapboxApiSupported = require('mapbox-gl-style-spec/lib/validate_style_mapbox_api_supported.js');\n *   var errors = validateMapboxApiSupported(style);\n */\nexport default function validateMapboxApiSupported(style: Object): Array<?ValidationError> {\n    let s = style;\n    try {\n        s = readStyle(s);\n    } catch (e) {\n        return [e];\n    }\n\n    let errors = validateStyle(s, v8)\n        .concat(getRootErrors(s, Object.keys(v8.$root)));\n\n    if (s.sources) {\n        errors = errors.concat(getSourcesErrors(s.sources));\n    }\n\n    return errors;\n}\n","// @flow\n\ntype ExpressionType = 'data-driven' | 'cross-faded' | 'cross-faded-data-driven' | 'color-ramp' | 'data-constant' | 'constant';\ntype ExpressionParameters = Array<'zoom' | 'feature' | 'feature-state' | 'heatmap-density' | 'line-progress'>;\n\ntype ExpressionSpecification = {\n    interpolated: boolean,\n    parameters: ExpressionParameters\n}\n\nexport type StylePropertySpecification = {\n    type: 'number',\n    'property-type': ExpressionType,\n    expression?: ExpressionSpecification,\n    transition: boolean,\n    default?: number\n} | {\n    type: 'string',\n    'property-type': ExpressionType,\n    expression?: ExpressionSpecification,\n    transition: boolean,\n    default?: string,\n    tokens?: boolean\n} | {\n    type: 'boolean',\n    'property-type': ExpressionType,\n    expression?: ExpressionSpecification,\n    transition: boolean,\n    default?: boolean\n} | {\n    type: 'enum',\n    'property-type': ExpressionType,\n    expression?: ExpressionSpecification,\n    values: {[string]: {}},\n    transition: boolean,\n    default?: string\n} | {\n    type: 'color',\n    'property-type': ExpressionType,\n    expression?: ExpressionSpecification,\n    transition: boolean,\n    default?: string,\n    overridable: boolean\n} | {\n    type: 'array',\n    value: 'number',\n    'property-type':

ExpressionType,\n  expression?: ExpressionSpecification,\n  length?: number,\n  transition: boolean,\n default?: Array<number>\n} | {\n  type: 'array',\n  value: 'string',\n  'property-type': ExpressionType,\n expression?: ExpressionSpecification,\n  length?: number,\n

  transition: boolean,\n  default?: Array<string>\n};\n\nimport v8 from './reference/v8.json';\nimport latest from './reference/latest';\nimport format from './format';\nimport migrate from './migrate';\nimport composite from './composite';\nimport derefLayers from './deref';\nimport diff from './diff';\nimport ValidationError from './error/validation_error';\nimport ParsingError from './error/parsing_error';\nimport {StyleExpression, isExpression, createExpression, createPropertyExpression, normalizePropertyExpression, ZoomConstantExpression, ZoomDependentExpression, StylePropertyFunction} from './expression';\nimport featureFilter from './feature_filter';\nimport convertFilter from './feature_filter/convert';\nimport Color from './util/color';\nimport {createFunction, isFunction} from './function';\nimport convertFunction from './function/convert';\nimport {eachSource, eachLayer, eachProperty} from './visit';\nimport validate from './validate_style';\nimport validateMapboxApiSupported

