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Contents

1.1 golang-protobuf-extensions 1.0.1

1.1.1 Available under license

1.2 go-humanize 1.0.0

1.2.1 Available under license

1.3 net-tools 1.60+git20180626.aebd88e-1ubuntu1

1.3.1 Available under license

1.4 log-rotate 3.14.0-4ubuntu3

1.4.1 Available under license

1.5 coreutils 8.30-3ubuntu2

1.5.1 Available under license

1.6 libidn 2.2.0-2

1.6.1 Available under license

1.7 libbsd 0.10.0-1

1.7.1 Available under license

1.8 dash 0.5.10.2-6

1.8.1 Available under license

1.9 libffi 3.0.13

1.9.1 Available under license

1.10 python-certifi 2019.11.28

1.10.1 Available under license

1.11 distlib 0.3.0

1.11.1 Available under license

1.12 go-sql-driver-mysql 1.5.0

1.12.1 Available under license

1.13 mpdecimal 2.4.2-3

1.13.1 Available under license

- 1.14 libcap-ng 0.7.9-2.1build1**
 - 1.14.1 Available under license
- 1.15 netcat-openbsd 1.206-1ubuntu1**
 - 1.15.1 Available under license
- 1.16 rtmpdump 2.4+20151223.gitfa8646d.1-2build1**
 - 1.16.1 Available under license
- 1.17 iputils 20190709-3**
 - 1.17.1 Available under license
- 1.18 e2fsprogs 1.45.5-2ubuntu1**
 - 1.18.1 Available under license
- 1.19 gzip 1.10-0ubuntu4**
 - 1.19.1 Available under license
- 1.20 mawk 1.3.4.20200120-2**
 - 1.20.1 Available under license
- 1.21 libcap 2.32-1**
 - 1.21.1 Available under license
- 1.22 findutils 4.7.0-1ubuntu1**
 - 1.22.1 Available under license
- 1.23 libsemanage-common 3.0-1build2**
 - 1.23.1 Available under license
- 1.24 selinux 3.0-1build2**
 - 1.24.1 Available under license
- 1.25 grep 3.4-1**
 - 1.25.1 Available under license
- 1.26 vixie-cron 3.0pl1-136ubuntu1**
 - 1.26.1 Available under license
- 1.27 readline 8.0-4**
 - 1.27.1 Available under license
- 1.28 etree 1.1.0**
 - 1.28.1 Available under license
- 1.29 go-grpc-prometheus 1.2.1-0.20191002090509-6af20e3a5340**
 - 1.29.1 Available under license
- 1.30 go-kit 0.10.0**
 - 1.30.1 Available under license
- 1.31 tablewriter 0.0.4**
 - 1.31.1 Available under license
- 1.32 dpkg 1.19.7ubuntu3**
 - 1.32.1 Available under license
- 1.33 sqlite 3.34.0**

- 1.33.1 Available under license
- 1.34 logrus 1.6.0**
 - 1.34.1 Available under license
- 1.35 gorilla 1.4.2**
 - 1.35.1 Available under license
- 1.36 nano 4.8-1ubuntu1**
 - 1.36.1 Available under license
- 1.37 libpsl 0.21.0-1ubuntu1**
 - 1.37.1 Available under license
- 1.38 go-runewidth 0.0.9**
 - 1.38.1 Available under license
- 1.39 apache-thrift 0.13.0**
 - 1.39.1 Available under license
- 1.40 nghttp2 1.40.0-1build1**
 - 1.40.1 Available under license
- 1.41 adduser 3.118ubuntu2**
 - 1.41.1 Available under license
- 1.42 sensible-utils 0.0.12+nmu1**
 - 1.42.1 Available under license
- 1.43 debianutils 4.9.1**
 - 1.43.1 Available under license
- 1.44 libunistring 0.9.10-2**
 - 1.44.1 Available under license
- 1.45 libgpg-error 1.37-1**
 - 1.45.1 Available under license
- 1.46 hostname 3.23**
 - 1.46.1 Available under license
- 1.47 acl 2.2.53-6**
 - 1.47.1 Available under license
- 1.48 sed 4.7-1**
 - 1.48.1 Available under license
- 1.49 libffi 3.3-4**
 - 1.49.1 Available under license
- 1.50 init-system-helpers 1.57**
 - 1.50.1 Available under license
- 1.51 debconf 1.5.73**
 - 1.51.1 Available under license
- 1.52 ncurses 6.2-0ubuntu2**
 - 1.52.1 Available under license

1.53 libsepol 3.0-1

1.53.1 Available under license

1.54 base-passwd 3.5.47

1.54.1 Available under license

1.55 bzip2 1.0.8-2

1.55.1 Available under license

1.56 bash 5.0-6ubuntu1.1

1.56.1 Available under license

1.57 go-md2man 2.0.0

1.57.1 Available under license

1.58 xz 5.2.4-1ubuntu1

1.58.1 Available under license

1.59 cdebconf 0.251ubuntu1

1.59.1 Available under license

1.60 berkeley-db 5.3.28+dfsg1-0.6ubuntu2

1.60.1 Available under license

1.61 brotli 1.0.7-6ubuntu0.1

1.61.1 Available under license

1.62 sqlite 3.41.0

1.62.1 Available under license

1.63 perl 5.30.0-9ubuntu0.2

1.63.1 Available under license

1.64 golang-snappy 0.0.2

1.64.1 Available under license

1.65 zlib 1.2.11.dfsg-2ubuntu1.2

1.65.1 Available under license

1.66 libyaml 0.2.5

1.66.1 Available under license

1.67 python3-asn1crypto 0.24.0

1.67.1 Available under license

1.68 idna 2.8

1.68.1 Available under license

1.69 appdirs 1.4.3

1.69.1 Available under license

1.70 pyparsing 2.4.6

1.70.1 Available under license

1.71 toml 0.10.0

1.71.1 Available under license

1.72 pyparsing 2.4.7

- 1.72.1 Available under license
- 1.73 packaging 19.2**
 - 1.73.1 Available under license
- 1.74 nose 1.3.7**
 - 1.74.1 Available under license
- 1.75 iotop 0.6**
 - 1.75.1 Available under license
- 1.76 lib-pq 1.9.0**
 - 1.76.1 Available under license
- 1.77 bridgeutils 1.7-r0**
 - 1.77.1 Available under license
- 1.78 iconv 2.31**
 - 1.78.1 Available under license
- 1.79 cron 3.0pl1-136ubuntu1**
 - 1.79.1 Available under license
- 1.80 attr 2.4.48-5**
 - 1.80.1 Available under license
- 1.81 diffutils 3.7-3**
 - 1.81.1 Available under license
- 1.82 mime-support 3.64ubuntu1**
 - 1.82.1 Available under license
- 1.83 lsb 11.1.0ubuntu2**
 - 1.83.1 Available under license
- 1.84 libxcrypt 4.4.10-10ubuntu4**
 - 1.84.1 Available under license
- 1.85 sysv-init 2.96-2.1ubuntu1**
 - 1.85.1 Available under license
- 1.86 roff-cron 3.0.1**
 - 1.86.1 Available under license
- 1.87 gmp 6.2.0+dfsg-4**
 - 1.87.1 Available under license
- 1.88 gnupg 2.2.19-3ubuntu2.1**
 - 1.88.1 Available under license
- 1.89 libsodium 1.0.18**
 - 1.89.1 Available under license
- 1.90 go-redis-redis 5.2.9**
 - 1.90.1 Available under license
- 1.91 goprotobuf 1.4.3**
 - 1.91.1 Available under license

1.92 htop 2.2.0-2build1

1.92.1 Available under license

1.93 zstd 1.4.4+dfsg-3ubuntu0.1

1.93.1 Available under license

1.94 c-ares 1.17.0

1.94.1 Available under license

1.95 fdisk 2.34.0

1.95.1 Available under license

1.96 libtasn 4.16.0-2

1.96.1 Available under license

1.97 gosqlite 1.14.6

1.97.1 Available under license

1.98 ubuntu-keyring 2020.02.11.4

1.98.1 Available under license

1.99 grpc-go 1.36.0

1.99.1 Available under license

1.100 aws-sdk-go 1.37.20

1.100.1 Available under license

1.101 gax-go 2.0.5

1.101.1 Available under license

1.102 ubuntu-keyring 2020.02.11.4

1.102.1 Available under license

1.103 inotify 0.2.10

1.103.1 Available under license

1.104 netmiko 2.4.1

1.104.1 Available under license

1.105 jsonpath-ng 1.4.3

1.105.1 Available under license

1.106 kafka-python 1.4.5

1.106.1 Available under license

1.107 stack 1.8.0

1.107.1 Available under license

1.108 cachecontrol 0.12.6

1.108.1 Available under license

1.109 contextlib2 0.6.0

1.109.1 Available under license

1.110 msgpack 0.6.2

1.110.1 Available under license

1.111 visual-studio-runtime 15.9.9(VC++ 2017)

- 1.111.1 Available under license
- 1.112 lockfile 0.12.2**
 - 1.112.1 Available under license
- 1.113 python-requests 2.22.0**
 - 1.113.1 Available under license
- 1.114 ply 3.11**
 - 1.114.1 Available under license
- 1.115 ansible 2.10.0**
 - 1.115.1 Available under license
- 1.116 lz4 1.9.2-2ubuntu0.20.04.1**
 - 1.116.1 Available under license
- 1.117 pyserial 3.5**
 - 1.117.1 Available under license
- 1.118 python-stdlib-extensions 3.8.10-0ubuntu1~20.04**
 - 1.118.1 Available under license
- 1.119 markupsafe 2.0.1**
 - 1.119.1 Available under license
- 1.120 future 0.18.2-1.ph3**
 - 1.120.1 Available under license
- 1.121 mpdecimal 2.5.1-r1**
 - 1.121.1 Available under license
- 1.122 apt 2.0.6**
 - 1.122.1 Available under license
- 1.123 python-requests 2.26.0**
 - 1.123.1 Available under license
- 1.124 readline-common 8.0-4**
 - 1.124.1 Available under license
- 1.125 libnghttp2-14 1.40.0-1build1**
 - 1.125.1 Available under license
- 1.126 gnutls 3.6.13-2ubuntu1.6**
 - 1.126.1 Available under license
- 1.127 shadow 4.8.1-1ubuntu5.20.04.1**
 - 1.127.1 Available under license
- 1.128 pcre 10.34-7**
 - 1.128.1 Available under license
- 1.129 libssh 0.9.3-2ubuntu2.2**
 - 1.129.1 Available under license
- 1.130 importlib-metadata 4.8.1**
 - 1.130.1 Available under license

1.131 typing-extensions 3.10.0.2

1.131.1 Available under license

1.132 iotop 0.6-24-g733f3f8-1

1.132.1 Available under license

1.133 decorator 5.1.0

1.133.1 Available under license

1.134 procps 3.3.16-1ubuntu2.3

1.134.1 Available under license

1.135 ansible-base 2.10.14

1.135.1 Available under license

1.136 libcrypt 1.8.5-5ubuntu1.1

1.136.1 Available under license

1.137 pam 1.3.1-5ubuntu4.3

1.137.1 Available under license

1.138 zipp 3.6.0

1.138.1 Available under license

1.139 tdb 1.45.5

1.139.1 Available under license

1.140 jinja2 3.0.2

1.140.1 Available under license

1.141 iotop 0.6-24-g733f3f8-1

1.141.1 Available under license

1.142 perks 1.0.1

1.142.1 Available under license

1.143 jackc-chunkreader 2.0.1

1.143.1 Available under license

1.144 spew 1.1.1

1.144.1 Available under license

1.145 dlintw-goconf 0.0.0-20120228082610-dcc070983490

1.145.1 Available under license

1.146 jackc-pgpassfile 1.0.0

1.146.1 Available under license

1.147 blang-semver 3.5.1+incompatible

1.147.1 Available under license

1.148 jackc-pgio 1.0.0

1.148.1 Available under license

1.149 go-resiliency 1.2.0

1.149.1 Available under license

1.150 nuid 1.0.1

- 1.150.1 Available under license
- 1.151 jcmtturner-gofork 1.0.0**
 - 1.151.1 Available under license
- 1.152 queue 1.1.0**
 - 1.152.1 Available under license
- 1.153 opentracing-contrib-go-observer 0.0.0-20170622124052-a52f23424492**
 - 1.153.1 Available under license
- 1.154 gojsonreference 0.0.0-20180127040603-bd5ef7bd5415**
 - 1.154.1 Available under license
- 1.155 jackc-pgservicefile 0.0.0-20200714003250-2b9c44734f2b**
 - 1.155.1 Available under license
- 1.156 golang-protobuf-extensions 1.0.1**
 - 1.156.1 Available under license
- 1.157 modern-go-reflect2 1.0.1**
 - 1.157.1 Available under license
- 1.158 openzipkin-zipkin-go-opentracing 0.3.4**
 - 1.158.1 Available under license
- 1.159 modern-go-concurrent 0.0.0-20180306012644-bacd9c7ef1dd**
 - 1.159.1 Available under license
- 1.160 go-testing-interface 1.0.0**
 - 1.160.1 Available under license
- 1.161 go-hclog 0.15.0**
 - 1.161.1 Available under license
- 1.162 protobuf 1.25.0**
 - 1.162.1 Available under license
- 1.163 hashicorp-go-plugin 1.4.0**
 - 1.163.1 Available under license
- 1.164 go-difflib 1.0.0**
 - 1.164.1 Available under license
- 1.165 jcmtturner-rpc 2.0.3**
 - 1.165.1 Available under license
- 1.166 jcmtturner-aescts 2.0.0**
 - 1.166.1 Available under license
- 1.167 oklog-run 1.1.0**
 - 1.167.1 Available under license
- 1.168 jcmtturner-dnsutils 2.0.0**
 - 1.168.1 Available under license
- 1.169 objx 0.2.0**
 - 1.169.1 Available under license

- 1.170 rcrowley-go-metrics 0.0.0-20201227073835-cf1acfcdf475**
 - 1.170.1 Available under license
- 1.171 go-systemd 22.3.2**
 - 1.171.1 Available under license
- 1.172 json-iterator-go 1.1.11**
 - 1.172.1 Available under license
- 1.173 mwithkow-go-contrack 0.0.0-20190716064945-2f068394615f**
 - 1.173.1 Available under license
- 1.174 blackfriday 2.0.1**
 - 1.174.1 Available under license
- 1.175 zap 1.17.0**
 - 1.175.1 Available under license
- 1.176 sanitized-anchor-name 1.0.0**
 - 1.176.1 Available under license
- 1.177 gogo-googleapis 1.4.0**
 - 1.177.1 Available under license
- 1.178 x-time-rate 0.0.0-20200630173020-3af7569d3a1e**
 - 1.178.1 Available under license
- 1.179 x-xerrors 0.0.0-20200804184101-5ec99f83aff1**
 - 1.179.1 Available under license
- 1.180 json-iterator-go 1.1.10**
 - 1.180.1 Available under license
- 1.181 prometheus-procfs 0.2.0**
 - 1.181.1 Available under license
- 1.182 grpc-ecosystem-go-grpc-middleware 1.2.2**
 - 1.182.1 Available under license
- 1.183 golang-lru 0.5.4**
 - 1.183.1 Available under license
- 1.184 oklog-ulid 1.3.1**
 - 1.184.1 Available under license
- 1.185 urfave-cli 2.3.0**
 - 1.185.1 Available under license
- 1.186 google-flatbuffers 1.11.0**
 - 1.186.1 Available under license
- 1.187 golang-sql-civil 0.0.0-20190719163853-cb61b32ac6fe**
 - 1.187.1 Available under license
- 1.188 sergi-go-diff 1.0.0**
 - 1.188.1 Available under license
- 1.189 gomemcache 0.0.0-20190913173617-a41fca850d0b**

- 1.189.1 Available under license
- 1.190 felixge-httpsnoop 1.0.1**
 - 1.190.1 Available under license
- 1.191 rainycape-unidecode 0.0.0-20150907023854-cb7f23ec59be**
 - 1.191.1 Available under license
- 1.192 prometheus-common 0.18.0**
 - 1.192.1 Available under license
- 1.193 gopkg.in-asn1-ber 1.0.0-20181015200546-f715ec2f112d**
 - 1.193.1 Available under license
- 1.194 trylock 0.0.0-20191027065348-ff7e133a5c54**
 - 1.194.1 Available under license
- 1.195 urfave-cli 1.20.0**
 - 1.195.1 Available under license
- 1.196 gopkg.in-yaml 3.0.0-20210107192922-496545a6307b**
 - 1.196.1 Available under license
- 1.197 pretty 1.2.0**
 - 1.197.1 Available under license
- 1.198 jaeger-lib 2.4.0+incompatible**
 - 1.198.1 Available under license
- 1.199 jaeger-client-go 2.25.0+incompatible**
 - 1.199.1 Available under license
- 1.200 goleak 1.1.10**
 - 1.200.1 Available under license
- 1.201 charset-normalizer 2.0.7**
 - 1.201.1 Available under license
- 1.202 errors 0.9.1**
 - 1.202.1 Available under license
- 1.203 facebookgo-stats 0.0.0-20180706035515-f23751cae28b**
 - 1.203.1 Available under license
- 1.204 golcs 0.0.0-20170316035057-ecda9a501e82**
 - 1.204.1 Available under license
- 1.205 xorm.io-core 0.7.3**
 - 1.205.1 Available under license
- 1.206 gojsondiff 1.0.0**
 - 1.206.1 Available under license
- 1.207 xorm.io-builder 0.3.6**
 - 1.207.1 Available under license
- 1.208 gopkg-in/mail 2.3.1**
 - 1.208.1 Available under license

- 1.209 facebookgo-structtag 0.0.0-20150214074306-217e25fb9691**
 - 1.209.1 Available under license
- 1.210 com 1.0.1**
 - 1.210.1 Available under license
- 1.211 vividcortex-mysqlerr 0.0.0-20170204212430-6c6b55f8796f**
 - 1.211.1 Available under license
- 1.212 go-macaron-binding 0.0.0-20190806013118-0b4f37bab25b**
 - 1.212.1 Available under license
- 1.213 go-macaron-inject 0.0.0-20160627170012-d8a0b8677191**
 - 1.213.1 Available under license
- 1.214 cheekybits-genny 1.0.0**
 - 1.214.1 Available under license
- 1.215 shortid 0.0.0-20171029131806-771a37caa5cf**
 - 1.215.1 Available under license
- 1.216 inject 0.0.0-20180706035515-f23751cae28b**
 - 1.216.1 Available under license
- 1.217 go-datemath 0.1.1-0.20200323150745-74ddef604fff**
 - 1.217.1 Available under license
- 1.218 grafana-grafana-plugin-model 0.0.0-20190930120109-1fc953a61fb4**
 - 1.218.1 Available under license
- 1.219 go-macaron-gzip 0.0.0-20160222043647-cad1c6580a07**
 - 1.219.1 Available under license
- 1.220 uap-go 0.0.0-20190826212731-daf92ba38329**
 - 1.220.1 Available under license
- 1.221 gopkg-in/ldap 3.0.2**
 - 1.221.1 Available under license
- 1.222 benbjohnson-clock 0.0.0-20161215174838-7dc76406b6d3**
 - 1.222.1 Available under license
- 1.223 go-immutable-radix 1.3.1**
 - 1.223.1 Available under license
- 1.224 go-zookeeper 0.0.0-20201211165307-7117e9ea2414**
 - 1.224.1 Available under license
- 1.225 robot-telemetry_proto 0.0.0-20210520062046-a73bb180cba4**
 - 1.225.1 Available under license
- 1.226 prometheus-procfs 0.7.3**
 - 1.226.1 Available under license
- 1.227 bytebufferpool 1.0.0**
 - 1.227.1 Available under license
- 1.228 klauspost-compress 1.11.7**

- 1.228.1 Available under license
- 1.229 cffi 1.15.0**
 - 1.229.1 Available under license
- 1.230 globalsign-mgo 0.0.0-20181015135952-eeefdec41b8**
 - 1.230.1 Available under license
- 1.231 influxdb 1.9.4**
 - 1.231.1 Available under license
- 1.232 gosnmp 1.32.0**
 - 1.232.1 Available under license
- 1.233 go-storage 1.13.0**
 - 1.233.1 Available under license
- 1.234 urlib3 1.26.6-1.ph1**
 - 1.234.1 Available under license
- 1.235 gojsonpointer 0.0.0-20180127040702-4e3ac2762d5f**
 - 1.235.1 Available under license
- 1.236 jpillora-backoff 1.0.0**
 - 1.236.1 Available under license
- 1.237 gomodule-redigo 2.0.0+incompatible**
 - 1.237.1 Available under license
- 1.238 golang-snappy 0.0.4**
 - 1.238.1 Available under license
- 1.239 fzambia-eagle 0.0.1**
 - 1.239.1 Available under license
- 1.240 mna-redisc 1.1.7**
 - 1.240.1 Available under license
- 1.241 mmap-go 1.0.0**
 - 1.241.1 Available under license
- 1.242 linkedin-goavro 2.10.0**
 - 1.242.1 Available under license
- 1.243 xorm.io-xorm 0.8.2**
 - 1.243.1 Available under license
- 1.244 sqlhooks 1.3.0**
 - 1.244.1 Available under license
- 1.245 getsentry-sentry-go 0.10.0**
 - 1.245.1 Available under license
- 1.246 prometheus-node-exporter 1.0.0-rc.0.0.20200428091818-01054558c289**
 - 1.246.1 Available under license
- 1.247 facebookgo-inject 0.0.0-20180706035515-f23751cae28b**
 - 1.247.1 Available under license

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1.250.1 Available under license

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1.251.1 Available under license

1.252 yamux 0.0.0-20190923154419-df201c70410d

1.252.1 Available under license

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1.253.1 Available under license

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1.254.1 Available under license

1.255 mattetti-filebuffer 1.0.1

1.255.1 Available under license

1.256 sercand-kuberesolver 2.4.0+incompatible

1.256.1 Available under license

1.257 fzambia-sentinel 1.1.0

1.257.1 Available under license

1.258 gosimple-slug 1.9.0

1.258.1 Available under license

1.259 deepmap-oapi-codegen 1.3.13

1.259.1 Available under license

1.260 go-sourcemap-sourcemap 2.1.3+incompatible

1.260.1 Available under license

1.261 grafana-grafana-plugin-sdk-go 0.88.0

1.261.1 Available under license

1.262 centrifugal-protocol 0.3.4

1.262.1 Available under license

1.263 grafana-grafana-aws-sdk 0.4.0

1.263.1 Available under license

1.264 grafana-loki 1.6.2-0.20201026154740-6978ee5d7387

1.264.1 Available under license

1.265 cortexproject-cortex 1.4.1-0.20201022071705-85942c5703cf

1.265.1 Available under license

1.266 opencensus 0.22.6

1.266.1 Available under license

1.267 google-api-go-client 0.40.0

- 1.267.1 Available under license
- 1.268 apache-arrow-go-arrow 0.0.0-20200629181129-68b1273cbbf7**
 - 1.268.1 Available under license
- 1.269 cloud-google-com-go 0.75.0**
 - 1.269.1 Available under license
- 1.270 prometheus 1.8.2-0.20201105135750-00f16d1ac3a4**
 - 1.270.1 Available under license
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1.2 go-humanize 1.0.0