 from './validate_mapbox_api_supported';\n\nconst expression = {\n  StyleExpression,\n  isExpression,\n createExpression,\n  createPropertyExpression,\n  normalizePropertyExpression,\n  ZoomConstantExpression,\n  ZoomDependentExpression,\n  StylePropertyFunction\n};\n\nconst styleFunction = {\n  convertFunction,\n createFunction,\n  isFunction\n};\n\nconst visit = {eachSource, eachLayer, eachProperty};\n\nexport {\n  v8,\n latest,\n  format,\n  migrate,\n  composite,\n  derefLayers,\n  diff,\n  ValidationError,\n  ParsingError,\n expression,\n  featureFilter,\n  convertFilter,\n  Color,\n  styleFunction as function,\n  validate,\n validateMapboxApiSupported,\n  visit\n};\n\nvalidate.parsed = validate;\nvalidate.latest = validate;\n"],"names":["stringOrChar","module","stringify","passedObj","options","indent","maxLength","replacer", "JSON","undefined","slice","Infinity","_stringify","obj","currentIndent","reserved","end","index","items","key","keyPart","keys","length","nextIndent","prettified","start","string","value","toJSON","replace","match","stringLiteral"," parse","Array","isArray","push","Object","join","sortKeysBy","reference","const","result","format","style","space", "$root","layers","map","layer","stringifyPretty","global","this","require$$0","require$$1","getPropertyReference"," propertyName","let","i","Reference","layout","paint","eachSource","callback","k","sources","eachLayer","eachProperty","inner","propertyType","properties","forEach","path","id","set","x","eachLayout","indexOf","eachPaint","resolveConstant","constants","isFunction","stops","renameProperty","from","to","version","source","type","url","coordinates","coord","reverse","property","stop","migrateFontstackURL","input","inputParsed","URL","inputPathnameParts","pathname","split","protocol","hostname","glyphs","migrateFontStack","font","splitAndTrim","s","trim","Error","firstSymbolLayer","symbolLayers","splice","concat","output","inputs","ParsingError","message","super","Scope","parent","bindings","ref","name","expression","get","has","NullType","kind","NumberType","StringType","BooleanType","ColorType","ObjectType","ValueType","ErrorType","CollatorType","FormattedType","ResolvedImageType","array","itemType","N","toString","valueMemberTypes","checkSubtype","expected","t","memberType","kCSSColorTable","clamp_css_byte","Math","round","clamp_css_float","f","parse_css_int","str","parseFloat","parseInt","parse_css_float","css_hue_to_rgb","m1","m2","h","parseCSSColor","css_str","toLowerCase","iv","substr","op","ep","fname","params","alpha","pop","l","exports","e","Color","r","g","b","a","rgba","toArray","black","white","transparent","red","Collator","caseSensitive","diacriticSensitive","locale","sensitivity","collator","Intl","usage","compare","lhs","rhs","resolvedLocale","resolvedOptions","FormattedSection","text","image","scale","fontStack","textColor","Formatted","sections","fromString","unformatted","isEmpty","some","section","factory","serialize","serialized","ResolvedImage","available","validateRGBA","isValue","mixed","item","typeOf","String","Literal","args","context","error","expectedType","evaluate","eachChild","possibleOutputs","RuntimeError","types","number","boolean","object","Assertion","floor","parsed","ctx","fn","arg","FormatExpression","firstArg","nextTokenMayBeObject","lastExpression","content","evaluateSection","evaluatedContent","ImageExpression","evaluatedImageName","availableImages","Coercion","Boolean","c","parseColor","num","Number","isNaN","valueToString","child","geometryTypes", "EvaluationContext","globals","feature","featureState","formattedSection","_parseColorCache","geometryType","cached","CompoundExpression","_evaluate","definition","definitions","availableOverloads","overloads","filter","signature","signatureContext","ParsingContext","registry","scope","parsedArgs","argParseFailed","errors","ref$1","sig

natures","stringifySignature","actualTypes","register","CollatorExpression","isFeatureConstant","test","isStateConstant","isGlobalPropertyConstant","Var","boundExpression","part","expr","_parse","annotate","typeAnnotation","Expr","actual","isConstant","ec","isTypeAnnotation","childrenConstant","findStopLessThanOrEqualTo","lastIndex","lowerIndex","upperIndex","currentIndex","currentValue","nextValue","Step","labels","outputs","label","outputType","labelKey","valueKey","stopCount","UnitBezier","p1x","p1y","p2x","p2y","cx","bx","ax","cy","by","ay","prototype","sampleCurveX","sampleCurveY","sampleCurveDerivativeX","solveCurveX","epsilon","t0","t1","t2","x2","abs","d2","solve","color","d","Xn","Yn","Zn","t3","deg2rad","PI","rad2deg","xyz2lab","pow","lab2xyz","xyz2rgb","rgb2xyz","rgbToLab","rgbColor","y","z","labToRgb","labColor","interpolateLab","interpolateNumber","rgbToHcl","atan2","sqrt","hclToRgb","hclColor","cos","sin","interpolateHue","interpolateHcl","lab","forward","interpolate","hcl","Interpolate","operator","interpolation","interpolationFactor","lower","upper","exponentialInterpolation","base","controlPoints","ub","rest","outputLower","outputUpper","lowerValue","upperValue","difference","progress","Coalesce","needsAnnotation","argCount","requestedImageName","Let","binding","At","isComparableType","isComparableRuntimeValue","needle","isSearchableRuntimeValue","haystack","In","Match","inputType","cases","otherwise","labelContext","MAX_SAFE_INTEGER","out","sortedLabels","sort","groupedByOutput","outputLookup","outputIndex","coerceLabel","Case","branches","eq","neq","lt","gt","lteq","gteq","eqCollate","neqCollate","ltCollate","gtCollate","lteqCollate","gteqCollate","makeComparison","compareBasic","compareWithCollator","isOrderComparison","hasUntypedArgument","Comparison","rt","Equals","NotEquals","LessThan","GreaterThan","LessThanOrEqual","GreaterThanOrEqual","NumberFormat","currency","minFractionDigits","maxFractionDigits","minimumFractionDigits","maximumFractionDigits","Length","expressions","v","binarySearch","j","m","varargs","typeToString","zoom","heatmapDensity","lineProgress","accumulated","LN2","E","log","n","LN10","tan","asin","acos","atan","min","max","ceil","isSupportedScript","toUpperCase","success","supportsPropertyExpression","spec","supportsZoomExpression","parameters","supportsInterpolation","interpolated","getType","val","identityFunction","createFunction","propertySpec","isColor","zoomAndFeatureDependent","featureDependent","zoomDependent","extend","default","colorSpace","colorSpaces","innerFun","hashedStops","categoricalKeyType","evaluateExponentialFunction","evaluateIntervalFunction","evaluateCategoricalFunction","create","evaluateIdentityFunction","featureFunctions","zoomStops","featureFunctionStops","interpolationType","bind","_","coalesce","keyType","evaluated","interp","colorspace","evaluatedLower","apply","evaluatedUpper","values","StyleExpression","_warningHistory","_evaluator","_defaultValue","getDefaultValue","_enumValues","evaluateWithoutErrorHandling","console","warn","isExpression","createExpression","parser","getExpectedType","ZoomConstantExpression","_styleExpression","isStateDependent","ZoomDependentExpression","createPropertyExpression","isZoomConstant","zoomCurve","findZoomCurve","StylePropertyFunction","specification","_parameters","_specification","deserialize","normalizePropertyExpression","err","constant","childResult","enum","formatted","resolvedImage","convertLiteral","convertFunction","convertIdentityFunction","tokens","convertTokenString","convertZoomAndPropertyFunction","convertZoomFunction","convertPropertyFunction","getInterpolateOperator","featureFunctionParameters","functionType","getFunctionType","appendStopPair","fixupDegenerateStepCurve","isStep","curve","re","pos","exec","literal","isExpressionFilter","filterSpec","createFilter","convertFilter","compiled","globalProperties","converted","convertComparisonOp","convertNegation","convertDisjunctionOp","convertInOp","convertHasOp","filters","_convertFilter","expectedTypes","children","typechecks","runtimeTypeChecks","conditions","negate","uniformTypes","uniqueValues","migrated","migrateToV8","migrateToExpressions","styleIDs","sourceIDs","compositedSourceLayers","compositeID","deref","refProperties","derefLayers","deepEqual","operations","setStyle","addLayer","removeLayer","setPaintProperty","setLayoutProperty","setFilter","addSource","removeSource","setGeoJSONSourceData","setLayerZoomRange","setLayerProperty","setCenter","setZoom","setBearing","setPitch","setSprite","setGlyphs","setTransition","setLight","sourceId","after","commands","command","sourcesRemoved","updateSource","canUpdateGeoJSON","before","prop","hasOwnProperty","isEqual","diffSources","data","diffLayerPropertyChanges","layerId","klass","pluckId","indexById","group","diffLayers","beforeOrder","afterOrder","beforeIndex","reduce","afterIndex","tracker","clean","beforeLayer","afterLayer","insertBeforeLayerId","lastIndexOf","minzoom","maxzoom","diffStyles","center","bearing","pitch","sprite","transition","light","removeOrAddSourceCommands","beforeLayers","ValidationError","identifier","__line__","line","validateConstants","unbundle","valueOf","deepUnbundle","unbundledValue","validateObject","elementSpecs","valueSpec