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1.5 coreutils 8.30-3ubuntu2

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1.6 libidn 2.2.0-2

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src/arc4random_uniform.c

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src/getentropy_aix.c

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1.8 dash 0.5.10.2-6

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1.9 libffi 3.0.13

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1.10 python-certifi 2019.11.28

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This package contains a modified version of `ca-bundle.crt`:

`ca-bundle.crt` -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree: <http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#> It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication. Just configure this file as the SSLCACertificateFile.#

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@(#) \$RCSfile: certdata.txt,v \$
\$Revision: 1.80 \$ \$Date: 2011/11/03 15:11:58 \$

1.11 distlib 0.3.0

1.11.1 Available under license :

A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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=====
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1.12 go-sql-driver-mysql 1.5.0

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1.15 netcat-openbsd 1.206-1ubuntu1

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```
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```

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1.16 rtmpdump 2.4+20151223.gitfa8646d.1-2build1

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1.17 iputils 20190709-3

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

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```
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```

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

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1.18 e2fsprogs 1.45.5-2ubuntu1

1.18.1 Available under license :

This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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

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Sources were obtained from <http://sourceforge.net/projects/e2fsprogs>

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

```
all:: image
```

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



```
BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
```

```
BSDLIB_PIC_FLAG = -fpic
```

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

```
$(BSD_LIB): $(OBJS)
```

```
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LD_FLAGS_SHLIB) $(OBJS))
```

```
$(MV) pic/$(BSD_LIB) .
```

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

```
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
```

```
`echo $(my_dir) | sed -e 's;lib/;;' /$(BSD_LIB) $(BSD_LIB))
```

```
install-shlibs install:: $(BSD_LIB)
```

```
@echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
```

```
@$(INSTALL_PROGRAM) $(BSD_LIB) \
```

```
$(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
```

```
@-$(LDCONFIG)
```

```
install-strip: install
```

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

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

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

```
clean::
```

```
$(RM)
```

```
-rf pic
```

```
$(RM) -f $(BSD_LIB)
```

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

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Index: tdbsa/tdb.c

=====

--- tdbsa.orig/tdb.c

+++ tdbsa/tdb.c

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

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

*/

/*

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

- trivial database library - private includes

-

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Theodore Ts'o
23-June-2007

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Version 2, June 1991

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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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

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1.19 gzip 1.10-0ubuntu4

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1.20 mawk 1.3.4.20200120-2

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Files: debian/*

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1.21 libcap 2.32-1

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1.23 libsemanage-common 3.0-1build2

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1.24 selinux 3.0-1build2

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1.25 grep 3.4-1

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```

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

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1.26 vixie-cron 3.0pl1-136ubuntu1

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Found in path(s):

* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/database.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/misc.c
*
/opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/job.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/compat.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/do_command.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/user.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/config.h
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/entry.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/cron.h
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/crontab.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/env.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/cron.c

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.\
.\" @(#)bitstring.3 5.1

(Berkeley) 12/13/89

.\"

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* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/bitstring.3

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.\" */


```
.\n
.\n $Id: crontab.1,v 2.4 1993/12/31 10:47:33 vixie Exp $\n
.\n
```

Found in path(s):

```
*
/opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/crontab.1
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```

Found in path(s):

```
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/compat.h
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/pathnames.h
*
/opt/cola/permits/1029757352_1619638247.49/0/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/externs.h
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```

```
.\ " */
.\ "
.\ " $Id: cron.8,v 2.2 1993/12/28 08:34:43 vixie Exp $
.\ "
```

Found in path(s):

*

/opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/cron.8

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*/

\$Id: INSTALL,v 2.5 1994/01/15 20:43:43 vixie Exp \$

Read the comments at the top of the Makefile, then edit the area marked
'configurable
stuff'.

Edit config.h. The stuff I expect you to change is down a bit from the
top of the file, but it's clearly marked. Also look at pathnames.h.

You don't have to create the /var/cron or /var/cron/tabs directories, since
both the daemon and the `crontab' program will do this the first time they
run if they don't exist. You do need to have a /var, though -- just "mkdir
/var" if you don't have one, or you can "mkdir /usr/var; ln -s /usr/var /var"
if you expect your /var to have a lot of stuff in it.

You will also need /usr/local/etc and /usr/local/bin directories unless you
change the Makefile. These will have to be created by hand, but if you are
a long-time Usenet user you probably have them already. /usr/local/man is
where I keep my man pages, but I have the source for `man' and you probably
do not. Therefore you may have to put the man pages into /usr/man/man1,
which will be hard since there will be name collisions. (Note that the man

command was originally written by Bill Joy before he left Berkeley, and it contains no AT&T code, so it is in UUNET's archive of freely-distributable BSD code.)

LINUX note: /usr/include/paths.h on some linux systems shows `_PATH_SENDMAIL` to be /usr/bin/sendmail even though sendmail is installed in /usr/lib. you should check this out.

say:
make all

su and say:
make install

Note that if I can get you to "su and say" something just by asking, you have a very serious security problem on your system and you should look into it.

Edit your /usr/lib/crontab file into little pieces -- see the CONVERSION file for help on this.

Use the ``crontab'` command to install all the little pieces you just created. Some examples (see below before trying any of these!)

```
crontab -u uucp -r /usr/lib/uucp/crontab.src
crontab -u news -r /usr/lib/news/crontab.src
crontab -u root -r /usr/adm/crontab.src
```

Notes on above examples: (1) the .src files are copied at the time the command is issued; changing the source files later will have no effect until they are reinstalled with another ``crontab -r'` command. (2) The crontab command will affect the crontab of the person using the command unless ``-u USER'` is given; ``-u'` only works for root. When using most ``su'` commands under most BSD's, ``crontab'` will still think of you as yourself even though you may think of yourself as root -- so use ``-u'` liberally. (3) the ``-r'` option stands for ``replace'`; check the man page for crontab(1) for other possibilities.

Kill your existing cron daemon -- do ``ps aux'` and look for /etc/cron.

Edit your /etc/rc or /etc/rc.local, looking for the line that starts up /etc/cron. Comment it out and add a line to start the new cron daemon -- usually /usr/local/etc/cron, unless you changed it in the Makefile.

Start up this cron daemon yourself as root. Just type /usr/local/etc/cron (or whatever); no `'&'` is needed since the daemon forks itself and the process you executed returns immediately.

ATT notes: for those people unfortunate enough to
be stuck on a AT&T UNIX,
you will need the public-domain "libndir", found in the B News source and in
any comp.sources.unix archive. You will also need to hack the code some.

Found in path(s):

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* @(#)bitstring.h 5.2

(Berkeley) 4/4/90

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# */
```

Vixie Cron V3.0

December 27, 1993

[V2.2 was some time in 1992]

[V2.1 was May 29, 1991]

[V2.0 was July 5, 1990]

[V2.0-beta

was December 9, 1988]

[V1.0 was May 6, 1987]

Paul Vixie

This is a version of 'cron' that is known to run on BSD 4.[23] systems. It is functionally based on the SysV cron, which means that each user can have their own crontab file (all crontab files are stored in a read-protected directory, usually /var/cron/tabs). No direct support is provided for 'at'; you can continue to run 'atrun' from the crontab as you have been doing. If you don't have atrun (i.e., System V) you are in trouble.

A messages is logged each time a command is executed; also, the files "allow" and "deny" in /var/cron can be used to control access to the "crontab" command (which installs crontabs). It hasn't been tested on SysV, although some effort has gone into making the port an easy one.

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To use this: Sorry, folks, there is no cutesy 'Configure' script. You'll have to go edit a couple of files... So, here's the checklist:

Read all the FEATURES, INSTALL, and CONVERSION files

Edit config.h

Edit Makefile

(both of these files have instructions inside; note that some things in config.h are definable in Makefile and are therefore surrounded by #ifndef...#endif)

'make'

'su' and 'make install'

(you may have to install the man pages by hand)

kill your existing cron process

(actually you can run your existing cron if you want, but why?)

build new crontabs using /usr/lib/{crontab,crontab.local}

(either put them all in "root"'s crontab, or divide it up and rip out all the 'su' commands, collapse the lengthy lists into

ranges with steps -- basically, this step is

as much work as you want to make it)

start up the new cron

(must be done as root)

watch it. test it with 'crontab -r' and watch the daemon track your changes.

if you like it, change your /etc/{rc,rc.local} to use it instead of the old one.

\$Id: README,v 2.3 1993/12/28 08:34:43 vixie Exp \$

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.\"/>*/

.\"/>"

.\"/> \$Id: crontab.5,v 2.4 1994/01/15 20:43:43 vixie Exp \$

.\"/>"

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/opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/crontab.5

1.27 readline 8.0-4

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```

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```
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```

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```
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```

```
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Ty Coon, President of Vice
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1.28 etree 1.1.0

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source code for the Library including whatever

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compiler/cpp/src/generate/t_java_generator.cc
compiler/cpp/src/generate/t_ocaml_generator.cc
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compiler/cpp/src/main.cc
compiler/cpp/src/parse/t_field.h
compiler/cpp/src/parse/t_program.h
compiler/cpp/src/platform.h
compiler/cpp/src/thrift.ll
compiler/cpp/src/thrift.yy
lib/csharp/src/Protocol/TBinaryProtocol.cs
lib/csharp/src/Protocol/TField.cs
lib/csharp/src/Protocol/TList.cs
lib/csharp/src/Protocol/TMap.cs
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lib/csharp/src/Protocol/TMessageType.cs
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lib/csharp/src/Protocol/TStruct.cs
lib/csharp/src/Protocol/TType.cs
lib/csharp/src/Server/TServer.cs
lib/csharp/src/Server/TSimpleServer.cs
lib/csharp/src/Server/TThreadPoolServer.cs
lib/csharp/src/TApplicationException.cs
lib/csharp/src/Thrift.csproj
lib/csharp/src/Thrift.sln
lib/csharp/src/TProcessor.cs

lib/csharp/src/Transport/TServerSocket.cs
lib/csharp/src/Transport/TServerTransport.cs
lib/csharp/src/Transport/TSocket.cs
lib/csharp/src/Transport/TStreamTransport.cs
lib/csharp/src/Transport/TTransport.cs
lib/csharp/src/Transport/TTransportException.cs
lib/csharp/src/Transport/TTransportFactory.cs
lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj
lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
test/OptionalRequiredTest.cpp
test/OptionalRequiredTest.thrift
test/ThriftTest.thrift

For the aclocal/ax_boost_base.m4 and contrib/fb303/aclocal/ax_boost_base.m4 components:

```
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```
set yrange [0:]
set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
set style fill solid border -1
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```

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Since Nov 27 1996, it was maintained by Guy Maor <maor@debian.org>. He rewrote most of it.

Since May 20 2000, it is maintained by Roland Bauerschmidt <rb@debian.org>.

Since March 24 2004, it is maintained by Roland Bauerschmidt <rb@debian.org>, and co-maintained by Marc Haber

<mh+debian-packages@zugschlus.de>

Since 23 Oct 2005, it has been maintained by Joerg Hoh <joerg@joerghoh.de>

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1.43 debianutils 4.9.1

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@c ispell-local-pdict: "ispell-dict"
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```
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1.46 hostname 3.23

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1.48 sed 4.7-1

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1.49 libffi 3.3-4

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1.52 ncurses 6.2-0ubuntu2

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Upstream source <https://invisible-island.net/ncurses/ncurses.html>

This package is used for testing builds of ncurses.

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-- vile: txtmode file-encoding=utf-8

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1.53 libsepol 3.0-1

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1.54 base-passwd 3.5.47

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1.55 bzip2 1.0.8-2

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Julian Seward, jseward@acm.org
bzip2/libbzip2 version 1.0.8 of 13 July 2019

1.56 bash 5.0-6ubuntu1.1

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1.57 go-md2man 2.0.0

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1.58 xz 5.2.4-1ubuntu1

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=====

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1.59 cdebconf 0.251ubuntu1

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1.60 berkeley-db 5.3.28+dfsg1-0.6ubuntu2

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```
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1.61 brotli 1.0.7-6ubuntu0.1

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```
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# of the source tree for dist 4.0.  
#  
# Original Author: Harlan Stenn <harlan@mumps.pfcs.com>  
#  
# $Log: errnolist.a,v $  
# Revision 3.0 1993/08/18 12:04:35 ram  
# Baseline for dist 3.0 netwide release.  
#  
#  
# This is a simple-minded awk script to generate an initialization for
```

```
# sys_errnolist on systems that don't have it.
# This file now depends only on sys/errno.h error numbers under maxerr being
# in order. It will complain and die if not. NOTE: It will still produce
# a compilable output file, even with errors, so you must check the output.
```

1.64 golang-snappy 0.0.2

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```

```
# Names should be added to this file like so:
# Name <email address>
```

```
# Please keep the list sorted.
```

```
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Jan Mercl <0xjnm1@gmail.com>
Jonathan Swinney <jswinney@amazon.com>
Kai Backman <kaib@golang.org>
Klaus Post <klauspost@gmail.com>
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1.65 zlib 1.2.11.dfsg-2ubuntu1.2

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Found license 'General Public License 2.0' in 'No. PKWare has apparently decided to keep that format proprietary, since 42. The match.asm code in contrib is under the GNU General Public License. GNU GPL?'

```
/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017
```

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

*/

1.66 libyaml 0.2.5

1.66.1 Available under license :

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1.67 python3-asn1crypto 0.24.0

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1.68 idna 2.8

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```
* /opt/cola/permits/1110810307_1606855956.29/0/kjd-idna-v2-8-0-g1cdf175-1-tar-gz/kjd-idna-375dc46/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_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',
    '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.*',
'test_suite': 'tests',
}

setup(**arguments)

if __name__ == '__main__':
    main()

```

Found in path(s):

* /opt/cola/permits/1110810307_1606855956.29/0/kjd-idna-v2-8-0-g1cdf175-1-tar-gz/kjd-idna-375dc46/setup.py

1.69 appdirs 1.4.3

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1.70 pyparsing 2.4.6

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1.71 toml 0.10.0

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1.72 pyparsing 2.4.7

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```

// +build go1.10

package pq

import (
    "context"
    "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
    return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
    c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
// on it.
type NoticeHandlerConnector
struct {
    driver.Connector
    noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
    c, err := n.Connector.Connect(ctx)
    if err == nil {
        SetNoticeHandler(c, n.noticeHandler)
    }
    return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.

```



```

func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        return c.noticeHandler
    }
    return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and setting the notice
//
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        c.noticeHandler = handler
        return c
    }
    return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}

```

1.77 bridgeutils 1.7-r0

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Version 2, June 1991

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1.78 iconv 2.31

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<signature of Ty Coon>, 1 April 1990

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Version 3, 29 June 2007

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```
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```

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1.79 cron 3.0pl1-136ubuntu1

1.79.1 Available under license :

No license file was found, but licenses were detected in source scan.

```
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 *
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 */
```

\$Id: INSTALL,v 2.5 1994/01/15 20:43:43 vixie Exp \$

Read the comments at the top of the Makefile, then edit the area marked 'configurable stuff'.

Edit config.h. The stuff I expect you to change is down a bit from the top of the file, but it's clearly marked. Also look at pathnames.h.

You don't have to create the /var/cron or /var/cron/tabs directories, since both the daemon and the `crontab' program will do this the first time they run if they don't exist. You do need to have a /var, though -- just "mkdir /var" if you don't have one, or you can "mkdir /usr/var; ln -s /usr/var /var" if you expect your /var to have a lot of stuff in it.

You will also need /usr/local/etc and /usr/local/bin directories unless you change the Makefile. These will have to be created by hand, but if you are a long-time Usenet user you probably have them already. /usr/local/man is where I keep my man pages, but I have the source for `man' and you probably do not. Therefore you may have to put the man pages into /usr/man/man1, which will be hard since there will be name collisions. (Note that the man command was originally written by Bill Joy before he left Berkeley, and it contains no AT&T code, so it is in UUNET's archive of freely-distributable BSD code.)

LINUX note: /usr/include/paths.h on some linux systems shows _PATH_SENDMAIL to be /usr/bin/sendmail even though sendmail is installed in /usr/lib. you should check this out.

say:
make all

su and say:
make install

Note that if I can get you to "su and say" something just by asking, you have a very serious security problem on your system and you should look into it.

Edit your /usr/lib/crontab file into little pieces -- see the CONVERSION file for help on this.

Use the `crontab' command to install all the little pieces you just created. Some examples (see below before trying any of these!)

```
crontab -u uucp -r /usr/lib/uucp/crontab.src
crontab -u news -r /usr/lib/news/crontab.src
crontab -u root -r /usr/adm/crontab.src
```

Notes on above examples: (1) the .src files are copied at the time the

command is issued; changing the source files later will have no effect until they are reinstalled with another `crontab -r` command. (2) The crontab command will affect the crontab of the person using the command unless `-u USER` is given; `-u` only works for root. When using most `su` commands under most BSD's, `crontab` will still think of you as yourself even though you may think of yourself as root -- so use `-u` liberally. (3) the `-r` option stands for `replace`; check the man page for crontab(1) for other possibilities.

Kill your existing cron daemon -- do `ps aux` and look for /etc/cron.

Edit your /etc/rc or /etc/rc.local, looking for the line that starts up /etc/cron. Comment it out and add a line to start the new cron daemon -- usually /usr/local/etc/cron, unless you changed it in the Makefile.

Start up this cron daemon yourself as root. Just type /usr/local/etc/cron (or whatever); no '&' is needed since the daemon forks itself and the process you executed returns immediately.

ATT notes: for those people unfortunate enough to be stuck on a AT&T UNIX, you will need the public-domain "libndir", found in the B News source and in any comp.sources.unix archive. You will also need to hack the code some.

Found in path(s):

```
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/INSTALL
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* I'll try to keep a version up to date. I can be reached as follows:
* Paul Vixie <paul@vix.com> uunet!decwrl!vixie!paul
*/
```

Found in path(s):

```
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/crontab.c
```

```
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/entry.c
*
/opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/misc.c
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/config.h
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/job.c
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/database.c
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/env.c
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/cron.h
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/user.c
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/cron.c
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/compat.c
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/do_command.c
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```

```
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```

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*
*/
```

```
Found in path(s):
```

```
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/popen.c
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```

```
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```

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*
* @(#)bitstring.h 5.2
(Berkeley) 4/4/90
*/

```

Found in path(s):

```

* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/bitstring.h
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```

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.\" */
.\"
.\" $Id: crontab.5,v 2.4 1994/01/15 20:43:43 vixie Exp $
.\"

```

Found in path(s):

```

*
/opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/crontab.5
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.\" * I'll try to keep a version up to date. I can be reached as follows:
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.\" */
.\"
.\" $Id: crontab.1,v 2.4 1993/12/31 10:47:33 vixie Exp $
.\"
```

Found in path(s):

```
*
/opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/crontab.1
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```

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.\" @(#)bitstring.3 5.1
.\" (Berkeley) 12/13/89
.\"
```

Found in path(s):

```
* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/bitstring.3
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.\" */
.\"
.\" $Id: cron.8,v 2.2 1993/12/28 08:34:43 vixie Exp $
.\"

```

Found in path(s):

```

*
/opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/cron.8
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# * I'll try to keep a version up to date. I can be reached as follows:
# * Paul Vixie      <paul@vix.com>      uunet!decwrl!vixie!paul
# */

```

Vixie Cron V3.0

December 27, 1993

[V2.2 was some time in 1992]

[V2.1 was May 29, 1991]

[V2.0 was July 5, 1990]

[V2.0-beta

was December 9, 1988]

[V1.0 was May 6, 1987]

Paul Vixie

This is a version of 'cron' that is known to run on BSD 4.[23] systems. It is functionally based on the SysV cron, which means that each user can have their own crontab file (all crontab files are stored in a read-protected directory, usually /var/cron/tabs). No direct support is provided for 'at'; you can continue to run 'atrun' from the crontab as you have been doing. If you don't have atrun (i.e., System V) you are in trouble.

A messages is logged each time a command is executed; also, the files "allow" and "deny" in /var/cron can be used to control access to the "crontab" command (which installs crontabs). It hasn't been tested on SysV, although some effort has gone into making the port an easy one.

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To use this: Sorry, folks, there is no cutesy 'Configure' script. You'll have to go edit a couple of files... So, here's the checklist:

Read all the FEATURES, INSTALL, and CONVERSION files

Edit config.h

Edit Makefile

(both of these files have instructions inside; note that some things in config.h are definable in Makefile and are therefore surrounded by #ifndef...#endif)

'make'

'su' and 'make install'

(you may have to install the man pages by hand)

kill your existing cron process

(actually you can run your existing cron if you want, but why?)

build new crontabs using /usr/lib/{crontab,crontab.local}

(either put them all in "root"'s crontab, or divide it up and rip out all the 'su' commands, collapse the lengthy lists into

ranges with steps -- basically, this step is as much work as you want to make it)

start up the new cron

(must be done as root)

watch it. test it with 'crontab -r' and watch the daemon track your changes.

if you like it, change your /etc/{rc,rc.local} to use it instead of the old one.

\$Id: README,v 2.3 1993/12/28 08:34:43 vixie Exp \$

Found in path(s):

* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/README

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*/

Found in path(s):

* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/compat.h

* /opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/pathnames.h

*

/opt/cola/permits/1125565035_1613603088.1/0/cron-3-0pl1-orig-1-tar-gz/cron-3.0pl1.orig/externs.h

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1.80 attr 2.4.48-5

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Version 2.1, February 1999

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1.81 diffutils 3.7-3

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1.82 mime-support 3.64ubuntu1

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1.83 Isb 11.1.0ubuntu2

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1.84 libxcrypt 4.4.10-10ubuntu4

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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1.89 libsodium 1.0.18

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1.90 go-redis-redis 5.2.9

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1.91 goprotobuf 1.4.3

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1.92 htop 2.2.0-2build1

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```
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```

```
<signature of Ty Coon>, 1 April 1989
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1.93 zstd 1.4.4+dfsg-3ubuntu0.1

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*/

/* checkTag : validation tool for libzstd

* command :

* \$./checkTag tag

* checkTag validates tags of following format : v[0-9].[0-9].[0-9]{any }

* The tag is then compared to zstd version number.

* They are compatible if first 3 digits are identical.

* Anything beyond that is free, and doesn't impact validation.

* Example : tag v1.8.1.2 is compatible with version 1.8.1

* When tag and version are not compatible, program exits with error code 1.

* When they are compatible, it exists with a code 0.

* checkTag is intended to be used in automated testing environment.

*/

1.94 c-ares 1.17.0

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1.95 fdisk 2.34.0

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```
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1.96 libtasn 4.16.0-2

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1.102 ubuntu-keyring 2020.02.11.4

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- * /opt/cola/permits/1154551203_1618864476.63/0/inotify-0-2-10-tar-gz/inotify-0.2.10/PKG-INFO

1.104 netmiko 2.4.1

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1.105 jsonpath-ng 1.4.3

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* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/ext/__init__.py
* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/ext/iterable.py
* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/ext/filter.py
* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/ext/arithmetic.py
* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/ext/string.py
* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/tests/test_jsonpath_rw_ext.py
*
/opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/ext/parser.py

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Metadata-Version: 1.1

Name: jsonpath-ng

Version: 1.4.3

Summary: A final implementation of JSONPath for Python that aims to be standard compliant, including arithmetic and binary comparison operators and providing clear AST for metaprogramming.

Home-page: <https://github.com/h2non/jsonpath-ng>

Author: Tomas Aparicio

Author-email: tomas@aparicio.me

License: Apache 2.0

Description: Python JSONPath Next-Generation |[Build Status](#)| [PyPI](#)| [Coverage Status](#)|

=====

A final implementation of JSONPath for Python that aims to be standard compliant, including arithmetic

and binary comparison operators, as defined in the original `JSONPath proposal`.

This package merges both `jsonpath-rw` and `jsonpath-rw-ext` and provides several AST API enhancements, such as the ability to update or remove nodes in the tree.

About

This library provides a robust and significantly extended implementation of JSONPath for Python. It is tested with CPython 2.6, 2.7 & 3.x.

This library differs from other JSONPath implementations in that it is a full *language* implementation, meaning the JSONPath expressions are first class objects, easy to analyze, transform, parse, print, and extend.

Quick Start

To install, use pip:

```
.. code:: bash
```

```
$ pip install --upgrade jsonpath-ng
```

Usage

Basic examples:

```
.. code:: python
```

```
$ python
```

```
>>> from jsonpath_ng import jsonpath, parse
```

```
# A robust parser, not just a regex. (Makes powerful extensions possible; see below)
```

```
>>> jsonpath_expr = parse('foo[*].baz')
```

```
# Extracting values is easy
```

```
>>> [match.value for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
```

```
[1, 2]
```

```
# Matches remember where they came from
```

```
>>> [str(match.full_path) for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
```

```
['foo.[0].baz', 'foo.[1].baz']
```

```
# And this can be useful for automatically providing ids for bits of data that do not have them (currently a global switch)
```

```
>>> jsonpath.auto_id_field = 'id'
>>> [match.value for match in parse('foo[*].id').find({'foo': [{'id': 'bizzle'}, {'baz': 3}]})]
['foo.bizzle', 'foo.[1]']
```

```
# A handy extension: named operators like `parent`
```

```
>>> [match.value for match in parse('a.*.b.parent.c').find({'a': {'x': {'b': 1, 'c': 'number one'}}, 'y': {'b': 2, 'c': 'number two'}})]
['number two', 'number one']
```

```
# You can also build expressions directly quite easily
```

```
>>> from jsonpath_ng.jsonpath import Fields
>>> from jsonpath_ng.jsonpath import Slice

>>> jsonpath_expr_direct = Fields('foo').child(Slice('*')).child(Fields('baz')) # This is equivalent
```

Using the extended parser:

```
.. code:: python
```

```
$ python
```

```
>>> from jsonpath_ng.ext import parse
```

```
# A robust parser, not just a regex. (Makes powerful extensions possible; see below)
```

```
>>> jsonpath_expr = parse('foo[*].baz')
```

JSONPath Syntax

The JSONPath syntax supported by this library includes some additional features and omits some problematic features (those that make it unportable). In particular, some new operators such as ``|`` and ``where`` are available, and parentheses are used for grouping not for

callbacks into Python, since with these changes the language is not trivially associative. Also, fields may be quoted whether or not they are contained in brackets.

Atomic expressions:

Syntax	Meaning
--------	---------

``\$``	The root object	
``this``	The "current" object.	
``foo``	More generally, this syntax allows "named operators" to extend JSONPath in arbitrary ways	
field	Specified field(s), described below	
``[*field*]``	Same as *field*	
``[*idx*]``	Array access, described below (this is always unambiguous with field access)	

Jsonpath operators:

Syntax	Meaning	
jsonpath1 ``.`` *jsonpath2* *jsonpath1*	All nodes matched by *jsonpath2* starting at any node matching *jsonpath1*	
jsonpath ``[*whatever*]``	Same as *jsonpath* \ ``.`` \ *whatever*	
jsonpath1 ``.``..`` *jsonpath2*	All nodes matched by *jsonpath2* that descend from any node matching *jsonpath1*	
jsonpath1 ``where`` *jsonpath2*	Any nodes matching *jsonpath1* with a child matching *jsonpath2*	
jsonpath1 `` `` *jsonpath2*	Any nodes matching the union of *jsonpath1* and *jsonpath2*	

Field specifiers (*field*):

Syntax	Meaning	
``fieldname``	the field ``fieldname`` (from the "current" object)	
``"fieldname"``	same as above, for allowing special characters in the fieldname	

``fieldname``	ditto	
``*``	any field	
field ```,` *field*`	either of the named fields (you can always build equivalent jsonpath using `` ``)	

Array specifiers (*idx*):

Syntax	Meaning	
``[*n*]``	array index (may be comma-separated list)	
``[*start*:*end*[:*step*]]``	array slicing (note that *step* is unimplemented only due to lack of need thus far)	
``[*]``	any array index	

Programmatic JSONPath

If you are programming in Python and would like a more robust way to create JSONPath expressions that does not depend on a parser, it is very easy to do so directly, and here are some examples:

- ``Root()``
- ``Slice(start=0, end=None, step=None)``
- ``Fields('foo', 'bar')``
- ``Index(42)``
- ``Child(Fields('foo'), Index(42))``
- ``Where(Slice(), Fields('subfield'))``
- ``Descendants(jsonpath, jsonpath)``

Extras

- *Path data*: The result of ``JsonPath.find`` provide detailed context and path data so it is easy to traverse to parent objects, print full paths to pieces of data, and generate automatic ids.
- *Automatic Ids*: If you set ``jsonpath_ng.auto_id_field`` to a value other than None, then for any piece of data missing that field, it will be replaced by the JSONPath to it, giving automatic unique ids to any

piece of data. These ids will take into account any ids

already present as well.

- ***Named operators***: Instead of using ``@`` to reference the currently object, this library uses ``this``. In general, any string contained in backquotes can be made to be a new operator, currently by extending the library.

Extensions

name	Example
len	-\$objects.`len`
sub	-\$field.`sub(/foo\\ \\+(.*)/, \\ \\1)`
split	-\$field.`split(+, 2, -1)`
	-\$field.`split(sep, segment, maxsplit)`
sorted	-\$objects.`sorted`
	-\$objects[\\some_field]
	-\$objects[\\some_field/other_field]
filter	-\$objects[?(@some_field > 5)]
	-\$objects[?some_field = "foobar"]
	-\$objects[?some_field > 5 & other < 2]
arithmetic	-\$foo + "_" + \$.bar
(-+*/)	-\$foo * 12
	-\$objects[*].cow + \$.objects[*].cat

About arithmetic and string

Operations are done with python operators and allows types that python allows, and return [] if the operation can be done due to incompatible types.

When operators are used, a jsonpath must be fully defined otherwise jsonpath-rw-ext can't know if the expression is a string or a jsonpath field, in this case it will choose string as type.

Example with data::

{

```
'cow': 'foo',
'fish': 'bar'
}
```

```
**|**cow + fish** returns **cowfish**
**|**$.cow + $.fish** returns **foobar**
**|**$.cow + "_" + $.fish** returns **foo_bar**
**|**$.cow + "_" + fish** returns **foo_fish**
```

About arithmetic and list

Arithmetic can be used against two lists if they have the same size.

Example with data::

```
{'objects': [
  {'cow': 2, 'cat': 3},
  {'cow': 4, 'cat': 6}
]}
```

```
|**$.objects[*].cow + $.objects[*].cat** returns **[6, 9]**
```

More to explore

There are way too many JSONPath implementations out there to discuss. Some are robust, some are toy projects that still work fine, some are exercises. There will undoubtedly be many more. This one is made for use in released, maintained code, and in particular for programmatic access to the abstract syntax and extension. But JSONPath at its simplest just isn't that complicated, so you can probably use any of them successfully. Why not this one?

The original proposal, as far as I know:

- `JSONPath - XPath for JSON` <<http://goessner.net/articles/JSONPath/>>`__ by Stefan Goessner.

Other examples

Loading json data from file

.. code:: python

```
import json
```



```
d = json.loads('{"foo": [{"baz": 1}, {"baz": 2}]}')
# or
with open('myfile.json') as f:
    d = json.load(f)
```

Special note about PLY and docstrings

The main parsing toolkit underlying this library, `PLY <https://github.com/dabeaz/ply>`, does not work with docstrings removed. For example, ```PYTHONOPTIMIZE=2``` and ```python -OO``` will both cause a failure.

Contributors

This package is authored and maintained by:

- `Kenn Knowles <<https://github.com/kennknowles>>`
(`@kennknowles <<https://twitter.com/KennKnowles>>`)
- `Tomas Aparicio <<https://github.com/h2non>>`

with the help
of patches submitted by `these contributors <<https://github.com/kennknowles/python-jsonpath-ng/graphs/contributors>>`.

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.. `_JSONPath proposal`: <http://goessner.net/articles/JsonPath/>

```
.. _`jsonpath-rw`: https://github.com/kennknowles/python-jsonpath-rw
.. _`jsonpath-rw-ext`: https://pypi.python.org/pypi/jsonpath-rw-ext/

.. |PyPi downloads| image:: https://pypip.in/d/jsonpath-ng/badge.png
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.. |Documentation Status| image:: https://img.shields.io/badge/docs-latest-green.svg?style=flat
   :target: http://jsonpath-ng.readthedocs.io/en/latest/?badge=latest
```

Platform: UNKNOWN

Classifier: Development Status :: 5 - Production/Stable

Classifier: Intended Audience :: Developers

Classifier: License :: OSI Approved :: Apache Software License

Classifier: Programming Language :: Python :: 2.7

Classifier: Programming Language :: Python :: 3

Classifier: Programming Language :: Python :: 3.2

Classifier: Programming Language :: Python :: 3.3

Classifier: Programming Language :: Python :: 3.4

Classifier: Programming Language :: Python :: 3.5

Classifier: Programming Language :: Python :: 3.6

Found in path(s):

```
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info/PKG-INFO
```

```
* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/PKG-INFO
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1.4.3/jsonpath_ng/bin/jsonpath.py
```

1.106 kafka-python 1.4.5

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1.107 stack 1.8.0

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1.109 contextlib2 0.6.0

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=====

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team.

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

All Python releases are Open Source (see <http://www.opensource.org> for

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Release	Derived from	Year	Owner	GPL-compatible? (1)
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1.1	2010	PSF	yes
3.1.3	3.1.2	2010	PSF	yes
3.1.4	3.1.3	2011	PSF	yes
3.2	3.1	2011	PSF	yes
3.2.1	3.2	2011	PSF	yes
3.2.2	3.2.1	2011	PSF	yes
3.3	3.2			
2012	PSF	yes		

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1.111 visual-studio-runtime 15.9.9(VC++ 2017)

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By Sean Eron Anderson
seander@cs.stanford.edu

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Martin Richards
23 February 2007

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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By Sean Eron Anderson
seander@cs.stanford.edu

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```
<Project Sdk="Microsoft.NET.Sdk">
  <PropertyGroup>
    <OutputType>Exe</OutputType>
    <ApplicationManifest>App.manifest</ApplicationManifest>
  </PropertyGroup>
  <ItemGroup>
    <Compile Include="Program.cs" />
    <Compile Include="..\..\ServerContracts/Server.CoClasses.cs" />
    <Compile Include="..\..\ServerContracts/Server.Contracts.cs" />
    <Compile Include="..\..\ServerContracts/ServerGuids.cs" />
  </ItemGroup>
  <ItemGroup>
    <ProjectReference Include="..\..\NativeServer/CMakeLists.txt" />
    <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
  </ItemGroup>
</Project>
```

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Content: <https://stackoverflow.com/a/769713>

Question author: Bob The Janitor -- <https://stackoverflow.com/users/55102/bob-the-janitor>

Answer author: harp -- <https://stackoverflow.com/users/4525/harpo>

Use:

<https://github.com/dotnet/coreclr/blob/a9074bce5e3814db67dbec1c56f477202164d162/tests/src/sizeondisk/sodbenc h/SoDBench.cs#L738>

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This is a port of the SciMark2a Java Benchmark to C# by
Chris Re (cmr28@cornell.edu) and Werner Vogels (vogels@cs.cornell.edu)

For details on the original authors see <http://math.nist.gov/scimark2>

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<https://www.simple-talk.com/dotnet/.net-framework/the-dangers-of-the-large-object-heap/>

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1.112 lockfile 0.12.2

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1.113 python-requests 2.22.0

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1.114 ply 3.11

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PLY (Python Lex-Yacc) Version 3.11

[![Build Status](https://travis-ci.org/dabeaz/ply.svg?branch=master)](https://travis-ci.org/dabeaz/ply)

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Introduction

=====

PLY is a 100% Python implementation of the common parsing tools lex and yacc. Here are a few highlights:

- PLY is very closely modeled after traditional lex/yacc. If you know how to use these tools in C, you will find PLY to be similar.
- PLY provides *very* extensive error reporting and diagnostic information to assist in parser construction. The original implementation was developed for instructional purposes. As a result, the system tries to identify the most common types of errors made by novice users.
- PLY provides full support for empty productions, error recovery, precedence specifiers, and moderately ambiguous grammars.
- Parsing is based on LR-parsing which is fast, memory efficient, better suited to large grammars, and which has a number of nice properties when dealing with syntax errors and other parsing problems. Currently, PLY builds its parsing tables using the LALR(1) algorithm used in yacc.
- PLY uses Python introspection features to build lexers and parsers. This greatly simplifies the task of parser construction since it reduces the number of files and eliminates the need to run a separate lex/yacc tool before running your program.
- PLY can be used to build parsers for "real" programming languages. Although it is not ultra-fast due to its Python implementation, PLY can be used to parse grammars consisting of several hundred rules (as might be found for a language like C). The lexer and LR parser are also reasonably efficient when parsing typically sized programs. People have used PLY to build parsers for C, C++, ADA, and other real programming languages.

How to Use

=====

PLY consists of two files : lex.py and yacc.py. These are contained within the 'ply' directory which may also be used as a Python package. To use PLY, simply copy the 'ply' directory to your project and import lex and yacc from the associated 'ply' package. For example:

```
import ply.lex as lex
import ply.yacc as yacc
```

Alternatively, you can copy just the files lex.py and yacc.py individually and use them as modules. For example:

```
import lex
import yacc
```

The file setup.py can be used to install ply using distutils.

The file doc/ply.html contains complete documentation on how to use the system.

The example directory contains several different examples including a PLY specification for ANSI C as given in K&R 2nd Ed.

A simple example is found at the end of this document

Requirements

=====

PLY requires the use of Python 2.6 or greater. However, you should use the latest Python release if possible. It should work on just about any platform. PLY has been tested with both CPython and Jython. It also seems to work with IronPython.

Resources

=====

More information about PLY can be obtained on the PLY webpage at:

<http://www.dabeaz.com/ply>

For a detailed overview of parsing theory, consult the excellent book "Compilers : Principles, Techniques, and Tools" by Aho, Sethi, and Ullman. The topics found in "Lex & Yacc" by Levine, Mason, and Brown may also be useful.

The GitHub page for PLY can be found at:

<https://github.com/dabeaz/ply>

An old and relatively inactive discussion group for PLY is found at:

<http://groups.google.com/group/ply-hack>

Acknowledgments

=====

A special thanks is in order for all of the students in CS326 who suffered through about 25 different versions of these tools :-).

The CHANGES file acknowledges those who have contributed patches.

Elias Ioup did the first implementation of LALR(1) parsing in PLY-1.x. Andrew Waters and Markus Schoepflin were instrumental in reporting bugs and testing a revised LALR(1) implementation for PLY-2.0.

Special Note for PLY-3.0

=====

PLY-3.0 the first PLY release to support Python 3. However, backwards compatibility with Python 2.6 is still preserved. PLY provides dual Python 2/3 compatibility by restricting its implementation to a common subset of basic language features. You should not convert PLY using 2to3--it is not necessary and may in fact break the implementation.

Example

=====

Here is a simple example showing a PLY implementation of a calculator with variables.

```
# -----  
# calc.py  
#  
# A simple calculator with variables.  
# -----  
  
tokens = (  
    'NAME','NUMBER',  
    'PLUS','MINUS','TIMES','DIVIDE','EQUALS',  
    'LPAREN','RPAREN',  
    )  
  
# Tokens  
  
t_PLUS = r\+'
```

```

t_MINUS = r'-'
t_TIMES = r'*'
t_DIVIDE = r'/'
t_EQUALS = r'='
t_LPAREN = r'\('
t_RPAREN = r'\)'
t_NAME = r'[a-zA-Z][a-zA-Z0-9_]*'

def t_NUMBER(t):
    r'\d+'
    t.value = int(t.value)
    return t

# Ignored characters
t_ignore = " \t"

def t_newline(t):
    r'\n+'
    t.lexer.lineno += t.value.count("\n")

def t_error(t):
    print("Illegal character '%s'" % t.value[0])
    t.lexer.skip(1)

# Build the lexer
import ply.lex as lex
lex.lex()

# Precedence
rules for the arithmetic operators
precedence = (
    ('left','PLUS','MINUS'),
    ('left','TIMES','DIVIDE'),
    ('right','UMINUS'),
)

# dictionary of names (for storing variables)
names = { }

def p_statement_assign(p):
    'statement : NAME EQUALS expression'
    names[p[1]] = p[3]

def p_statement_expr(p):
    'statement : expression'
    print(p[1])

def p_expression_binop(p):

```

```

"expression : expression PLUS expression
 | expression MINUS expression
 | expression TIMES expression
 | expression DIVIDE expression"
if p[2] == '+' : p[0] = p[1] + p[3]
elif p[2] == '-': p[0] = p[1] - p[3]
elif p[2] == '*': p[0] = p[1] * p[3]
elif p[2] == '/': p[0] = p[1] / p[3]

def p_expression_uminus(p):
    'expression : MINUS expression %prec UMINUS'
    p[0] = -p[2]

def p_expression_group(p):
    'expression : LPAREN
expression RPAREN'
    p[0] = p[2]

def p_expression_number(p):
    'expression : NUMBER'
    p[0] = p[1]

def p_expression_name(p):
    'expression : NAME'
    try:
        p[0] = names[p[1]]
    except LookupError:
        print("Undefined name '%s'" % p[1])
        p[0] = 0

def p_error(p):
    print("Syntax error at '%s'" % p.value)

import ply.yacc as yacc
yacc.yacc()

while True:
    try:
        s = raw_input('calc > ') # use input() on Python 3
    except EOFError:
        break
    yacc.parse(s)

```

Bug Reports and Patches

=====

My goal with PLY is to simply have a decent lex/yacc implementation for Python. As a general rule, I don't spend huge amounts of time

working on it unless I receive very specific bug reports and/or patches to fix problems. I also try to incorporate submitted feature requests and enhancements into each new version. Please visit the PLY github page

at <https://github.com/dabeaz/ply> to submit issues and pull requests. To contact me about bugs and/or new features, please send email to dave@dabeaz.com.

-- Dave

Found in path(s):

* /opt/cola/permits/1160874329_1620411264.5/0/dabeaz-ply-3-11-0-g0f398b7-1-tar-gz/dabeaz-ply-0f398b7/README.md

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Found in path(s):

* /opt/cola/permits/1160874329_1620411264.5/0/dabeaz-ply-3-11-0-g0f398b7-1-tar-gz/dabeaz-ply-0f398b7/ply/cpp.py

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* /opt/cola/permits/1160874329_1620411264.5/0/dabeaz-ply-3-11-0-g0f398b7-1-tar-gz/dabeaz-ply-0f398b7/ply/yacc.py

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1.115 ansible 2.10.0

1.115.1 Available under license :

This package was debianized by Henry Graham (hzgraham) <Henry.Graham@mail.wvu.edu> on Tue, 17 Apr 2012 12:19:47 -0400.

It was downloaded from <https://github.com/ansible/ansible.git>

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bugfixes:

- "Prevent templating unused variables for {% include %} (<https://github.com/ansible/ansible/issues/68699>)"

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1.116 lz4 1.9.2-2ubuntu0.20.04.1

1.116.1 Available under license :

Format: <https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: lz4

Source: <https://github.com/Cyan4973/lz4>

Files: *

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Files: lib/*

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Files: lib/liblz4.pc.in

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lib/lz4frame_static.h

lib/xxhash.c

lib/xxhash.h

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Files: ./examples/printVersion.c

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1.117 pyserial 3.5

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1.118 python-stdlib-extensions 3.8.10- 0ubuntu1~20.04

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/lib2to3/pgen2/grammar.py


```
Unit: [NAME '='] ( STRING [Repeater]
    | NAME [Details] [Repeater]
    | '(' Alternatives ') ' [Repeater]
    | '[' Alternatives ']'
)
```

NegatedUnit: 'not' (STRING | NAME [Details] | '(' Alternatives ')')

Repeater: '*' | '+' | '{' NUMBER [, NUMBER] '}'

Details: '<' Alternatives '>'

Found in path(s):

```
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/PatternGrammar.txt
```

```
*
```

```
/opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/lib2to3/PatternGrammar.txt
```

```
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/lib2to3/PatternGrammar.txt
```

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('binary-only', None,

"cannot supply both '--source-only' and '--binary-only'")

'License: ' + self.distribution.get_license(),

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/distutils/command/bdist_rpm.py
```

```
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/distutils/command/bdist_rpm.py
```

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/distutils/command/bdist_rpm.py
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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_print.py
```

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_apply.py
```

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/lib2to3/refactor.py
```

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/lib2to3/patcomp.py
```

* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/lib2to3/fixer_base.py

*

/opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/lib2to3/patcomp.py

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/patcomp.py

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/lib2to3/tests/pytree_idempotency.py

* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_execfile.py

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/opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/lib2to3/fixes/fix_long.py

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_repr.py

* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/lib2to3/fixes/fix_exec.py

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/refactor.py

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extensions-3.8.2/3.8/Lib/lib2to3/fixes/fix_standarderror.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_standarderror.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_xrange.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.8/Lib/lib2to3/fixes/fix_map.py
*
/opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.6/Lib/lib2to3/fixes/fix_types.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_types.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.6/Lib/lib2to3/fixes/fix_dict.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.7/Lib/lib2to3/fixes/fix_filter.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.8/Lib/lib2to3/fixes/fix_filter.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.8/Lib/lib2to3/fixes/fix_buffer.py
*
/opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.8/Lib/lib2to3/fixes/fix_types.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.6/Lib/lib2to3/fixes/fix_filter.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.6/Lib/lib2to3/fixes/fix_map.py
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# version.