","elementValidators","objectElementValidators","styleSpec","objectKey","elementSpecKey","elementSpec","valid
ateElement","validateSpec","required","validateArray","arraySpec","validateArrayElement","arrayElementValidato
r","validate","arrayElementSpec","$version","function","arrayIndex","validateNumber","minimum","maximum","v
alidateFunction","functionValueSpec","stopKeyType","stopDomainValues","previousStopDomainValue","previous
StopDomainZoom","isZoomFunction","isPropertyFunction","isZoomAndPropertyFunction","validateFunctionStops
","validateFunctionDefault","validateFunctionStop","validateStopDomainValue","reportValue","isFinite","validate
Expression","expressionContext","expressionObj","propertyKey","validateBoolean","validateColor","validateEnum
","validateFilter","validateNonExpressionFilter","filter_operator","geometry_type","validateProperty","layerSpec","
layerType","transitionMatch","tokenMatch","validatePaintProperty","validateLayoutProperty","validateLayer","oth
erLayer","p","sourceType","lineMetrics","validateString","promoteId","validatePromoteId","validateSource","sourc
e_geojson","cluster","clusterProperties","reduceExpr","mapExpr","source_video","source_image","validateLight","l
ightSpec","rootType","validateFormatted","validateImage","VALIDATORS","valid","validateStyleMin","latestStyl
eSpec","validateGlyphsURL","sortErrors","wrapCleanErrors","paintProperty","layoutProperty","o","$V0","$V1","$
V2","$V3","$V4","$V5","$V6","$V7","$V8","$V9","trace","yy","symbols_","terminals_","productions_","perform
Action","anonymous","yytext","yyleng","yylineno","yystate","$$","_$","$0","$","first_line","defineProperty","enu
merable","table","defaultActions","parseError","hash","recoverable","self","stack","tstack","vstack","lstack","recov
ering","TERROR","EOF","call","arguments","lexer","sharedState","setInput","yylloc","yyloc","ranges","getPrototy
peOf","lex","token","symbol","preErrorSymbol","state","action","yyval","len","newState","errStr","showPosition","
loc","last_line","first_column","last_column","range","_input","_more","_backtrack","done","matched","conditionS
tack","offset","ch","lines","unput","oldLines","more","reject","backtrack_lexer","less","pastInput","past","upcomin
gInput","next","pre","test_match","indexed_rule","backup","matches","tempMatch","rules","_currentRules","flex","
begin","condition","popState","topState","pushState","stateStackSize","yy_","$avoiding_name_collisions","YY_ST
ART","Parser","require","readStyle","Buffer","jsonlint","validateStyle","v8","SUPPORTED_SPEC_VERSION","
MAX_SOURCES_IN_STYLE","isValid","regex","getSourceCount","getAllowedKeyErrors","allowed","Set","getS
ourceErrors","sourceKeys","sourceUrlPattern","getSourcesErrors","count","sourceErrors","getRootErrors","specKe
ys","optionalRootProperties","allowedKeyErrors","glyphUrlPattern","spriteUrlPattern","visibilityPattern","visibility
","validateMapboxApiSupported","styleFunction","visit","latest"],"mappings":";;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
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AAA,GAAiB,SAASC,SAAT,CAAmBC,SAAnB,EAA8BC,OAA9B,EAAuC;MACtD,IAAIC,MAAJ,EAAYC,SAA
Z,EAAuBC,QAAvB,CADsD;MAGtDH,OAAA,GAAUA,OAAA,IAAW,EAArB,CAHsD;MAItDC,MAAA,GAAS
G,IAAA,CAAKN,SAAL,CACP,CAAC,CAAD,CADO,EAEPO,SAFO,EAGPL,OAAA,CAAQC,MAAR,KAAmBI,
SAAnB,GAA+B,CAA/B,GAAmCL,OAAA,CAAQC,MAHpC,EAIPK,KAJO,CAID,CAJC,EAIE,CAAC,CAJH,CA
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Open Source Used In DNAC NXP Platform UI Cascade  1258

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Found
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* /opt/cola/permits/1802757222_1695149715.733842/0/mapbox-gl-style-spec-13-11-0-
tgz/package/dist/index.js.map
No license file was found, but licenses were detected in source scan.

attribution: {
doc: "Contains an attribution to be displayed when the map is shown to a user."
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* /opt/cola/permits/1802757222_1695149715.733842/0/mapbox-gl-style-spec-13-11-0-tgz/package/dist/index.es.js
* /opt/cola/permits/1802757222_1695149715.733842/0/mapbox-gl-style-spec-13-11-0-tgz/package/dist/index.js

# 1.829 @nivo/tooltip 0.80.0 0.80.0
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# 1.830 @nivo/axes 0.80.0 0.80.0

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# 1.831 @floating-ui/core 1.3.0 1.3.0

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# 1.832 immer 9.0.21 9.0.21

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# 1.834 deepmerge 4.3.1 4.3.1

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# 1.835 lru-cache 6.0.0
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# 1.837 ini 1.3.8

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# 1.838 debug 3.2.7

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# 1.839 got 9.6.0

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# 1.840 normalize-url 4.5.1

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# 1.841 touch 3.1.0

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# 1.842 ini 2.0.0

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