Found in path(s):
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-
extensions-3.8.2/3.8/Lib/distutils/command/bdist_wininst.py

```

```
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/distutils/command/bdist_msi.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/distutils/command/bdist_msi.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/distutils/cygwincompiler.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/distutils/command/bdist_wininst.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/distutils/command/bdist_msi.py
*
/opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/distutils/command/bdist_wininst.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/distutils/cygwincompiler.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/distutils/cygwincompiler.py
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```

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Found in path(s):

```
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/lib2to3/pgen2/tokenize.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/lib2to3/pgen2/tokenize.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/lib2to3/pgen2/tokenize.py
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```

executable.

Found in path(s):

```
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/distutils/spawn.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/distutils/spawn.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/distutils/spawn.py
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```

```
file.write('License: %s\n' % self.get_license())
```

Found in path(s):

```
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/distutils/dist.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/distutils/dist.py
```

* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/distutils/dist.py

1.119 markupsafe 2.0.1

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* /opt/cola/permits/1173095378_1623434331.78/0/sailfishos-mirror-markupsafe-2-0-1-0-g7666dff-1-tar-gz/sailfishos-mirror-markupsafe-dfb5bc1/LICENSE.rst

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Found in path(s):

* /opt/cola/permits/1173095378_1623434331.78/0/sailfishos-mirror-markupsafe-2-0-1-0-g7666dff-1-tar-

1.120 future 0.18.2-1.ph3

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1.121 mpdecimal 2.5.1-r1

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1.122 apt 2.0.6

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The

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```
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```

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Ty Coon, President of Vice
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1.125 libnghttp2-14 1.40.0-1build1

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set yrange [0:]

set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024

set xtics rotate by -45

set style histogram errorbars gap 2 lw 1

set style fill solid border -1

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1.126 gnutls 3.6.13-2ubuntu1.6

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#####

Constant-time SSSE3 AES core implementation.

version 0.1

##

By Mike Hamburg (Stanford University), 2009

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PCRE2 is a library of functions to support regular expressions whose syntax and semantics are as close as possible to those of the Perl 5 language.

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The basic library functions are written in C and are freestanding. Also included in the distribution is a just-in-time compiler that can be used to optimize pattern matching. This is an optional feature that can be omitted when the library is built.

THE BASIC LIBRARY FUNCTIONS

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PCRE2 JUST-IN-TIME COMPILATION SUPPORT

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1.129 libssh 0.9.3-2ubuntu2.2

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Any executables

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1.130 importlib-metadata 4.8.1

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1.131 typing-extensions 3.10.0.2

1.131.1 Available under license :

A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above				
2.1.1	2001-now	PSF		yes

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1.135 ansible-base 2.10.14

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bugfixes:

- "Prevent templating unused variables for {% include %} (<https://github.com/ansible/ansible/issues/68699>)"

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distribute

the object code for the work under the terms of Section 6.

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a)

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1.137 pam 1.3.1-5ubuntu4.3

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1.138 zipp 3.6.0

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1.139 tdb 1.45.5

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Version 3, 29 June 2007

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data structure

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1.140 jinja2 3.0.2

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```
[metadata]
name = Jinja2
version = attr: jinja2.__version__
url = https://palletsprojects.com/p/jinja/
project_urls =
    Donate = https://palletsprojects.com/donate
    Documentation = https://jinja.palletsprojects.com/
    Changes = https://jinja.palletsprojects.com/changes/
    Source Code = https://github.com/pallets/jinja/
    Issue Tracker = https://github.com/pallets/jinja/issues/
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license = BSD-3-Clause
license_files = LICENSE.rst
author = Armin Ronacher
author_email = armin.ronacher@active-4.com
maintainer = Pallets
maintainer_email = contact@palletsprojects.com
description = A very fast and expressive template engine.
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
    Development Status :: 5 - Production/Stable
    Environment :: Web Environment
    Intended Audience :: Developers
    License :: OSI Approved ::
```

BSD License
Operating System :: OS Independent
Programming Language :: Python
Topic :: Internet :: WWW/HTTP :: Dynamic Content
Topic :: Text Processing :: Markup :: HTML

[options]

packages = find:
package_dir == src
include_package_data = true
python_requires = >= 3.6

[options.packages.find]

where = src

[options.entry_points]

babel.extractors =
jinja2 = jinja2.ext:babel_extract[!18n]

[tool:pytest]

testpaths = tests
filterwarnings =
error
ignore:The loop argument:DeprecationWarning:asyncio[.]base_events:542

[coverage:run]

branch = True
source =
jinja2
tests

[coverage:paths]

source =
src
*/site-packages

[flake8]

select = B, E, F, W, B9, ISC
ignore =
E203
E501
E722
W503
max-line-length = 80
per-file-ignores =
src/jinja2/__init__.py: F401

[mypy]

```
files = src/jinja2
python_version = 3.6
disallow_subclassing_any = True
disallow_untyped_calls = True
disallow_untyped_defs = True
disallow_incomplete_defs = True
no_implicit_optional = True
local_partial_types = True
no_implicit_reexport
= True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True
```

```
[mypy-jinja2.defaults]
```

```
no_implicit_reexport = False
```

```
[mypy-markupsafe]
```

```
no_implicit_reexport = False
```

```
[egg_info]
```

```
tag_build =
```

```
tag_date = 0
```

Found in path(s):

```
* /opt/cola/permits/1210557185_1633418177.62/0/jinja2-3-0-2-tar-gz/Jinja2-3.0.2/setup.cfg
```

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Metadata-Version: 2.1

Name: Jinja2

Version: 3.0.2

Summary: A very fast and expressive template engine.

Home-page: <https://palletsprojects.com/p/jinja/>

Author: Armin Ronacher

Author-email: armin.ronacher@active-4.com

Maintainer: Pallets

Maintainer-email: contact@palletsprojects.com

License: BSD-3-Clause

Project-URL: Donate, <https://palletsprojects.com/donate>

Project-URL: Documentation, <https://jinja.palletsprojects.com/>

Project-URL: Changes, <https://jinja.palletsprojects.com/changes/>

Project-URL: Source Code, <https://github.com/pallets/jinja/>

Project-URL: Issue Tracker, <https://github.com/pallets/jinja/issues/>

Project-URL: Twitter, <https://twitter.com/PalletsTeam>

Project-URL: Chat, <https://discord.gg/pallets>

Platform: UNKNOWN

Classifier: Development Status :: 5 - Production/Stable

Classifier: Environment :: Web Environment

Classifier: Intended Audience :: Developers

Classifier: License :: OSI Approved :: BSD License

Classifier:

Operating System :: OS Independent

Classifier: Programming Language :: Python

Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content

Classifier: Topic :: Text Processing :: Markup :: HTML

Requires-Python: >=3.6

Description-Content-Type: text/x-rst

Provides-Extra: i18n

License-File: LICENSE.rst

Jinja

=====

Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
-
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing

Install and update using `pip`:

```
.. code-block:: text
```

```
$ pip install -U Jinja2
```

```
.. _pip: https://pip.pypa.io/en/stable/getting-started/
```

In A Nutshell

```
.. code-block:: jinja
```

```
{% extends "base.html" %}
```

```
{% block title %}Members{% endblock %}
{% block content %}
<ul>
{% for user in users %}
  <li><a href="{{ user.url }}">{{ user.username }}</a></li>
{% endfor %}
</ul>
{% endblock %}
```

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Links

- Documentation: <https://jinja.palletsprojects.com/>
- Changes: <https://jinja.palletsprojects.com/changes/>
- PyPI Releases: <https://pypi.org/project/Jinja2/>
- Source Code: <https://github.com/pallets/jinja/>
- Issue Tracker: <https://github.com/pallets/jinja/issues/>
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Found in path(s):

- * /opt/cola/permits/1210557185_1633418177.62/0/jinja2-3-0-2-tar-gz/Jinja2-3.0.2/PKG-INFO
- * /opt/cola/permits/1210557185_1633418177.62/0/jinja2-3-0-2-tar-gz/Jinja2-3.0.2/src/Jinja2.egg-info/PKG-INFO

1.141 iotop 0.6-24-g733f3f8-1

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1.143 jackc-chunkreader 2.0.1

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1.144 spew 1.1.1

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1.145 dlintw-goconf 0.0.0-20120228082610-dcc070983490

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1.147 blang-semver 3.5.1+incompatible

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1.148 jackc-pgio 1.0.0

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1.149 go-resiliency 1.2.0

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1.150 nuid 1.0.1

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1.151 jcmtturner-gofork 1.0.0

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1.152 queue 1.1.0

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1.153 opentracing-contrib-go-observer 0.0.0-20170622124052-a52f23424492

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1.154 gojsonreference 0.0.0-20180127040603-bd5ef7bd5415

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1.159 modern-go-concurrent 0.0.0-

20180306012644-bacd9c7ef1dd

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1.160 go-testing-interface 1.0.0

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1.161 go-hclog 0.15.0

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1.162 protobuf 1.25.0

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```
* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-
jar/io/grpc/protobuf/ProtoServiceDescriptorSupplier.java
* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-jar/io/grpc/protobuf/package-
info.java
* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-
jar/io/grpc/protobuf/ProtoMethodDescriptorSupplier.java
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*
/opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-jar/io/grpc/protobuf/StatusProto.java
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* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-jar/io/grpc/protobuf/ProtoUtils.java

1.163 hashicorp-go-plugin 1.4.0

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1.170 rcrowley-go-metrics 0.0.0- 20201227073835-cf1acfcdf475

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1.171 go-systemd 22.3.2

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1.172 json-iterator-go 1.1.11

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1.173 mwitkow-go-contrack 0.0.0-20190716064945-2f068394615f

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1.175 zap 1.17.0

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1.176 sanitized-anchor-name 1.0.0

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1.177 gogo-googleapis 1.4.0

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1.178 x-time-rate 0.0.0-20200630173020-3af7569d3a1e

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1.179 x-xerrors 0.0.0-20200804184101-5ec99f83aff1

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1.180 json-iterator-go 1.1.10

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1.181 prometheus-procfs 0.2.0

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procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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1.182 grpc-ecosystem-go-grpc-middleware

1.2.2

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1.183 golang-lru 0.5.4

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1.184 oklog-ulid 1.3.1

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1.185 urfave-cli 2.3.0

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1.188 sergi-go-diff 1.0.0

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1.189 gomemcache 0.0.0-20190913173617-a41fca850d0b

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*
/opt/cola/permits/1212966988_1633989798.74/0/cas-client-support-saml-3-4-1-sources-
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1.199 jaeger-client-go 2.25.0+incompatible

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1.200 goleak 1.1.10

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1.201 charset-normalizer 2.0.7

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1.202 errors 0.9.1

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1.203 facebookgo-stats 0.0.0-20180706035515-f23751cae28b

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1.204 golcs 0.0.0-20170316035057-ecda9a501e82

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1.205 xorm.io-core 0.7.3

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1.206 gojsondiff 1.0.0

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go-diff - <https://github.com/sergi/go-diff>

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1.207 xorm.io-builder 0.3.6

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1.208 gopkg-in/mail 2.3.1

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1.209 facebookgo-structtag 0.0.0-

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1.210 com 1.0.1

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1.211 vividcortex-mysqlerr 0.0.0-20170204212430-6c6b55f8796f

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1.212 go-macaron-binding 0.0.0-20190806013118-0b4f37bab25b

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* /opt/cola/permits/1213299318_1635451626.59/0/golang-github-macaron-contrib-binding-rdo-common-zip/golang-github-macaron-contrib-binding-rdo-common/golang-github-macaron-contrib-binding.spec

1.213 go-macaron-inject 0.0.0-20160627170012-d8a0b8677191

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* /opt/cola/permits/1213299335_1635451814.84/0/golang-github-go-macaron-inject-master-zip/golang-github-go-macaron-inject-master/golang-github-go-macaron-inject.spec

1.214 cheekybits-genny 1.0.0

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1.215 shortid 0.0.0-20171029131806-771a37caa5cf

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1.216 inject 0.0.0-20180706035515-f23751cae28b

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1.217 go-datemath 0.1.1-0.20200323150745-74ddef604fff

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1.218 grafana-grafana-plugin-model 0.0.0-20190930120109-1fc953a61fb4

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1.220 uap-go 0.0.0-20190826212731- daf92ba38329

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1.221 gopkg-in/ldap 3.0.2

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1.222 benbjohnson-clock 0.0.0-20161215174838-7dc76406b6d3

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1.223 go-immutable-radix 1.3.1

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1.224 go-zookeeper 0.0.0-20201211165307-7117e9ea2414

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1.225 robot-telemetry_proto 0.0.0-20210520062046-a73bb180cba4

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/*

```
* Generated by nsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-IMAGE-LICENSE-MGMT-MIB.mib
*/
```

/*

```
* This YANG module has been generated by smidump 0.5.0:
*
*   smidump -f yang CISCO-IMAGE-LICENSE-MGMT-MIB
*
```

```
* Do not edit. Edit the source file instead!
```

*/

```
module CISCO-IMAGE-LICENSE-MGMT-MIB {
```

```
    namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-IMAGE-LICENSE-MGMT-MIB";
    prefix "cisco-image-license-mgmt-mib";
```

```
import ENTITY-MIB {  
    prefix "entity-mib";  
}
```

```
import SNMP-FRAMEWORK-MIB {  
    prefix "snmp-framework";  
}
```

```
import ietf-yang-smiv2 {  
    prefix "smiv2";  
}
```

```
organization  
"Cisco Systems Inc.";
```

```
contact  
"Cisco Systems  
Customer Service  
Postal: 170 W Tasman Drive  
San Jose, CA 95134  
USA  
Tel: +1 800 553 -NETS  
E-mail: cs-snmp@cisco.com";
```

```
description  
"The MIB module for managing the running image level  
of a Cisco device. Cisco's licensing mechanism provides  
flexibility to run a device on a chosen image  
level.
```

```
This mechanism is referred to as image level licensing.  
Image level licensing leverages the universal image  
based licensing solution.
```

```
The image level licensing mechanism works as follows -
```

```
A universal image that contains all levels of software  
packages is loaded on to the device. At boot time, the  
device determines the highest level of license and brings  
up the appropriate software features or subsystems.  
The user can configure the image level with which the  
device has to boot. The system will verify whether the  
appropriate license is available for the configured image  
level. The image level for the next boot will be determined  
based on the availability of the license. The following  
scenarios explains some use-cases of image level licensing:
```

```
Scenario 1:
```

```
- Customer selects advsecurityk9 based image.
```

- Manufacturing installs advsecurity license on the device.
- This device will run all features

that are part of the

base advsecurity license.

- Customer upgrades to advipservicesk9 license.
- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the next reboot. After reboot the device will run advipservicesk9 features.

Scenario 2:

- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity license on the device.
- This device will run all features that are part of the base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA) before using this MIB to configure the image level.

This MIB should be used in conjunction with CISCO-LICENSE-MGMT-MIB module to achieve the image level licensing functionality.

This MIB module defines objects which provides the different image levels supported by the device and the license required

to enable a particular image level. It also defines objects to let the user configure the required image level. The MIB module contains notification which will be triggered when the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export the EULA and to configure the required license.

This MIB module is defined generically so it can be used for both stand-alone as well as stackable devices. The entPhysicalIndex imported from ENTITY-MIB is used to identify the device uniquely.";

```
revision 2007-10-16 {
  description
    "Initial version of this MIB module.";
}
```

```
typedef BootImageLevel {
  type binary {
```

```

    length "0..255";
}
description
"This textual convention is used to define
the image level.

If the device is running at advipservices
image level, then the boot image level will
be 'advipservices.'";
}

typedef LicenseNameList
{
    type binary {
        length "0..255";
    }
    description
    "This textual convention is used to define
the list of license names. If multiple licenses
are present then this string will contain all
the licenses seperated by the ',' character.

If the license required to run a device at
advipservices image level is advipservices and
advsecurity, then the license name list will be
'advipservices,advsecurity.'";
}

container CISCO-IMAGE-LICENSE-MGMT-MIB {
    config false;

    container ciscoImageLicenseMgmtMIBObjects {
        smiv2:oid "1.3.6.1.4.1.9.9.640.1";

        leaf cilmEULAAccepted {
            type boolean;
            description
            "This object when set to TRUE means that the user has
accepted the END USER LICENSE AGREEMENT. This object
has to be set to TRUE by the user before using the
objects in the cilmBootImageLevelTable to configure
the license.";
            smiv2:defval
            "false";
            smiv2:max-access "read-write";
            smiv2:oid "1.3.6.1.4.1.9.9.640.1.3";
        }
    }
}

```



```

}

container cilmNotifCntl {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";

    leaf cilmImageLevelChangedNotif {
        type boolean;
        description
            "Specify whether or not a notification should be
            generated on the detection of change in next boot
            image level.

            If set to TRUE, cilmBootImageLevelChanged notification
            will be generated. It is the responsibility of the
            management entity to ensure that the SNMP administrative
            model is configured in such a way as to allow the
            notification to be delivered.";
        reference
            "See also RFC3413 for explanation that notifications
            are under the ultimate control of the MIB module in
            this document.";
        smiv2:defval "false";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.4.1";
    }
}

```

```

container cilmBootImageLevelTable {
    description
        "A table that contains the configuration information of
        current and next boot image level. This table contains
        entries for each software module running in an image
        loaded in the device. The software module is identified by
        cilmModuleName and the device is identified by
        entPhysicalIndex.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.1";

```

```

list cilmBootImageLevelEntry {
    key "entPhysicalIndex cilmModuleName";
    description
        "An entry in the table for each module containing the
        list of objects that define the configuration of next
        boot level. The following information is specified by
        the objects present in the table.

```

- Current image level.
- Configured image level for the next boot.
- Actual image level for the next boot.

- License store index for the current license.
 - License index of the current license.
 - License store index for the next boot license.
 - License index of the next boot license.";
- smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1";

```
leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}
```

```
leaf cilmModuleName {
  type snmp-framework:SnmpAdminString;
  description
    "This object is used as one of the two indices in
    cilmBootImageLevelTable. This object indicates the module
    name of the software package. There can be multiple
    modules in an image performing specific functionality.
    For example, in a wireless image there can be two modules
    - a base image module and a wireless module.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.1";
}
```

```
leaf cilmCurrentImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
    "This object indicates the current image level that
    the module is running.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.2";
}
```

```
leaf cilmConfiguredBootImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
    "This object indicates the configured image level
    of the module for the next boot.
```

Note: The configured next boot image level may not be the actual next boot image level. The actual next boot image level is denoted by cilmNextBootImageLevel which is determined based on the license availability.";

```
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.3";
}
```

```

leaf cilmNextBootImageLevel {
  type
  cisco-image-license-mgmt-mib:BootImageLevel;
  description
    "This object indicates the next boot image level. The
    next boot image level can be different from configured
    level. The next boot image level is determined based
    on the availability of required license.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.4";
}

```

```

leaf cilmCurrentLicenseStoreIndex {
  type uint32;
  description
    "This object indicates the license store index where the
    currently used license is stored. This object has the same
    value as clmgmtLicenseStoreIndex object and uniquely
    identifies an entry in clmgmtLicenseStoreInfoTable in
    CISCO-LICENSE-MGMT-MIB.

```

Note: The license store index can be '0' if no license is installed and device is running base image.";

```

  smiv2:max-access "read-only";

  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.5";
}

```

```

leaf cilmCurrentLicenseIndex {
  type uint32;
  description
    "This object indicates the license index of the currently used
    license. This object has the same value as clmgmtLicenseIndex and
    uniquely identifies an entry in clmgmtLicenseInfoTable in
    CISCO-LICENSE-MGMT-MIB.

```

Note: The license index can be '0' if no license is installed and device is running base image.";

```

  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.6";
}

```

```

leaf cilmNextBootLicenseStoreIndex {
  type uint32;
  description
    "This object indicates the license store index where the
    next boot license is stored. This object has the same

```

value as cImgmtLicenseStoreIndex object and uniquely identifies an entry in cImgmtLicenseStoreInfoTable in

CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed for the next boot.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.7";
}

```
leaf cilmNextBootLicenseIndex {  
  type uint32;  
  description  
    "This object indicates the license index of the next boot  
    license. This object has the same value as cImgmtLicenseIndex  
    and uniquely identifies an entry in cImgmtLicenseInfoTable in  
    CISCO-LICENSE-MGMT-MIB.
```

```
  Note: The license index can be '0' if no license is  
  installed for the next boot.";  
  smiv2:max-access "read-only";  
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.8";  
}  
}  
}
```

```
container cilmImageLevelToLicenseMapTable {  
  description  
    "This table contains the mapping between different  
    image levels of each modules in the  
image and the  
    license required to run the modules at a particular  
    image level. This table can be used to identify the  
    different image levels and the appropriate licenses  
    required for each.";  
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2";
```

```
list cilmImageLevelToLicenseMapEntry {  
  key "entPhysicalIndex cilmModuleName cilmImageLicenseMapIndex";  
  description  
    "An entry in the table containing the following  
    information.  
    - The image levels at the which the modules can be run.  
    - The license required to the run a module at a  
    particular image level.  
    - The priority of the license.";  
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1";
```

```

leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

leaf cilmModuleName {
  type leafref {

    path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
  }
}

leaf cilmImageLicenseMapIndex {
  type uint32;
  description
    "This is a running index used to identify an entry
of this table.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.1";
}

leaf cilmImageLicenseImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
    "This object indicates the image level at which
a module can be run. A module can be run at
different image levels. An entry will be created
in this table for every module and image level
combination.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.2";
}

leaf cilmImageLicenseName {
  type cisco-image-license-mgmt-mib:LicenseNameList;
  description
    "This object indicates the list of licenses needed to
be installed for the module to run at the image level
mentioned by cilmImageLicenseImageLevel object of this
entry.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.3";
}

```

```

leaf cilmImageLicensePriority {
  type uint32 {
    range "1..255";
  }
  description
    "This object indicates the priority of the image level
    mentioned by cilmImageLicenseImageLevel object of this
    entry. The image level with the highest priority license
    will be considered as the default level in the absense of
    next boot image level configuration. For example if there
    are three licenses l1, l2 and l3 in the ascending order of

    priority, then by default l1 will be the level at which the
    module will be running. If the next boot level is configured
    then the configuration will override the priority. The highest
    priority license supports a feature set which is a super set of
    all other licenses.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.4";
}
}
}
}

notification cilmBootImageLevelChanged {
  description
    "This notification is triggered when next boot image level
    is changed in the management entity. The current and
    configured image level are indicated by cilmCurrentImageLevel
    and cilmConfiguredBootImageLevel objects respectively.";
  smiv2:oid "1.3.6.1.4.1.9.9.640.0.1";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
      }
    }
  }
}

```

```

}

leaf cilmCurrentImageLevel {
  type leafref {
    path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmCurrentImageLevel";
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf cilmModuleName {
    type leafref {
      path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
    }
  }

  leaf cilmConfiguredBootImageLevel {
    type leafref {
      path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmConfiguredBootImageLevel";
    }
  }
}

smiv2:alias "ciscoImageLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.640";
}

smiv2:alias "ciscoImageLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.0";
}

smiv2:alias "ciscoImageLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.1";
}

```

```
}

smiv2:alias "cilmNotifCntl" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";
}

smiv2:alias "ciscoImageLicenseMgmtMIBConform" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2";
}

smiv2:alias "cilmModuleCompliances" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2.1";
}

smiv2:alias "cilmModuleGroups" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2.2";
}

}
```

```
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--

-- Juniper Enterprise Specific MIB: License MIB

--

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--

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--

JUNIPER-LICENSE-MIB DEFINITIONS ::= BEGIN

IMPORTS

MODULE-IDENTITY, OBJECT-TYPE, Unsigned32, TimeTicks, IpAddress,

NOTIFICATION-TYPE

FROM SNMPv2-SMI

jnxLicenseMibRoot

FROM JUNIPER-SMI

DisplayString

FROM SNMPv2-TC;

jnxLicenseMIB MODULE-IDENTITY

LAST-UPDATED "201007090000Z"

ORGANIZATION "Juniper Networks, Inc."

CONTACT-INFO

"Juniper Technical Assistance Center

Juniper Networks, Inc.

1194 N. Mathilda Avenue

Sunnyvale, CA 94089

E-mail: support@juniper.net"

DESCRIPTION

"Implementation of enterprise specific MIB

for license commands and configuration."

REVISION "201007090000Z" -- Jul 09, 2010

DESCRIPTION

"Initial version."

::= { jnxLicenseMibRoot 1 }

jnxLicenseNotifications OBJECT IDENTIFIER ::= { jnxLicenseMIB 0 }

jnxLicenseObjects OBJECT IDENTIFIER ::= { jnxLicenseMIB 1 }

jnxLicenseInstallObjects OBJECT IDENTIFIER ::= { jnxLicenseObjects 1 }

```

jnxLicenseSettings      OBJECT IDENTIFIER ::= { jnxLicenseObjects 2 }

-- *****
-- License table for installed licenses
-- *****

jnxLicenseInstallTable OBJECT-TYPE
    SYNTAX      SEQUENCE OF JnxLicenseInstallEntry
    MAX-ACCESS   not-accessible
    STATUS      current
    DESCRIPTION  "This table contains installed feature license information."
    ::= { jnxLicenseInstallObjects 1 }

jnxLicenseInstallEntry OBJECT-TYPE
    SYNTAX      JnxLicenseInstallEntry
    MAX-ACCESS   not-accessible
    STATUS      current
    DESCRIPTION  "A row of giving installed
feature license information."
    INDEX       { IMPLIED jnxLicenseId }
    ::= { jnxLicenseInstallTable 1 }

JnxLicenseInstallEntry ::= SEQUENCE {
    jnxLicenseId      DisplayString,
    jnxLicenseVersion INTEGER,
    jnxLicenseDeviceId DisplayString,
    jnxLicenseType    INTEGER,
    jnxLicenseKeys     OCTET STRING
}

jnxLicenseId OBJECT-TYPE
    SYNTAX      DisplayString
    MAX-ACCESS   not-accessible
    STATUS      current
    DESCRIPTION  "Installed feature licenses Id."
    ::= { jnxLicenseInstallEntry 1 }

jnxLicenseVersion OBJECT-TYPE
    SYNTAX      INTEGER
    MAX-ACCESS   read-only
    STATUS      current
    DESCRIPTION  "License Version information"
    ::= { jnxLicenseInstallEntry 2 }

jnxLicenseDeviceId OBJECT-TYPE
    SYNTAX      DisplayString
    MAX-ACCESS   read-only
    STATUS      current

```

```
DESCRIPTION "License Device Id "  
::= { jnxLicenseInstallEntry  
3 }
```

```
jnxLicenseType OBJECT-TYPE
```

```
SYNTAX INTEGER { invalid(0), count-down(1), date-based(2),permanent(3) }  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License type information"  
::= { jnxLicenseInstallEntry 4 }
```

```
jnxLicenseKeys OBJECT-TYPE
```

```
SYNTAX OCTET STRING  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License Keys"  
::= { jnxLicenseInstallEntry 5 }
```

```
-- Feature Listing Table
```

```
jnxLicenseFeatureListTable OBJECT-TYPE
```

```
SYNTAX SEQUENCE OF JnxLicenseFeatureListEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "list of features supporting Licensing."  
::= { jnxLicenseInstallObjects 2 }
```

```
jnxLicenseFeatureListEntry OBJECT-TYPE
```

```
SYNTAX JnxLicenseFeatureListEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "A row of licensed features."  
INDEX { jnxLicenseFeatureId  
}  
::= { jnxLicenseFeatureListTable 1 }
```

```
JnxLicenseFeatureListEntry ::= SEQUENCE {
```

```
  jnxLicenseFeatureId      INTEGER,  
  jnxLicenseFeatureName    DisplayString,  
  jnxLicenseFeatureDescr   DisplayString,  
  jnxLicenseFeatureLicenseId DisplayString,  
  jnxLicenseFeatureLicenseUsed  INTEGER,  
  jnxLicenseFeatureLicenseInstalled  INTEGER,  
  jnxLicenseFeatureLicenseNeeded  INTEGER  
}
```

```
jnxLicenseFeatureId OBJECT-TYPE
```

```
SYNTAX INTEGER
```

MAX-ACCESS not-accessible
STATUS current
DESCRIPTION "Feature Id to point an entry in this table"
::= { jnxLicenseFeatureListEntry 1 }

jnxLicenseFeatureName OBJECT-TYPE

SYNTAX DisplayString
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Feature Name"
::= { jnxLicenseFeatureListEntry 2 }

jnxLicenseFeatureDescr OBJECT-TYPE

SYNTAX
DisplayString
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Feature Name"
::= { jnxLicenseFeatureListEntry 3 }

jnxLicenseFeatureLicenseId OBJECT-TYPE

SYNTAX DisplayString
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Feature License Id"
::= { jnxLicenseFeatureListEntry 4 }

jnxLicenseFeatureLicenseUsed OBJECT-TYPE

SYNTAX INTEGER
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Licenses Used"
::= { jnxLicenseFeatureListEntry 5 }

jnxLicenseFeatureLicenseInstalled OBJECT-TYPE

SYNTAX INTEGER
MAX-ACCESS read-only
STATUS current
DESCRIPTION "Licenses Installed"
::= { jnxLicenseFeatureListEntry 6 }

jnxLicenseFeatureLicenseNeeded OBJECT-TYPE

SYNTAX INTEGER
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"Licenses Needed"
::= { jnxLicenseFeatureListEntry 7 }

```

__ *****
-- License configuration parameters
__ *****

jnxLicenseRenewBeforExpiration OBJECT-TYPE
    SYNTAX          INTEGER
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
        "License renew lead time before expiration in days."
    ::= { jnxLicenseSettings 1 }

jnxLicenseRenewInterval OBJECT-TYPE
    SYNTAX          INTEGER
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
        "License checking interval in hours."
    ::= { jnxLicenseSettings 2 }

jnxLicenseAutoUpdate OBJECT-TYPE
    SYNTAX          DisplayString
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
        "License auto update URL of a license server."
    ::= { jnxLicenseSettings
3 }

__ *****
-- define branches for jnx license traps
__ *****

jnxLicenseGraceExpired NOTIFICATION-TYPE
    OBJECTS { jnxLicenseFeatureName }
    STATUS current
    DESCRIPTION
        "The SNMP trap that is generated when the license grace period for
        feature identified by jnxLicenseFeatureName is expired"
    ::= { jnxLicenseNotifications 1 }

jnxLicenseGraceAboutToExpire NOTIFICATION-TYPE
    OBJECTS { jnxLicenseFeatureName }
    STATUS current

```

DESCRIPTION

"The SNMP trap that is generated when the license grace period for feature identified by jnxLicenseFeatureName is about to expire"

::= { jnxLicenseNotifications 2 }

jnxLicenseAboutToExpire NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }

STATUS current

DESCRIPTION

"The SNMP trap that is generated when the license period for

feature identified by jnxLicenseFeatureName is about to expire"

::= { jnxLicenseNotifications 3 }

jnxLicenseInfringeCumulative NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }

STATUS current

DESCRIPTION

"The SNMP trap that is generated when the feature is used more times than as specified in number of licenses allowed for feature as identified by jnxLicenseFeatureName"

::= { jnxLicenseNotifications 4 }

jnxLicenseInfringeSingle NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }

STATUS current

DESCRIPTION

"The SNMP trap that is generated when the license for feature identified by jnxLicenseFeatureName is not valid i.e. either expired or not available."

::= { jnxLicenseNotifications 5 }

END

/*

* Generated by ncsc --mib2yang-std

* Source: MIB_SOURCES_POST_PROCESSED/CISCO-LICENSE-MGMT-MIB.mib

*/

/*

* This YANG module has been generated by smidump 0.5.0:

*

* smidump -f yang CISCO-LICENSE-MGMT-MIB

*

* Do not edit. Edit the source file instead!

*/

module CISCO-LICENSE-MGMT-MIB {

```
namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-LICENSE-MGMT-MIB";
prefix "cisco-license-mgmt-mib";
```

```
import ENTITY-MIB {
  prefix "entity-mib";
}
```

```
import INET-ADDRESS-MIB {
  prefix "inet-address";
}
```

```
import SNMP-FRAMEWORK-MIB {
  prefix "snmp-framework";
}
```

```
import SNMPv2-TC {
  prefix "snmpv2-tc";
}
```

```
import ietf-yang-smiv2 {
  prefix "smiv2";
}
```

```
organization
  "Cisco Systems Inc.";
```

```
contact
  "Cisco Systems
  Customer Service
```

```
Postal: 170 W Tasman Drive
```

```
San Jose, CA 95134
```

```
USA
```

```
Tel: +1 800 553 -NETS
```

```
E-mail: cs-snmp@cisco.com";
```

```
description
  "The MIB module for managing licenses on the system.
```

```
The licensing mechanism provides flexibility to
enforce licensing for various features in the system.
```

```
The following text introduces different concepts and
terms those are necessary to understand the MIB definition
```

and to perform license management.

UDI

Universal Device Identifier that uniquely identifies a device. It comprises of product ID, version ID and serial number of the device.

NODE LOCKED LICENSE:

Node locked licenses are locked to one of the device identifiers in the system. For example, the license can be locked to the UDI value of one of the devices in the system. Locking a license to an UDI guarantees that the license will not be moved to a device with a different UDI.

NON-NODE LOCKED LICENSE:

Non-node locked licenses are not locked to any device identifier. They can be used on other similar devices.

METERED LICENSE:

Metered

licenses are valid for limited period of time

and they expire after that. This period is the usage period of a license and it is not based on real time clock, but system clock.

EULA:

End User License Agreement.

EVALUATION LICENSE:

Evaluation licenses are non-node locked metered licenses which are valid only for a limited period.

They are used only when there are no permanent, extension or grace period licenses for a feature.

User will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

RIGHT TO USE (RTU) LICENSE:

Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU) license and is valid for the lifetime of the product.

User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

EXTENSION LICENSE:

Extension licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. User will have to accept an EULA as part of installation of extension license.

GRACE PERIOD LICENSE:

Grace period licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal as part of the permission ticket to rehost a license. These licenses are installed on the device as part of the rehost operation. User will have to accept an EULA as part of the rehost operation for this type of license. Details on permission ticket, rehost operations are provided further down in this description clause.

PERMANENT LICENSE:

Permanent licenses are node locked licenses that have no usage period associated with them. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. Once these licenses are installed, they will provide needed permission for the feature/image across different versions.

COUNTED LICENSE:

Counted licenses limit the number of similar entities that can use the license. For example, a counted license when used by a feature can limit the number of IP phones that can connect or the number of tunnels that can be created.

UNCOUNTED LICENSE:

Uncounted licenses do not limit the number of similar entities that can use the licenses.

License can be enforced at the image level or at the feature level and this MIB module supports both.

IMAGE LEVEL LICENSING:

A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license

and brings up the appropriate software features or subsystems.

FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

LICENSE LINE:

A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single feature within it. A line has all the necessary fields and attributes that make it a valid, non-tamper able and complete license.

LICENSE FILE:

File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be

presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

PERMISSION TICKET:

Permission ticket is a document generated by Cisco licensing portal that allows a device to rehost its

licenses.

REHOST TICKET:

Rehost ticket is document generated by a device after it has applied a permission ticket. The rehost ticket is a proof of revocation.

LICENSING PORTAL:

Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:

To install a license, the management application

1. Retrieves device credentials of the device.

2. Communicates

with Cisco's licensing portal to get

the license file, uses device credentials to identify the device

3. Executes the license install action.

STEPS TO CLEAR A LICENSE:

To clear a license, the management application

1. Identifies the license to be cleared using license index.

2. Executes the license clear action.

STEPS TO REHOST A LICENSE:

To rehost a license, the management application

1. Retrieves device credentials of the device.

2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.

3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.

4. Retrieves device credentials of the device where the license needs to be transferred to.

5. Submits rehost

ticket as proof of revocation to

Cisco's licensing portal, uses device credentials of the new device to identify the device, gets license file.

6. Executes the license install action on the new

device.

STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module also defines MIB objects to know if a device supports licensing, retrieve device credentials, retrieve information on license stores in the device.

It also defines MIB objects to expose management information associated with the licenses installed on the device, with the licensable features in the software image.

This MIB module also defines various notifications that will be triggered to asynchronously notify the management application of any critical events.

This MIB module is defined generically so it can be implemented on stand alone devices or stack of devices.

In stack of devices, one device in the stack acts as master agent and rest are slave agents. Each device in the stack has its own UDI. The master agent receives requests on behalf of all the devices in the stack including itself and delegates it to other devices as needed. It also collects responses from other devices and sends them to the management application. Examples of such devices include stackable switches, devices with route processor and line cards. On the other hand, stand alone device is a single device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to identify the device uniquely. It is specified as the index or one of the index for tables in this MIB as needed.";

```
revision 2012-04-19 {
description
"This version of the MIB adds support for Permanent Right to use (RTU)
licensing. The revisions are:
o Updated clmgmtLicenseType object to support the following new
types of license:
permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}
```

```
revision 2011-04-19 {
description
"This version of the MIB adds support for Right to use (RTU)
licensing. The revisions are:
o Added RTU license definition to MIB description above.
o Updated clmgmtLicenseType object to support the following new
types of license:
evalRightToUse
rightToUse
o Added following objects to clmgmtLicenseInfoTable
clmgmtLicensePeriodUsed
o Added following objects to clmgmtLicensableFeatureTable
clmgmtFeaturePeriodUsed
o Added the following notifications
clmgmtLicenseEvalRTUTransitionWarning
clmgmtLicenseEvalRTUTransition
o Added the following conformance groups
clmgmtLicenseRTUGroup
clmgmtLicenseRTUUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}
```

```

revision 2008-11-21 {
description
"This version of the MIB adds support for subscription
licensing. Subscription licenses provide software
enforcement for a licensed feature for a fixed calendar
period. The revisions are:
o Updated clmgmtLicenseType object to support the following three
new types of licenses:
    paidSubscription
    evaluationSubscription
    extensionSubscription
o Added following objects to clmgmtLicenseInfoTable
    clmgmtLicenseStartDate
    clmgmtLicenseEndDate
o Added following objects to clmgmtLicensableFeatureTable
    clmgmtFeatureStartDate
    clmgmtFeatureEndDate
o Added the following notifications
    clmgmtLicenseSubscriptionExpiryWarning
    clmgmtLicenseSubscriptionExtExpiryWarning
    clmgmtLicenseSubscriptionExpired
o Added the following conformance groups
    clmgmtLicenseSubscriptionGroup
    clmgmtLicenseSubscriptionUsageNotifGroup
The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

```

```

revision 2006-10-03 {
description
"Initial version of this MIB module.";
}

```

```

typedef ClmgmtLicenseIndex {
type uint32 {
range "1..4294967295";
}
description
"A unique value, for each license in the managed system.
It is not necessary to have values assigned contiguously.
The value for each license must remain constant
at least from one re-initialization of the entity's
network management system to the next re-initialization";
}

```

```

typedef ClmgmtLicenseIndexOrZero {
type uint32;
description

```

"This textual convention is an extension of the ClmgmtLicenseIndex convention.

The latter defines a greater than zero value used to identify a license in the managed system. This extension permits the additional value of zero. The value zero is object-specific and must therefore be defined as part of the description of any object which uses this syntax. Examples of the usage of zero might include situations where license was not present or unknown.";

```
typedef ClmgmtLicenseTransferProtocol {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "local" {
      value "2";
    }
    enum "tftp" {
      value "3";
    }
    enum "ftp" {
      value "4";
    }
    enum "rcp" {
      value "5";
    }
    enum "http" {
      value "6";
    }
    enum "scp" {
      value "7";
    }
    enum "sftp" {
      value "8";
    }
  }
  description
  "The transfer protocol that should be used for copying files
  when performing license management. When
  the protocol is
  set to local(2), local file system (flash or disk) is used.
  Different agents may support different transfer protocols
  and the management application is expected to some how determine
  which protocol is supported and use.";
}
```

```

typedef ClmgmtLicenseActionState {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "pending" {
      value "2";
    }
    enum "InProgress" {
      value "3";
    }
    enum "successful" {
      value "4";
    }
    enum "partiallySuccessful" {
      value "5";
    }
    enum "failed" {
      value "6";
    }
  }
}

```

description

"The state of license action execution.

none(1) - action is not yet scheduled to be executed.

pending(2) - All the required parameters for the action are set and the action is scheduled to be executed.

InProgress(3) - action execution has started and is in progress.

successful(4) - action has completed successfully.

partiallySuccessful(5) - action has completed, but was partially successful. Management application can query additional MIB objects to know what is successful and what has failed. These additional objects are listed in the description of the corresponding action tables.

failed(6) - action has failed.";

}


```
typedef ClmgmtLicenseActionFailCause {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "generalFailure" {
      value "2";
    }
    enum "transferProtocolNotSupported" {
      value
"3";
    }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidLicenseFilePath" {
      value "6";
    }
    enum "invalidLicenseFile" {
      value "7";
    }
    enum "invalidLicenseLine" {
      value "8";
    }
    enum "licenseAlreadyExists" {
      value "9";
    }
    enum "licenseNotValidForDevice" {
      value "10";
    }
    enum "invalidLicenseCount" {
      value "11";
    }
    enum "invalidLicensePeriod" {
      value "12";
    }
    enum "licenseInUse" {
      value "13";
    }
    enum "invalidLicenseStore" {
      value "14";
    }
    enum "licenseStorageFull" {
      value "15";
    }
  }
}
```

```

}
enum "invalidPermissionTicketFile" {
  value "16";
}
enum "invalidPermissionTicket" {
  value "17";
}
enum "invalidRehostTicketFile" {
  value "18";
}
enum "invalidRehostTicket"
{
  value "19";
}
enum "invalidLicenseBackupFile" {
  value "20";
}
enum "licenseClearInProgress" {
  value "21";
}
enum "invalidLicenseEULAFile" {
  value "22";
}
}
description
"Reason for license action failure. Defines error codes for
all the license actions.

```

none(1) - action execution has not started yet. If the action is completed and the action is successful, then also none(1) is returned to indicate that there are no errors.

generalFailure(2) - General licensing failure. This will be used for resource unavailability failures.

Ex: Lack of memory.

transferProtocolNotSupported(3) - protocol selected is not supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not valid

invalidLicenseFilePath(6) - The license file path is not accessible.

invalidLicenseFile(7) - Contents of license file are

not valid.

invalidLicenseLine(8) - License string in the license file is not valid.

licenseAlreadyExists(9) - Management application is trying to install a license that already exists.

licenseNotValidForDevice(10) - This license is not valid for the device/entPhysicalIndex specified.

invalidLicenseCount(11) - Invalid count for this counted license.

invalidLicensePeriod(12) - Validity period is invalid for this expiring license.

licenseInUse(13) - License file is in use by a feature/image.

invalidLicenseStore(14) - License store is not valid.

licenseStorageFull(15) - There is no more space in the license storage.

invalidPermissionTicketFile(16) - The permission ticket file path is not accessible.

invalidPermissionTicket(17) - The permission ticket file contents are not valid.

invalidRehostTicketFile(18) - The rehost ticket file path is not accessible.

invalidRehostTicket(19) - The rehost ticket file contents are not valid.

invalidLicenseBackupFile(20) - License backup store path is not accessible.

licenseClearInProgress(21) - When license clear action is in progress, license backup action is not permitted to avoid race conditions. This error code is sent back in response to a license backup action when a license clear action is in progress or in pending state. Try again in few seconds.

invalidLicenseEULAFile(22) - EULA file path is not accessible.";

}

container CISCO-LICENSE-MGMT-MIB {
 config false;

container clmgmtLicenseConfiguration {
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";

```

leaf clmgmtNextFreeLicenseActionIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
  "This object contains appropriate value for
  clmgmtLicenseActionIndex that can be used to create
  an entry in clmgmtLicenseActionTable. The management application
  should read this object first and then use this as the
  value for clmgmtLicenseActionIndex to avoid collisions
  when creating entries in clmgmtLicenseActionTable.
  Following this approach does not guarantee collision free
  row creation, but will reduce the probability. The
  collision will happen if two management applications read this
  object at the same time and attempt to create an entry
  with this value at the same time. In this case, the
  management application whose request is processed after the first
  request will get an error and the process of reading this object
  and
  entry creation needs to be repeated.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.1";
}
}

```

```

container clmgmtLicenseDeviceInformation {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";

```

```

leaf clmgmtNextFreeDevCredExportActionIndex {
  type uint32;
  description
  "This object contains appropriate value for
  clmgmtDevCredExportActionIndex that can be used to create
  an entry in clmgmtDevCredExportActionTable. The management
  application should read this object first and then use this
  as the value for clmgmtDevCredExportActionIndex to avoid
  collisions when creating entries in
  clmgmtDevCredExportActionTable. Following this approach does
  not guarantee collision free row creation, but will reduce
  the probability. The collision will happen if two
  management applications read this object at the same time and
  attempt to create an entry
  with this value at the same time.
  In this case, the management application whose request is
  processed after the first request will get an error and the
  process of reading this object and entry creation needs to be

```

```

    repeated.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.1";
  }
}

container clmgmtLicenseNotifObjects {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";

  leaf clmgmtLicenseUsageNotifEnable {
    type boolean;
    description
      "This object indicates whether the device should generate
      the notifications related to usage of licenses. This object
      enables/disables sending following notifications:
        clmgmtLicenseExpired
        clmgmtLicenseExpiryWarning
        clmgmtLicenseUsageCountExceeded
        clmgmtLicenseUsageCountAboutToExceed
        clmgmtLicenseSubscriptionExpiryWarning
        clmgmtLicenseSubscriptionExtExpiryWarning
        clmgmtLicenseSubscriptionExpired
        clmgmtLicenseEvalRTUTransitionWarning
        clmgmtLicenseEvalRTUTransition";
    smiv2:defval "true";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.1";
  }

  leaf clmgmtLicenseDeploymentNotifEnable {
    type boolean;
    description
      "This object indicates whether the device should generate
      notifications related to license deployment. This object
      enables/disables sending following notifications:
        clmgmtLicenseInstalled
        clmgmtLicenseCleared
        clmgmtLicenseRevoked
        clmgmtLicenseEULAAccepted";
    smiv2:defval "true";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.2";
  }

  leaf clmgmtLicenseErrorNotifEnable {
    type boolean;
    description
      "This object indicates whether the device should generate

```

notifications related to error conditions in enforcing licensing. This object enables/disables sending following notifications:

```
    clmgmtLicenseNotEnforced";
smiv2:defval "true";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.3";
}
}
```

container clmgmtLicenseActionTable {

description

"A table for invoking license management actions. Management application must create a row in this table to trigger any of the license management actions. The following are different actions that can be executed using this table.

1. install
2. clear
3. processPermissionTicket
4. regenerateLastRehostTicket
5. backup
6. generateEULA

Refer to the description of clmgmtLicenseAction for more information on what these actions do on the device.

Once the request completes, the management application should

retrieve the values of the objects of interest, and then delete the entry. In order to prevent old entries from clogging the table, entries will be aged out, but an entry will never be deleted within 5 minutes of completion.";

```
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2";
```

list clmgmtLicenseActionEntry {

key "clmgmtLicenseActionIndex";

description

"An entry for each action that is being executed or was executed recently. The management application executes an action

by creating this entry. This can be done in the following 2 methods

1. CREATE-AND-GO method

Management application sets clmgmtLicenseActionRowStatus to createAndGo(4) and all other required objects to valid values in a single SNMP SET request. If all the values are valid, the device creates the entry and executes the

action. If the SET request fails, the entry will not be created.

2. CREATE-AND-WAIT method

Management application sets `clmgmtLicenseActionRowStatus` to `createAndWait(5)` to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting `clmgmtLicenseActionRowStatus` to `active(1)`.

To stop the action from being executed, the management application can delete the entry by setting `clmgmtLicenseActionRowStatus` to `destroy(6)` when `clmgmtLicenseActionState` is `pending(2)`.

The status of action execution can be known by querying `clmgmtLicenseActionState`. If the action is still in `pending(2)` or in `InProgress(3)` state, the management application need to check back again after few seconds. Once the action completes and status of the action is `failed(6)`, the reason for failure can be retrieved from `clmgmtLicenseActionFailCause`. If the status of the action is `partiallySuccessful(5)`, results of individual licenses can be queried from `clmgmtLicenseActionResultTable`.

Not all objects in the entry are needed to execute every action. Below is the list of actions and the required objects that are needed to be set for executing that action.

1. Installing a license

The following MIB objects need to be set for installing a license

- a. `clmgmtLicenseActionTransferProtocol`
- b. `clmgmtLicenseServerAddressType`
 - c. `clmgmtLicenseServerAddress`
 - d. `clmgmtLicenseServerUsername`
 - e. `clmgmtLicenseServerPassword`
 - f. `clmgmtLicenseFile`
 - g. `clmgmtLicenseStore`
 - h. `clmgmtLicenseStopOnFailure`

- i. clmgmtLicenseAcceptEULA
- j. clmgmtLicenseAction

clmgmtLicenseActionEntPhysicalIndex need not be set explicitly for license installs. License itself identifies the device where the license needs to be installed.

clmgmtLicenseStore need to be set to store the licenses in a non-default license store. But, if a license file has more than one license and licenses need to be installed on multiple devices (for example to multiple members within a stack), then value of clmgmtLicenseStore is ignored and the licenses will be installed in default license stores of the respective devices.

2. Clearing a license

The following MIB objects need to be set for clearing a license

- a. clmgmtLicenseActionEntPhysicalIndex
- b. clmgmtLicenseActionLicenseIndex
- c. clmgmtLicenseStore
- d. clmgmtLicenseAction

3. Revoking a license

The following MIB objects need to be set for revoking a license

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicensePermissionTicketFile
- g. clmgmtLicenseRehostTicketFile
- h. clmgmtLicenseStopOnFailure
- i. clmgmtLicenseAction

4. Regenerate last rehost ticket

The following

MIB objects need to be set for regenerating last rehost ticket

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicensePermissionTicketFile
- g. clmgmtLicenseRehostTicketFile
- h. clmgmtLicenseStopOnFailure

i. clmgmtLicenseAction

5. Save all licenses to a backup storage

The following MIB objects need to be set for storing all licenses to a backup store

- a. clmgmtLicenseActionEntPhysicalIndex
- b. clmgmtLicenseActionTransferProtocol
- c. clmgmtLicenseServerAddressType
- d. clmgmtLicenseServerAddress
- e. clmgmtLicenseServerUsername
- f. clmgmtLicenseServerPassword
- g.

clmgmtLicenseBackupFile

- h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be accepted for installing.

The following MIB objects need to be set exporting required EULAs

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicenseFile
- g. clmgmtLicenseEULAFile
- h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol is set to local(2), the following objects need not be set.

- a. clmgmtLicenseServerAddressType
- b. clmgmtLicenseServerAddress
- c. clmgmtLicenseServerUsername
- d. clmgmtLicenseServerPassword

Entry can be deleted

except when clmgmtLicenseAction is set

to pending(2). All entries are volatile and are cleared on agent reset.";

smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1";

```
leaf clmgmtLicenseActionIndex {
```

```
  type uint32 {
```

```
    range "1..4294967295";
```

```
  }
```

```
  description
```

```
    "This object uniquely identifies a row in
```

```

    clmgmtLicenseActionTable. The management application should choose
    this value by reading clmgmtNextFreeLicenseActionIndex
    while creating an entry in this table. If an entry already
    exists with this index, the creation of the entry will not
    continue and error will be returned. The management application
    should read the value of clmgmtNextFreeLicenseActionIndex
    again and retry with the new value for this object.";
    smiv2:max-access "not-accessible";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.1";
}

```

```

leaf clmgmtLicenseActionEntPhysicalIndex
{
    type entity-mib:PhysicalIndexOrZero;
    description
    "This object represents the entPhysicalIndex of the device
    where the action is being executed. This object is mainly
    used in devices where one device is acting as a master and
    rest of the devices as slaves. The master device is
    responsible for SNMP communication with the management
    application. Examples include stackable switches, devices
    with route processor and line card configuration. If this
    object is not set, the license action will be executed on
    the master device. Note: This object need not be set if
    there is a stand alone device";
    smiv2:defval "0";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.2";
}

```

```

leaf clmgmtLicenseActionTransferProtocol {
    type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
    description
    "This object represents the transfer protocol to be used
    when copying files as specified in the following objects.
    1. clmgmtLicenseFile
    2. clmgmtLicensePermissionTicketFile
    3. clmgmtLicenseRehostTicketFile
    4. clmgmtLicenseBackupFile

    Note: This object need not be set if the all the files
    required for the action are in device's local file system.";
    smiv2:defval "none";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.3";
}

```

```

leaf clmgmtLicenseServerAddressType {

```

```

type inet-address:InetAddressType;
description
  "This object indicates the transport type of the
  address contained in clmgmtLicenseServerAddress object.
  This must be set when clmgmtLicenseActionTransferProtocol
  is not none(1) or local(2).";
smiv2:defval
"unknown";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.4";
}

```

```

leaf clmgmtLicenseServerAddress {
  type inet-address:InetAddress;
  description
    "This object indicates the ip address of the server from
    which the files must be read or written to if
    clmgmtLicenseActionTransferProtocol is not none(1) or
    local(2).

    All bits as 0s or 1s for clmgmtLicenseServerAddress are not
    allowed.

    The format of this address depends on the value of the
    clmgmtLicenseServerAddressType object";
smiv2:defval "";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.5";
}

```

```

leaf clmgmtLicenseServerUsername {
  type snmp-framework:SnmpAdminString {
    length "0..96";
  }
  description
    "This object indicates the
remote user name for accessing
  files via ftp, rcp, sftp or scp protocols. This object must
  be set when the clmgmtLicenseActionTransferProtocol is
  ftp(4), rcp(5), scp(7) or sftp(8). If
  clmgmtLicenseActionTransferProtocol is rcp(5), the remote
  username is sent as the server username in an rcp command
  request sent by the system to a remote rcp server.";
smiv2:defval "";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.6";
}

```

```

leaf clmgmtLicenseServerPassword {
  type snmp-framework:SnmpAdminString {
    length "0..96";
  }
  description
    "This object indicates the password used by ftp, sftp or
    scp for copying a file to/from an ftp/sftp/scp server.
    This object must be set when the
    clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
    or sftp(8). Reading it returns
    a zero-length string for
    security reasons.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.7";
}

leaf clmgmtLicenseFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object represents the location of the license file
    on the server identified by clmgmtLicenseServerAddress. This
    object MUST be set to a valid value before or concurrently
    with setting the value of the clmgmtLicenseAction object to
    install(2). For other operations, the value of this
    object is not considered, it is irrelevant.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.8";
}

leaf clmgmtLicenseStore {
  type uint32;
  description
    "This object represents the clmgmtLicenseStoreIndex
    of the
    license store to use within the device. The license store
    can be a local disk or flash. A device can have more than
    one license stores. If this object is not set, the license
    will be stored in the default license store as exposed by
    clmgmtDefaultLicenseStore object.";
  smiv2:defval "0";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.9";
}

```

```

leaf clmgmtLicenseActionLicenseIndex {
  type cisco-license-mgmt-mib:ClmgmtLicenseIndexOrZero;
  description
    "This object indicates the the license index of the license
    that is the subject of this action. This is used for
    identifying a license for performing actions specific to
    that license. This object need to be set only if
    clmgmtLicenseAction is set to clear(4). The value of this
    object is same as the clmgmtLicenseIndex
object in
  clmgmtLicenseInfoEntry for license that is subject of this
  action.";
  smiv2:defval "0";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.10";
}

leaf clmgmtLicensePermissionTicketFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object indicates the file name of the permission
    ticket. This object need to be set only if
    clmgmtLicenseAction is set to processPermissionTicket(4)
    or regenerateLastRehostTicket(5) actions. The permission
    ticket is obtained from Cisco licensing portal to revoke
    a license. The management application must set this object
    to valid value before invoking the action.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.11";
}

leaf clmgmtLicenseRehostTicketFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object indicates the file where the rehost ticket
    generated by the device need to be exported to. The rehost
    ticket is generated as a result of processPermissionTicket
    and regenerateLastRehostTicket actions. After generating
    the rehost ticket, the device exports the rehost ticket
    contents to this file. This object need to be set only
    if clmgmtLicenseAction is set to processPermissionTicket(4)
    or regenerateLastRehostTicket(5) actions.";

```

```

smiv2:defval "";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.12";
}

leaf clmgmtLicenseBackupFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
  "This object indicates
the file where all the licenses in
the device need to be backed up. This object need to be set
only if clmgmtLicenseAction is set to backup(6) and the
management application must set the value of this object
to valid value before invoking action.";
smiv2:defval "";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.13";
}

leaf clmgmtLicenseStopOnFailure {
  type boolean;
  description
  "This object indicates whether the license action should
stop if the action on a license fails. This object is
applicable only if there are more than one licenses
involved in an action.";
smiv2:defval "false";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.14";
}

leaf clmgmtLicenseAction {
  type enumeration {
    enum "noOp" {
value "1";
    }
    enum "install" {
value "2";
    }
    enum "clear" {
value "3";
    }
    enum "processPermissionTicket" {
value "4";
    }
  }
}

```

```

enum "regenerateLastRehostTicket" {
  value "5";
}
enum "backup" {
  value "6";
}
enum "generateEULA" {
  value "7";
}
}
description
"This object indicates the the command/action to be executed.

```

Command	Remarks
-----	-----
noOp(1)	No operation will be performed.
install(2)	Installs the license.
clear(3)	Clears the license.

```

processPermissionTicket(4)
Processes thee permission
ticket and generates and
exports rehost ticket.

```

```

regenerateLastRehostTicket(5) Generates and exports the
last generated rehost
ticket.

```

```

backup(6) Backs up all the licenses
installed currently onto a
backup store.

```

```

generateEULA(7) Checks whether the licenses
in the license file need EULA
acceptance and uploads the
needed EULA contents to a file.";

```

```

smiv2:defval "noOp";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.15";
}

```

```

leaf clmgmtLicenseActionState {
type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
description
"This object indicates the state of this license action.";

```

```

smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.16";
}

leaf clmgmtLicenseJobQPosition {
  type uint32;
  description
    "This object represents the position of the action
    in the license action job queue that is maintained
    internally. Only actions in pending(2) state will
    be put in the queue until they are executed. By
    reading this object, the management application can make
    intelligent decision on whether to execute another
    action that it is planning on. For example, if there
    is already a license clear action in the queue in
    pending(2) state, management application can choose to
    defer its license back up action to a later time. This
    object will return a value of 0 if the action is not in
    pending(2) state.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.17";
}

leaf clmgmtLicenseActionFailCause {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
  description
    "This object indicates the reason for this license action
    failure. The value of this object is valid only when
    clmgmtLicenseActionState is failed(6).";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.18";
}

leaf clmgmtLicenseActionStorageType {
  type snmpv2-tc:StorageType;
  description
    "This object indicates the storage type for this conceptual
    row. Conceptual rows having the value 'permanent' need not
    allow write-access to any columnar objects in the row.";
  smiv2:defval "volatile";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.19";
}

leaf clmgmtLicenseActionRowStatus {
  type snmpv2-tc:RowStatus;
  description

```


"This object indicates the the status of this table entry. Once the entry status is set to active(1), the associated entry cannot be modified until the action completes (clmgmtLicenseConfigCommandStatus is set to a value other than inProgress(3)). Once the action completes the only operation possible after this is to delete the row. It is recommended that the management application should delete entries in this table after reading the result. In order to prevent old entries from clogging the table, entries will be aged out, but an entry will never be deleted within 5 minutes of completion";

```
smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.20";
}
```

```
leaf clmgmtLicenseAcceptEULA {
  type boolean;
  description
    "This object indicates whether the End User License Agreement
    needed for installing the licenses is accepted.
```

```
    true(1) - EULA is read and accepted
    false(2) - EULA is not accepted
```

```
    Management application should set this object to true(1) when
    installing licenses that need EULA acceptance.";
```

```
  smiv2:defval "false";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.21";
}
```

```
leaf clmgmtLicenseEULAFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object indicates the file where all the End User License
    Agreements (EULAs) need to be exported to. This object need to
    be set only if clmgmtLicenseAction is set to generateEULA(7) and
    the management application must set the value of this object to
    valid value before invoking action.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.22";
}
}
```

```
}
```

```
container clmgmtLicenseActionResultTable {
```

```
  description
```

```
  "This table contains results of license action if the  
  license action involves multiple licenses. Entries in this  
  table are not created for actions where there is  
  only license that is subject of the action. For  
  example, if there are 3 licenses in a license file  
  when executing license install action, 3 entries will  
  be created in this table, one for each license.";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3";
```

```
  list clmgmtLicenseActionResultEntry {
```

```
    key "clmgmtLicenseActionIndex clmgmtLicenseNumber";
```

```
    description
```

```
    "An entry in clmgmtLicenseActionResultTable. Each entry  
    contains result of the action for a single license.  
    These entries are created immediately after action  
    execution when the action involves multiple licenses.  
    These entries get automatically deleted when the  
    corresponding entry in clmgmtLicenseActionTable  
    is deleted.";  
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1";
```

```
  leaf clmgmtLicenseActionIndex {
```

```
    type leafref {
```

```
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-  
mib:clmgmtLicenseActionTable/cisco-license-mgmt-mib:clmgmtLicenseActionResultEntry/cisco-license-mgmt-  
mib:clmgmtLicenseActionIndex";
```

```
    }
```

```
  }
```

```
  leaf clmgmtLicenseNumber {
```

```
    type uint32 {
```

```
      range "1..4294967295";
```

```
    }
```

```
    description
```

```
    "This object indicates the sequence number of this license  
    in the list of licenses on which the action  
is executed.
```

```
    For example, if there are 3 licenses in a license file  
    when executing license install action, this object will  
    have values 1, 2 and 3 respectively as ordered in the  
    license file.";
```

```
    smiv2:max-access "not-accessible";
```

```
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.1";
```

```
  }
```

```

leaf clmgmtLicenseIndivActionState {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
  description
    "This object indicates the state of action on this
    individual license.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.2";
}

```

```

leaf clmgmtLicenseIndivActionFailCause {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
  description
    "This object indicates the reason for action failure on this
    individual license";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.3";
}

```

```

}

```

```

container clmgmtLicenseStoreInfoTable {
  description
    "This table contains information about all the license
    stores allocated on the device.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1";

```

```

list clmgmtLicenseStoreInfoEntry {
  key "entPhysicalIndex clmgmtLicenseStoreIndex";
  description
    "An entry in clmgmtLicenseStoreInfoTable. Each entry
    contains information about a license store allocated
    on the device";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1";

```

```

leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

```

```

leaf clmgmtLicenseStoreIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
    "This object uniquely identifies a license store within

```

```

    the device.";
    smiv2:max-access "not-accessible";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.1";
}

leaf clmgmtLicenseStoreName {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
  "This object indicates the name of the license store
  within the device. It is a file in device's local file
  system i.e., either on a local disk or flash or some
  other storage media. For example, the value of this
  object can be 'disk1:lic_store_1.txt' or
  'flash:lic_store_2.txt';
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.2";
}

leaf clmgmtLicenseStoreTotalSize {
  type uint32;
  units "bytes";
  description
  "This object indicates the total number of bytes that are
  allocated to the license store.";
  smiv2:max-access "read-only";
  smiv2:oid
"1.3.6.1.4.1.9.9.543.1.2.1.1.3";
}

leaf clmgmtLicenseStoreSizeRemaining {
  type uint32;
  units "bytes";
  description
  "This object indicates the number of bytes still remaining
  to be used for new license installations in the license
  store.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.4";
}
}
}

container clmgmtLicenseDeviceInfoTable {
  description
  "This table contains objects that provide licensing related
  information at the device level. Entries will exist

```

only for entities that support licensing. For example, if it is a stand alone device and supports licensing, then there will be only one entry in this table. If it is stackable switch then there will be multiple entries with one entry for each device in the stack.";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2";

```
list
clmgmtLicenseDeviceInfoEntry {
  key "entPhysicalIndex";
  description
  "An entry in clmgmtLicenseDeviceInfoTable. Each entry
  contains device level licensing information for a device.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1";

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtDefaultLicenseStore {
    type uint32 {
      range "1..4294967295";
    }
    description
    "This object indicates the clmgmtLicenseStoreIndex of
    default store in the device. There will be only one
    default license store per device. If no license store
    is specified during license install, this default license
    store will be used.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1.1";
  }
}

container clmgmtLicenseInfoTable {
  description
  "This table contains information about all the licenses
  installed on the device.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3";

  list clmgmtLicenseInfoEntry {
    key "entPhysicalIndex clmgmtLicenseStoreUsed clmgmtLicenseIndex";
    description
    "An entry in clmgmtLicenseInfoTable. Each entry contains
```

information about a license installed on the device. This entry gets created when a license is installed successfully. Management application can not create these entries directly, but will do so indirectly by executing license install action. Some of these entries may already exist that correspond to demo licenses even before management application installs any licenses.";

```
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1";
```

```
leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}
```

```
leaf clmgmtLicenseStoreUsed {
  type uint32 {
    range "1..4294967295";
  }
  description
    "This object represents the license store that is used for
    storing this license. This object will have the same value
    as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
    of the license store used.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.1";
}
```

```
leaf clmgmtLicenseIndex {
  type cisco-license-mgmt-mib:ClmgmtLicenseIndex;
  description
    "This object uniquely identifies a license within
    the device.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.2";
}
```

```
leaf clmgmtLicenseFeatureName {
  type snmp-framework:SnmpAdminString
{
  length "0..128";
}
  description
    "This object indicates the name of the feature that is
    using or can use this license. A license can be used by
    only one feature. Examples of feature name are: 'IPBASE',
    'ADVIPSERVICE'.";
```

```
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.3";
}
```

```
leaf clmgmtLicenseFeatureVersion {
  type snmp-framework:SnmpAdminString {
    length "0..128";
  }
  description
  "This object indicates the version of the feature that is
  using or can use this license. Examples of feature version
  are: '1.0', '2.0'";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.4";
}
```

```
leaf clmgmtLicenseType {
  type enumeration {
    enum "demo" {
      value "1";
    }
    enum "extension"
  {
    value "2";
  }
    enum "gracePeriod" {
      value "3";
    }
    enum "permanent" {
      value "4";
    }
    enum "paidSubscription" {
      value "5";
    }
    enum "evaluationSubscription" {
      value "6";
    }
    enum "extensionSubscription" {
      value "7";
    }
    enum "evalRightToUse" {
      value "8";
    }
    enum "rightToUse" {
      value "9";
    }
    enum "permanentRightToUse" {
      value "10";
    }
  }
}
```

```

    }
  }
  description
    "This object identifies type of license. Licenses may have
    validity period defined in terms of time duration that the
    license is valid for or it may be defined in terms of actual
    calendar dates. Subscription licenses are licenses that have
    validity period
defined in terms of calendar dates.

    demo(1)          - demo(evaluation license) license.
    extension(2)     - Extension(expiring) license.
    gracePeriod(3)   - Grace period license.
    permanent(4)     - permanent license, the license has no
                      expiry date.
    paidSubscription(5) - Paid subscription licenses are the
    licenses
                      which are purchased by customers. These
                      licenses have a start date and end date
                      associated with them.
    evaluationSubscription(6)-Evaluation subscription licenses are
                      the trial licenses. These licenses
                      are node locked and it can be obtained
                      only once for an UDI. They are valid
                      based on calendar days. These licenses
                      have a start date and an end date
                      associated with them and are issued
                      once per UDI.
    extensionSubscription(7)- Extension subscription licenses are
                      similar to evaluation subscription
                      licenses but these licenses are issued
                      based on customer request. There are
                      no restrictions on the number of
                      licenses available for a UDI.
    evalRightToUse(8) - Evaluation Right to use (RTU)
    license.
    rightToUse(9)    - Right to use (RTU) license.
    permanentRightToUse(10) ? Right To Use license right after it is configured
                      and is valid for the lifetime of
the product.
                      This is a Right To Use license which is not in
                      evaluation mode for a limited time.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.5";
  }

  leaf clmgmtLicenseCounted {

```



```

type boolean;
description
  "This object indicates whether the license is counted
  license.
  true(1) - counted license
  false(2) - uncounted license";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.6";
}

```

```

leaf clmgmtLicenseValidityPeriod {
  type uint32;
  units "seconds";
  description
    "This object indicates the time period the license is valid for.
    This object is applicable only if clmgmtLicenseType is demo(1),
    or extension(2) or gracePeriod(3) or evalRightToUse(8). The
    object will return
    0 for other license types.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.7";
}

```

```

leaf clmgmtLicenseValidityPeriodRemaining {
  type uint32;
  units "seconds";
  description
    "This object indicates the time period remaining before the
    license expires or transitions to rightToUse(9) license. This
    object is applicable only if clmgmtLicenseType is demo(1), or
    extension(2) or gracePeriod(3) or evalRightToUse(8). The object
    will contain 0 for other license types.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.8";
}

```

```

leaf clmgmtLicenseExpiredPeriod {
  type uint32;
  units "seconds";
  description
    "This object indicates the elapsed time period since the license
    expired. This object is applicable only if clmgmtLicenseType
    is demo(1),
    or extension(2) or gracePeriod(3). Also, this
    value of this object will be valid only after the license
    expires. The object will return 0 for other license types
    or before the license expiry.";
  smiv2:max-access "read-only";
}

```

```

smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.9";
}

leaf clmgmtLicenseMaxUsageCount {
type uint32;
description
"This object indicates the maximum number of entities that
can use this license. This object is applicable only if
clmgmtLicenseCounted is true(1). The entity that is being
counted can be anything and it depends on the licensable
feature.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.10";
}

leaf clmgmtLicenseUsageCountRemaining {
type uint32;
description
"This object indicates the number of entities that can
still
use this license. This object is applicable only
if clmgmtLicenseCounted is true(1).";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.11";
}

leaf clmgmtLicenseEULAStatus {
type boolean;
description
"This object indicates whether the user accepted
End User License Agreement for this license.

true(1) - EULA accpeted
false(2) - EULA not accepted";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.12";
}

leaf clmgmtLicenseComments {
type snmp-framework:SnmpAdminString {
length "0..255";
}
description
"This object represents the user modifiable comments
about the license. This object is initially populated
with comments from the license file.";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.13";
}

```

```

}

leaf clmgmtLicenseStatus {
  type enumeration {
    enum "inactive" {
      value "1";
    }
    enum "notInUse" {
      value "2";
    }
    enum "inUse" {
      value "3";
    }
    enum "expiredInUse" {
      value "4";
    }
    enum "expiredNotInUse" {
      value "5";
    }
    enum "usageCountConsumed" {
      value "6";
    }
  }
  description
  "This object represents status of the license.

  inactive(1)      - license is installed, but
                    not active.
  notInUse(2)      - license is installed and
                    available for use.
  inUse(3)          - the license is being used (by
                    a feature).
  expiredInUse(4)
- license is expired but still
                    being held by the feature.
  expiredNotInUse(5) - license is expired and not being
                    held by any feature.
  usageCountConsumed(6) - number of entities using this
                    licenses has reached the allowed
                    limit, no new entities are allowed
                    to use this license.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.14";
}

```

```

leaf clmgmtLicenseStartDate {
  type snmpv2-tc:DateAndTime;
  description

```

"This object indicates the start date for a subscription license. It is optional for subscription licenses to have a start date associated with them, they may only have an end date associated with them. This object may be applicable only

```
when clmgmtLicenseType is paidSubscription(5),
    evaluationSubscription(6) or extensionSubscription (7).
    The object will contain an octet string of length 0 when it is
    not applicable.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.15";
}
```

```
leaf clmgmtLicenseEndDate {
    type snmpv2-tc:DateAndTime;
    description
        "This object indicates the end date for a subscription license.
        This object is applicable only when clmgmtLicenseType is
        paidSubscription(5), evaluationSubscription(6) or
        extensionSubscription (7). The object will contain an octet
        string of length 0 when it is not applicable.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.16";
}
```

```
leaf clmgmtLicensePeriodUsed {
    type uint32;
    units "seconds";
    description
        "This
object indicates the time period used for the
    Right to use (RTU) licenses. This object is applicable for all
    RTU licenses.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.17";
}
}
```

```
container clmgmtLicensableFeatureTable {
    description
        "This table contains list of licensable features in the
        image. All the licensable features will have an entry each
        in this table irrespective of whether they are using any
        licenses currently. Entries in this table are created by
        the agent one for each licensable feature in the image.
        These entries remain in the table permanently and can not
        be deleted. Management application can not create or delete
```

```

    entries from this table.";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4";

list clmgmtLicensableFeatureEntry {
    key "entPhysicalIndex clmgmtFeatureIndex";
    description
        "An entry
in clmgmtLicensableFeatureTable. Each entry represents
    a licensable feature.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1";

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type uint32 {
            range "1..4294967295";
        }
        description
            "This object uniquely identifies a licensable feature in
            the device.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.1";
    }

    leaf clmgmtFeatureName {
        type snmp-framework:SnmpAdminString {
            length "0..128";
        }
        description
            "This object indicates the name of the licensable feature
            in the device. Examples of feature names are: 'IPBASE',
            'ADVIPSERVICE'";
        smiv2:max-access
"read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.2";
    }

    leaf clmgmtFeatureVersion {
        type snmp-framework:SnmpAdminString {
            length "0..32";
        }
        description
            "This object indicates the version of the licensable

```

```

feature in the device. Examples of feature versions
are: '1.0' or '2.0';
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.3";
}

```

```

leaf clmgmtFeatureValidityPeriodRemaining {
  type uint32;
  units "seconds";
  description
    "This object indicates the time period remaining before
    the feature's license expires or transitions. This object is
    applicable only if clmgmtLicenseType of the license used by
    this feature is demo(1), or extension(2) or gracePeriod(3) or
    evalRightToUse(8).

```

```

    The object will contain 0 if
other types of license is used
    or if the feature does not use any license. If the
    feature is using multiple licenses, this period will
    represent the cumulative period remaining from all the
    licenses used by this feature.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.4";
}

```

```

leaf clmgmtFeatureWhatIsCounted {
  type snmp-framework:SnmpAdminString {
    length "0..128";
  }
  description
    "This object represents the entity that is being counted
    by this feature. Examples of entities are IP Phones, number
    of sessions etc. This object is only applicable for
    features that use counting licenses. For other features,
    this object will return empty string.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.5";
}

```

```

leaf clmgmtFeatureStartDate {

type snmpv2-tc:DateAndTime;
  description
    "This object indicates the license start date of the feature.
    This object is applicable if at least one of the licenses used
    for this feature has a valid start date. The start date will
    be the earliest of the valid start dates of all the licenses

```

```
    used for this feature. If none of the licenses used for this
    feature have a valid start date then this object will contain an
    octet string of length 0.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.6";
}
```

```
leaf clmgmtFeatureEndDate {
  type snmpv2-tc:DateAndTime;
  description
```

```
    "This object indicates the license end date of the feature.
    This object is applicable if at least one of the licenses used
    for this feature has a valid end date. The end date will
    be the latest of the valid end dates
```

of all the licenses

```
    used for this feature. If none of the licenses used for this
    feature have a valid end date then this object will contain an
    octet string of length 0.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.7";
}
```

```
leaf clmgmtFeaturePeriodUsed {
```

```
  type uint32;
  units "seconds";
  description
```

```
    "This object indicates the license period used for the feature.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.8";
```

```
  }
}
```

```
container clmgmtDevCredExportActionTable {
```

```
  description
```

```
    "A table for triggering device credentials export action.
    Management application must create this entry to trigger the
    export of device credentials from the device to a file.
```

```
    Once the request completes, the management application should
    retrieve the values of the objects
```

of interest, and then

```
    delete the entry. In order to prevent old entries from
    clogging the table, entries will be aged out, but an entry
    will never be deleted within 5 minutes of completion.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2";
```

```
  list clmgmtDevCredExportActionEntry {
```

key "clmgmtDevCredExportActionIndex";

description

"An entry for each device credential export action that is being executed or was executed recently. The management application triggers the export by creating an entry in this table. This can be done in the following 2 methods

1. CREATE-AND-GO method

Management application sets clmgmtDevCredExportActionStatus to createAndGo(4) and all other required objects to valid values in a single SNMP SET request. If all the values are valid, the device creates the entry and executes the action. If

the SET request fails, the entry will not be created.

2. CREATE-AND-WAIT method

Management application sets clmgmtDevCredExportActionStatus to createAndWait(5) to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting clmgmtDevCredExportActionStatus to active(1).

To stop the action from being executed, the management application can delete the entry by setting clmgmtDevCredExportActionStatus to destroy(6) when clmgmtDevCredCommandState is pending(2).

The status of action execution can be known by querying

clmgmtDevCredCommandState. If the action is still in pending(2) or inProgress(3), the management application need to check back again after few seconds. Once the action completes and if status of the action is failed(6), the reason for failure can be retrieved from clmgmtDevCredCommandFailCause.

Entry can be deleted except when clmgmtLicenseAction is set to inProgress(3). All entries in this table are volatile and are cleared on agent reset.";

smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1";

```
leaf clmgmtDevCredExportActionIndex {  
  type uint32 {  
    range "1..4294967295";  
  }  
  description
```


"This object uniquely identifies a row in clmgmtDevCredExportActionTable. The management application chooses this value by reading clmgmtNextFreeDevCredExportActionIndex while creating an entry in this table.

If an entry already exists with this

index, the creation of the entry will not continue and error will be returned. The management application should read the value of clmgmtNextFreeDevCredExportActionIndex again and retry with the new value for this object.";

```
smiv2:max-access "not-accessible";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.1";
}
```

```
leaf clmgmtDevCredEntPhysicalIndex {
```

```
  type entity-mib:PhysicalIndexOrZero;
```

```
  description
```

"This object represents the entPhysicalIndex of the device for which the device credentials are being retrieved. This object is mainly used in devices where one device is acting as a master and rest of the devices as slaves. The master device is responsible for SNMP communication with the manager. Examples include stackable switches, devices with router processor and line cards.

Note: This object need not be set if it is a stand alone device";

```
smiv2:defval "0";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.2";
}
```

```
leaf clmgmtDevCredTransferProtocol {
```

```
  type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
```

```
  description
```

"This object indicates the transfer protocol to be used when copying files as specified in the following objects.

1. clmgmtDevCredExportFile

```
  .";
smiv2:defval "none";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.3";
}
```

```
leaf clmgmtDevCredServerAddressType {
```

```
  type inet-address:InetAddressType;
```

```
  description
```

"This object indicates the transport type of the

```
address contained in clmgmtDevCredServerAddress object.  
This must be set when clmgmtDevCredTransferProtocol  
is not none(1) or local(2).";  
smiv2:defval "unknown";  
smiv2:max-access "read-write";  
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.4";  
}
```

```
leaf clmgmtDevCredServerAddress {  
type inet-address:InetAddress;  
description  
"This object indicates the the ip address of the server  
from which the files must be read or written to if  
clmgmtDevCredTransferProtocol is not none(1) or local(2).
```

All bits as 0s or 1s for clmgmtDevCredServerAddress are not allowed.

```
The format of this address depends on the value of the  
clmgmtDevCredServerAddressType object";  
smiv2:defval "";  
smiv2:max-access "read-write";  
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.5";  
}
```

```
leaf clmgmtDevCredServerUsername {  
type snmp-framework:SnmpAdminString {  
length "0..96";  
}
```

```
description  
"This object indicates the remote user name for accessing  
files via ftp, rcp, sftp or scp protocols. This object  
must be set when the clmgmtDevCredTransferProtocol is  
ftp(4), rcp(5), scp(7) or sftp(8). If  
clmgmtDevCredTransferProtocol is rcp(5), the remote  
username is sent as the server username in an rcp command  
request sent by the system to a remote rcp server.";  
smiv2:defval "";  
smiv2:max-access "read-write";  
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.6";  
}
```

```
leaf clmgmtDevCredServerPassword {  
type snmp-framework:SnmpAdminString {  
length "0..96";  
}  
description
```

```

    "This object indicates the password used by ftp, sftp or
    scp for copying a file to/from an ftp/sftp/scp server.
    This object must be set when the
    clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
    sftp(8). Reading it returns a zero-length string for
    security reasons.";
    smiv2:defval "";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.7";
}

```

```

leaf clmgmtDevCredExportFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object represents file where device credentials needs
    to be exported to.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.8";
}

```

```

leaf clmgmtDevCredCommand {
  type enumeration {
    enum "noOp" {
      value "1";
    }
    enum "getDeviceCredentials" {
      value "2";
    }
  }
  description
    "This object indicates the the command to be executed.

```

Command	Remarks
noOp(1)	No operation will be performed.
getDeviceCredentials(2)	Exports device credentials";

```

smiv2:defval "noOp";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.9";
}

```

```

leaf clmgmtDevCredCommandState {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionState;

```

```

description
  "This object indicates the state of the action that is
  executed as a result of setting clmgmtDevCredRowStatus
  to active(1).";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.10";
}

```

```

leaf clmgmtDevCredCommandFailCause {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "unknownError" {
      value "2";
    }
    enum "transferProtocolNotSupported"
  {
    value "3";
  }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidFile" {
      value "6";
    }
  }
}

```

description
 "This object indicates the the reason for device
 credentials export operation failure.

The value of this object is valid only when
 clmgmtDevCredCommandState is failed(6).

none(1) - action execution has not started yet.

If the action is completed and the
 action is successful, then also
 none(1) is returned to indicate that
 there are no errors.

unknownError(2) - reason for failure is unknown,
 operation failed, no

operation is

performed

transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
 given is not supported.

```

fileServerNotReachable(4) - file server is not reachable.
unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
    valid
invalidFile(6) - The target file specified is not valid.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.11";
}

leaf clmgmtDevCredStorageType {
type snmpv2-tc:StorageType;
description
"This object indicates the storage type for this conceptual
row. Conceptual rows having the value 'permanent' need not
allow write-access to any columnar objects in the row.";
smiv2:defval "volatile";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.12";
}

leaf clmgmtDevCredRowStatus {
type snmpv2-tc:RowStatus;
description
"This object indicates the the status of this table entry.
Once the entry status is set to active(1), the associated
entry cannot be modified until the action completes
(clmgmtDevCredCommandStatus is set to a value
other than inProgress(3)). Once the action completes
the only operation possible after this is to delete
the row.

clmgmtDevCredExportFile is a mandatory object to be
set when creating this entry.";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.13";
}
}
}
}

notification clmgmtLicenseExpired {
description
"This notification is sent, when a feature license
expires. This notification will be sent continuously
every week even after the expiry to alert the
management
application.";
smiv2:oid "1.3.6.1.4.1.9.9.543.0.1";
}

```

```

container object-1 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
    }

    leaf clmgmtFeatureName {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
        }
    }
}

container object-2 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
    }

    leaf clmgmtFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
        }
    }
}

```

```
}  
}  
}  
}
```

```
notification clmgmtLicenseExpiryWarning {  
  description  
    "This notification is sent when a license is about to  
    expire. This notification will go out multiple times.  
    First notification goes out when expiry day is 4 weeks  
    ahead, second notification when expiry day is 3 weeks  
    ahead, third notification  
    when expiry day is 2 weeks  
    ahead. This notification will go out daily in the  
    last week of license expiry.";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.2";
```

```
  container object-1 {
```

```
    leaf entPhysicalIndex {  
      type leafref {  
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-  
mib:entPhysicalIndex";  
      }  
    }
```

```
    leaf clmgmtFeatureIndex {  
      type leafref {  
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-  
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-  
mib:clmgmtFeatureIndex";  
      }  
    }
```

```
    leaf clmgmtFeatureName {  
      type leafref {  
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-  
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-  
mib:clmgmtFeatureName";  
      }  
    }
```

```
  container object-2 {
```

```
    leaf entPhysicalIndex {  
      type leafref {
```

```

    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

leaf clmgmtFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
  }
}
}

container object-3 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureValidityPeriodRemaining {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
    }
  }
}
}

```



```

}

notification clmgmtLicenseUsageCountExceeded {
  description
    "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached clmgmtLicenseMaxUsageCount for a counting license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.3";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref
    }
  }
}

```

```

mib:entPhysicalIndex";
    }
}

leaf clmgmtLicenseStoreUsed {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
}

leaf clmgmtLicenseIndex {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
}

leaf clmgmtLicenseFeatureVersion {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
    }
}
}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {

```

```

    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseMaxUsageCount {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
    }
  }
}

container object-4 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureWhatIsCounted {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
    }
  }
}

container object-5 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

```

```

    }
}

leaf clmgmtLicenseStoreUsed {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
  }
}

leaf clmgmtLicenseIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}

leaf clmgmtLicenseComments {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
  }
}
}

notification clmgmtLicenseUsageCountAboutToExceed
{
  description
  "This notification is sent when clmgmtLicenseUsageCountRemaining
  has reached 80% of clmgmtLicenseMaxUsageCount for a counting
  license. This is a warning notification to the management
  application that very soon the maximum count will be reached
  and after that the device will not allow new entities to
  make use of this license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.4";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
  }
}

```

```

leaf clmgmtLicenseStoreUsed {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
  }
}

leaf clmgmtLicenseIndex {
  type leafref {

    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}

leaf clmgmtLicenseFeatureName {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-

```

```

mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
}

    leaf clmgmtLicenseFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
        }
    }
}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseMaxUsageCount {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
        }
    }
}

```

```

container object-4 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseUsageCountRemaining {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseUsageCountRemaining";
        }
    }
}

container object-5 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type leafref
    {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-

```

```

mib:clmgmtFeatureIndex";
    }
}

    leaf clmgmtFeatureWhatIsCounted {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
        }
    }
}

container object-6 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseComments {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
        }
    }
}
}

```



```

notification clmgmtLicenseInstalled {
  description
    "This notification is sent when a license is installed
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.5";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

```

```

    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
    }
  }
}

container object-3 {

  leaf entPhysicalIndex {
    type
  leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {

```

```
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}
```

```
leaf clmgmtLicenseType {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
  }
}
```

```
container
object-4 {
```

```
  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
```

```
  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
```

```
  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }
```

```
  leaf clmgmtLicenseComments {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
    }
  }
```

```

}
}

notification clmgmtLicenseCleared {
  description
    "This notification is sent when a license is cleared
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.6";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {

```

```
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}
```

```
leaf clmgmtLicenseStoreUsed {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
  }
}
```

```
leaf clmgmtLicenseIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}
```

```
leaf clmgmtLicenseFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
  }
}
}
```

```
container object-3 {
```

```
  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}
```

```
  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
}
```

```
  leaf clmgmtLicenseIndex {
```

```

    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseType {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
    }
  }
}

container object-4 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path
"/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseComments {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
    }
  }
}

```

```

    }
  }
}

notification clmgmtLicenseRevoked {
  description
    "This notification is sent when a license is revoked
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.7";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {

```

```

    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

leaf clmgmtLicenseStoreUsed {

  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
  }
}

leaf clmgmtLicenseIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}

leaf clmgmtLicenseFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
  }
}
}

container object-3 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
}

```



```
leaf clmgmtLicenseIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}
```

```
leaf clmgmtLicenseType {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
  }
}
```

```
container object-4 {
```

```
  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
```

```
  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
```

```
  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }
```

```
  leaf clmgmtLicenseComments {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
    }
  }
```

```

    }
  }
}

notification clmgmtLicenseEULAAccepted {
  description
    "This
notification is sent when a user accepts End User
License Agreement (EULA) for a license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.8";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {

      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {

```

```

    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }
}

```

```

leaf clmgmtFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
  }
}
}
}
}

```

```

notification clmgmtLicenseNotEnforced {
  description
    "This notification is sent when a license does not
    exist for a feature, but the feature is a mandatory
    feature and it should run. This notification will be
    sent out periodically
to indicate that there is no
    license installed for this feature and it needs to
    be done as soon as possible.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.9";
}

```

```

container object-1 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}

```

```

leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}
}

```

```

leaf clmgmtFeatureName {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-

```

```

mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
  }
}

container object-2 {

  leaf
entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

  leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

  leaf clmgmtFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
  }
}
}

notification clmgmtLicenseSubscriptionExpiryWarning {
  description
  "This notification is sent when a subscription license of a
  feature is about to expire. This notification will be sent as
  per the following
  schedule:
  Once a week for the last eight weeks
  Once a day for the last week
  Once a hour for the last day";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.10";

  container object-1 {

    leaf entPhysicalIndex {

```

```

    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
  }
}

container object-2 {

  leaf
entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
    }
  }
}

```

```

}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf
clmgmtFeatureIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
    }

    leaf clmgmtFeatureEndDate {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
        }
    }
}

notification clmgmtLicenseSubscriptionExtExpiryWarning {
    description
    "This notification is sent when the subscription license end
    date of a feature is reached but extension period is left. This
    notification will be sent once a day after the license end date
    is reached.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.11";

    container object-1 {

        leaf entPhysicalIndex {
            type leafref {
                path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
            }
        }

        leaf clmgmtFeatureIndex {

```

```

    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {

      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
    }
  }
}

container object-3 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-

```

```

mib:entPhysicalIndex";
    }
}

leaf clmgmtFeatureIndex {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
}

leaf clmgmtFeatureEndDate {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
    }
}
}

notification clmgmtLicenseSubscriptionExpired {
    description
    "This notification will be sent after a subscription license
of a feature completely expires. It will be sent once a day
after the license has completely expired";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.12";

    container object-1 {

        leaf entPhysicalIndex {
            type leafref {
                path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
            }
        }

        leaf clmgmtFeatureIndex {
            type leafref {
                path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
            }
        }

        leaf clmgmtFeatureName {
            type leafref {

```



```
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
  }
}
```

```
container object-2 {
```

```
  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
```

```
  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }
```

```
  leaf clmgmtFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
    }
  }
}
```

```
container object-3 {
```

```
  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
```

```
  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }
```

```

}

leaf clmgmtFeatureEndDate {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";

  }
}

notification clmgmtLicenseEvalRTUTransitionWarning {
  description
  "This notification is sent when Evaluation to Right to use (RTU)
  license transition is about to happen. The first notification
  will be sent 10 days before the transition and second
  notification will be sent 5 days before the transition.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.13";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }

    container object-2 {

```

```

leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

leaf clmgmtFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
  }
}

container object-3 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureValidityPeriodRemaining {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
    }
  }
}

```

```
}  
}  
}
```

```
notification clmgmtLicenseEvalRTUTransition {
```

```
  description
```

```
    "This notification is sent, when a feature license transitions  
    from a evaluation to a
```

```
Right to use (RTU) license.";
```

```
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.14";
```

```
  container object-1 {
```

```
    leaf entPhysicalIndex {
```

```
      type leafref {
```

```
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-  
mib:entPhysicalIndex";
```

```
      }
```

```
    }
```

```
    leaf clmgmtFeatureIndex {
```

```
      type leafref {
```

```
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-  
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-  
mib:clmgmtFeatureIndex";
```

```
      }
```

```
    }
```

```
    leaf clmgmtFeatureName {
```

```
      type leafref {
```

```
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-  
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-  
mib:clmgmtFeatureName";
```

```
      }
```

```
    }
```

```
  }
```

```
  container object-2 {
```

```
    leaf entPhysicalIndex {
```

```
      type leafref {
```

```
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-  
mib:entPhysicalIndex";
```

```
      }
```

```
    }
```

```
    leaf clmgmtFeatureIndex {
```

```
      type leafref {
```

```

    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

leaf clmgmtFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
  }
}
}

smiv2:alias "ciscoLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.543";
}

smiv2:alias "ciscoLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.0";
}

smiv2:alias "ciscoLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1";
}

smiv2:alias "clmgmtLicenseConfiguration" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";
}

smiv2:alias "clmgmtLicenseInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2";
}

smiv2:alias "clmgmtLicenseDeviceInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
}

smiv2:alias "clmgmtLicenseNotifObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";
}

smiv2:alias "ciscoLicenseMgmtMIBConform" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2";
}

```

```

smiv2:alias "ciscoLicenseMgmtCompliances" {
    smiv2:oid "1.3.6.1.4.1.9.9.543.2.1";
}

smiv2:alias "ciscoLicenseMgmtGroups" {
    smiv2:oid "1.3.6.1.4.1.9.9.543.2.2";
}

}

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// limitations under the License.
-- *****
-- CISCO-IMAGE-LICENSE-MGMT-MIB.my: Cisco MIB to manage image level on
-- Cisco devices.
--
-- August 2007, Ganesan Rajam
--
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--
-- *****

```

CISCO-IMAGE-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS

```

OBJECT-TYPE,
MODULE-IDENTITY,
Unsigned32,
NOTIFICATION-TYPE
    FROM SNMPv2-SMI
MODULE-COMPLIANCE,
OBJECT-GROUP,
NOTIFICATION-GROUP
    FROM SNMPv2-CONF,
TEXTUAL-CONVENTION,
TruthValue
    FROM SNMPv2-TC

```

SnmpAdminString
FROM SNMP-FRAMEWORK-MIB
entPhysicalIndex
FROM ENTITY-MIB
ciscoMgmt
FROM CISCO-SMI;

ciscoImageLicenseMgmtMIB MODULE-IDENTITY

LAST-UPDATED "200710160000Z"
ORGANIZATION "Cisco Systems Inc."
CONTACT-INFO
"Cisco Systems
Customer Service

Postal: 170 W Tasman Drive
San Jose, CA 95134
USA
Tel: +1 800 553 -NETS
E-mail: cs-snmp@cisco.com"

DESCRIPTION

"The MIB module for managing the running image level of a Cisco device. Cisco's licensing mechanism provides flexibility to run a device on a chosen image level. This mechanism is referred to as image level licensing. Image level licensing leverages the universal image based licensing solution.

The image level licensing mechanism works as follows -

A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license and brings up the appropriate software features or subsystems. The user can configure the image level with which the device has to boot. The system will verify whether the appropriate license is available for

the configured image

level. The image level for the next boot will be determined based on the availability of the license. The following scenarios explain some use-cases of image level licensing:

Scenario 1:

- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features that are part of the base advsecurity license.
- Customer upgrades to advservicesk9 license.

- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the next reboot. After reboot the device will run advipservicesk9 features.

Scenario 2:

- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity license on the device.
- This device will run all features that are part of the base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA) before using this MIB to configure the image level.

This MIB should be used in conjunction with CISCO-LICENSE-MGMT-MIB module to achieve the image level licensing functionality.

This MIB module defines objects which provides the different image levels supported by the device and the license required to enable a particular image level. It also defines objects to let the user configure the required image level. The MIB module contains notification which will be triggered when the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export the EULA and to configure the required license.

This MIB module is defined generically so it can be used for both stand-alone as well as stackable devices. The

entPhysicalIndex imported from ENTITY-MIB is used to identify the device uniquely."

REVISION "200710160000Z"

DESCRIPTION

"Initial version of this MIB module."

::= { ciscoMgmt 640 }

ciscoImageLicenseMgmtMIBNotifs OBJECT IDENTIFIER

::= { ciscoImageLicenseMgmtMIB 0 }

ciscoImageLicenseMgmtMIBObjects OBJECT IDENTIFIER

::= { ciscoImageLicenseMgmtMIB 1 }

ciscoImageLicenseMgmtMIBConform OBJECT IDENTIFIER

::= { ciscoImageLicenseMgmtMIB 2 }

BootImageLevel ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This textual convention is used to define the image level.

If the device is running at advipservices image level, then the boot image level will be 'advipservices'."

SYNTAX OCTET STRING (SIZE (0..255))

LicenseNameList ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This textual convention is used to define the list of license names.

If multiple licenses are present then this string will contain all the licenses separated by the ',' character.

If the license required to run a device at advipservices image level is advipservices and advsecurity, then the license name list will be 'advipservices,advsecurity'."

SYNTAX OCTET STRING (SIZE (0..255))

-- Table for executing license management actions.

cilmBootImageLevelTable OBJECT-TYPE

SYNTAX SEQUENCE OF CilmBootImageLevelEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"A table that contains the configuration information of current and next boot image level. This table contains entries for each software module running in an image loaded in the device. The software module is identified by cilmModuleName and the device is identified by entPhysicalIndex."

::= { ciscoImageLicenseMgmtMIBObjects 1 }

cilmBootImageLevelEntry

OBJECT-TYPE

SYNTAX CilmBootImageLevelEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in the table for each module containing the list of objects that define the configuration of next boot level. The following information is specified by the objects present in the table.

- Current image level.
- Configured image level for the next boot.
- Actual image level for the next boot.
- License store index for the current license.
- License index of the current license.
- License store index for the next boot license.
- License index of the next boot license."

```
INDEX      {
            entPhysicalIndex,
            cilmModuleName
            }
 ::= { cilmBootImageLevelTable 1 }
```

```
CilmBootImageLevelEntry ::= SEQUENCE {
    cilmModuleName      SnmpAdminString,
    cilmCurrentImageLevel
        BootImageLevel,
    cilmConfiguredBootImageLevel BootImageLevel,
    cilmNextBootImageLevel  BootImageLevel,
    cilmCurrentLicenseStoreIndex Unsigned32,
    cilmCurrentLicenseIndex  Unsigned32,
    cilmNextBootLicenseStoreIndex Unsigned32,
    cilmNextBootLicenseIndex  Unsigned32
}
```

cilmModuleName OBJECT-TYPE

SYNTAX SnmpAdminString

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object is used as one of the two indices in cilmBootImageLevelTable. This object indicates the module name of the software package. There can be multiple modules in an image performing specific functionality.

For example, in a wireless image there can be two modules

- a base image module and a wireless module."

```
::= { cilmBootImageLevelEntry 1 }
```

cilmCurrentImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-only

STATUS

current

DESCRIPTION

"This object indicates the current image level that the module is running."

::= { cilmBootImageLevelEntry 2 }

cilmConfiguredBootImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object indicates the configured image level of the module for the next boot.

Note: The configured next boot image level may not be the actual next boot image level. The actual next boot image level is denoted by cilmNextBootImageLevel which is determined based on the license availability."

::= { cilmBootImageLevelEntry 3 }

cilmNextBootImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the next boot image level. The next boot image level can be different from configured level. The next boot

image level is determined based on the availability of required license."

::= { cilmBootImageLevelEntry 4 }

cilmCurrentLicenseStoreIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license store index where the currently used license is stored. This object has the same value as clmgmtLicenseStoreIndex object and uniquely identifies an entry in clmgmtLicenseStoreInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed and device is running base image."

::= { cilmBootImageLevelEntry 5 }

cilmCurrentLicenseIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license index of the currently used license. This object has the same value as clmgmtLicenseIndex and

uniquely identifies an entry in clmgmtLicenseInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license index can be '0' if no license is installed and device is running base image."

::= { cilmBootImageLevelEntry 6 }

cilmNextBootLicenseStoreIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license store index where the next boot license is stored. This object has the same value as clmgmtLicenseStoreIndex object and uniquely identifies an entry in clmgmtLicenseStoreInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed for the next boot."

::= { cilmBootImageLevelEntry 7 }

cilmNextBootLicenseIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license index of the next boot license. This object has the same value as clmgmtLicenseIndex and uniquely identifies an entry in clmgmtLicenseInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license index can be '0' if no license is installed for the next boot."

::= { cilmBootImageLevelEntry 8 }

cilmImageLevelToLicenseMapTable OBJECT-TYPE

SYNTAX SEQUENCE OF CilmImageLevelToLicenseMapEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains the mapping between different image levels of each modules in the image and the license required to run the modules at a particular image level. This table can be used to identify the different image levels and the appropriate licenses required for each."

::= { ciscoImageLicenseMgmtMIBObjects 2 }

cilmImageLevelToLicenseMapEntry OBJECT-TYPE

SYNTAX CilmImageLevelToLicenseMapEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in the table containing the following information.
- The image levels at the which the modules can be run.
- The license required to the run a module at a particular image level.
- The priority of the license."

INDEX {
 entPhysicalIndex,
 cilmModuleName,
 cilmImageLicenseMapIndex
}

::= { cilmImageLevelToLicenseMapTable 1 }

CilmImageLevelToLicenseMapEntry ::= SEQUENCE {

 cilmImageLicenseMapIndex Unsigned32,
 cilmImageLicenseImageLevel BootImageLevel,
 cilmImageLicenseName LicenseNameList,
 cilmImageLicensePriority Unsigned32

}

cilmImageLicenseMapIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This is a running index used to identify an entry of this table."

::= { cilmImageLevelToLicenseMapEntry 1 }

cilmImageLicenseImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the image level at which a module can be run. A module can be run at different image levels. An entry will be created in this table for every module and image level combination."
::= { cilmImageLevelToLicenseMapEntry 2 }

cilmImageLicenseName OBJECT-TYPE
SYNTAX LicenseNameList
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the list of licenses needed to be installed for the module to run at the image level mentioned by cilmImageLicenseImageLevel object of this entry."
::= { cilmImageLevelToLicenseMapEntry 3 }

cilmImageLicensePriority OBJECT-TYPE
SYNTAX Unsigned32
(1..255)
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the priority of the image level mentioned by cilmImageLicenseImageLevel object of this entry. The image level with the highest priority license will be considered as the default level in the absence of next boot image level configuration. For example if there are three licenses l1, l2 and l3 in the ascending order of priority, then by default l1 will be the level at which the module will be running. If the next boot level is configured then the configuration will override the priority. The highest priority license supports a feature set which is a super set of all other licenses."
::= { cilmImageLevelToLicenseMapEntry 4 }

-- Global Objects

cilmEULAAccepted OBJECT-TYPE
SYNTAX TruthValue
MAX-ACCESS read-write
STATUS current

DESCRIPTION

"This object when set to TRUE means that the user has accepted the END USER LICENSE AGREEMENT. This object has to be set to TRUE by the user before using the objects in the cilmBootImageLevelTable to configure the license."

DEFVAL { false }

::= { ciscoImageLicenseMgmtMIBObjects 3 }

-- Notification control

cilmNotifCntl OBJECT IDENTIFIER

::= { ciscoImageLicenseMgmtMIBObjects 4 }

cilmImageLevelChangedNotif OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Specify whether or not a notification should be generated on the detection of change in next boot image level.

If set to TRUE, cilmBootImageLevelChanged notification will be generated. It is the responsibility of the management entity to ensure that the SNMP administrative model is configured in such a way as to allow the notification to be delivered."

REFERENCE

"See also RFC3413 for explanation that notifications are under the ultimate control of the MIB module in this document."

DEFVAL { false }

::= { cilmNotifCntl 1 }

-- Notifications

cilmBootImageLevelChanged NOTIFICATION-TYPE

OBJECTS {
 cilmCurrentImageLevel,
 cilmConfiguredBootImageLevel
}

STATUS current

DESCRIPTION

"This notification is triggered when next boot image level is changed in the management entity. The current and configured image level are indicated by cilmCurrentImageLevel

```

        and cilmConfiguredBootImageLevel objects respectively."
 ::= { ciscoImageLicenseMgmtMIBNotifs 1 }
-- Conformance

cilmModuleCompliances OBJECT IDENTIFIER
 ::= { ciscoImageLicenseMgmtMIBConform 1 }

cilmModuleGroups OBJECT IDENTIFIER
 ::= { ciscoImageLicenseMgmtMIBConform 2 }

cilmModuleCompliance MODULE-COMPLIANCE
  STATUS      current
  DESCRIPTION
    "Compliance statement for Cisco Image level license mgmt MIB."
  MODULE      -- this module
  MANDATORY-GROUPS {
    cilmAdminGroup,
    cilmNotifGroup
  }

  GROUP      cilmOperGroup
  DESCRIPTION
    "This group is mandatory for all devices where
    multiple license are supported."
 ::= { cilmModuleCompliances 1 }

-- Units of Conformance

cilmAdminGroup OBJECT-GROUP
  OBJECTS      {
    cilmCurrentImageLevel,
    cilmConfiguredBootImageLevel,
    cilmNextBootImageLevel,
    cilmCurrentLicenseStoreIndex,
    cilmCurrentLicenseIndex,
    cilmNextBootLicenseStoreIndex,
    cilmNextBootLicenseIndex,
    cilmEULAAccepted,
    cilmImageLevelChangedNotif
  }
  STATUS      current
  DESCRIPTION
    "Objects for performing license set operation for setting
    next boot level."
 ::= { cilmModuleGroups 1 }

```



```

cilmOperGroup OBJECT-GROUP
  OBJECTS      {
    cilmImageLicenseImageLevel,
    cilmImageLicenseName,
    cilmImageLicensePriority
  }
  STATUS      current
  DESCRIPTION
    "Objects for getting current image level configuration data."
  ::= { cilmModuleGroups 2 }

cilmNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS { cilmBootImageLevelChanged }
  STATUS      current
  DESCRIPTION
    "Objects for getting current image level configuration data."
  ::= { cilmModuleGroups 3 }

END
-- *****
-- CISCO-LICENSE-MGMT-MIB.my: Cisco MIB to manage licenses on
-- Cisco devices
--
-- July 2006, Sunil Gudurvalmiki
--
-- Copyright (c) 2006, 2008, 2011-2012 by Cisco Systems Inc.
-- All rights reserved.
--
-- *****

CISCO-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS
  OBJECT-TYPE,
  MODULE-IDENTITY,
  Unsigned32,
  NOTIFICATION-TYPE
    FROM SNMPv2-SMI
  MODULE-COMPLIANCE,
  OBJECT-GROUP,
  NOTIFICATION-GROUP
    FROM SNMPv2-CONF
  TEXTUAL-CONVENTION,
  TruthValue,
  RowStatus,
  StorageType,
  DateAndTime
    FROM SNMPv2-TC

```

SnmpAdminString
FROM SNMP-FRAMEWORK-MIB
entPhysicalIndex,
PhysicalIndexOrZero
FROM ENTITY-MIB
InetAddressType,
InetAddress
FROM INET-ADDRESS-MIB
ciscoMgmt
FROM CISCO-SMI;

ciscoLicenseMgmtMIB MODULE-IDENTITY

LAST-UPDATED "201204190000Z"
ORGANIZATION "Cisco Systems Inc."
CONTACT-INFO

"Cisco Systems
Customer Service

Postal: 170 W Tasman Drive

San Jose, CA 95134

USA

Tel: +1 800 553 -NETS

E-mail: cs-snmp@cisco.com"

DESCRIPTION

"The MIB module for managing licenses on the system.
The licensing mechanism provides flexibility to
enforce licensing for various features in the system.

The following text introduces different concepts and
terms those are necessary to understand the MIB definition
and to perform license management.

UDI

Universal Device Identifier that uniquely identifies a
device. It comprises of product ID, version ID and serial
number of the device.

NODE LOCKED LICENSE:

Node locked licenses are locked to one of the device
identifiers in the system. For example, the license
can be locked to the UDI value of one of the devices
in the system. Locking a license to an UDI guarantees
that the license will not be moved to a device with a

different UDI.

NON-NODE LOCKED LICENSE:

Non-node locked licenses are not locked to any device identifier. They can be used on other similar devices.

METERED LICENSE:

Metered licenses are valid for limited period of time and they expire after that. This period is the usage period of a license and it is not based on real time clock, but system clock.

EULA:

End User License Agreement.

EVALUATION LICENSE:

Evaluation licenses are non-node locked metered licenses which are valid only for a limited period. They are used only when there are no permanent, extension or grace period licenses for a feature. User

will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

RIGHT TO USE (RTU) LICENSE:

Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU) license and is valid for the lifetime of the product. User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

EXTENSION LICENSE:

Extension licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. User will have to accept an

EULA as part of installation of extension license.

GRACE PERIOD LICENSE:

Grace period licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal as part of the permission ticket to rehost a license. These licenses are installed on the device as part of

the rehost operation. User will have to accept an EULA as part of the rehost operation for this type of license. Details on permission ticket, rehost operations are provided further down in this description clause.

PERMANENT LICENSE:

Permanent licenses are node locked licenses that have no usage period associated with them. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. Once these licenses are installed, they will provide needed permission for the feature/image across different versions.

COUNTED LICENSE:

Counted licenses limit the number of similar entities that can use the license. For example, a counted license when used by a feature can limit the number of IP phones that can connect or the number of tunnels that can be created.

UNCOUNTED LICENSE:

Uncounted licenses do not limit the number of similar entities that can use the licenses.

License can be enforced at the image level or at the feature level and this MIB module supports both.

IMAGE LEVEL LICENSING:

A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license and brings up the appropriate software features or subsystems.

FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

LICENSE LINE:

A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single feature within it. A line has all the necessary fields and attributes that make it a valid, non-tamper able and complete license.

LICENSE FILE:

File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

PERMISSION TICKET:

Permission ticket is a document generated by Cisco licensing portal that allows a device to rehost its licenses.

REHOST TICKET:

Rehost ticket is document generated by a device after it has applied a permission ticket. The rehost ticket is a proof of revocation.

LICENSING PORTAL:

Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:

To install a license, the management application

1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the license file, uses device credentials to identify the device
3. Executes the license install action.

STEPS TO CLEAR A LICENSE:

To clear a license, the management application

1. Identifies the license to be cleared using license index.
2. Executes the license clear action.

STEPS TO REHOST A LICENSE:

To rehost a license, the management application

1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of

the new device to identify the device, gets license file.

6. Executes the license install action on the new device.

STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the

management application

1. Specifies the backup file path.
2. Executes the license backup action.

STEPS TO GENERATE

& EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module also defines MIB objects to know if a device supports licensing, retrieve device credentials, retrieve information on license stores in the device.

It also defines MIB objects to expose management information associated with the licenses installed on the device, with the licensable features in the software image.

This MIB module also defines various notifications that will be triggered to asynchronously notify the management application of any critical events.

This MIB module is defined generically so it can be implemented on stand alone devices or stack of devices. In stack of devices, one device in the stack acts as master agent and rest are slave agents. Each device in the stack has its own UDI. The master agent receives requests on behalf of all the devices in the stack including itself and delegates it to other devices as needed. It also collects responses from other devices and sends them to the management application. Examples of such devices include stackable switches, devices with route processor and line cards. On the other hand, stand alone device is a single device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to identify the device uniquely. It is specified as the index

or one of the index for tables in this MIB as needed."

REVISION "201204190000Z"

DESCRIPTION

"This version of the MIB adds support for Permanent Right to use (RTU) licensing. The revisions are:

- o Updated clmgmtLicenseType object to support the following new types of license:
permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION "201104190000Z"

DESCRIPTION

"This version of the MIB adds support for Right to use (RTU) licensing. The revisions are:

- o Added RTU license definition to MIB description above.
- o Updated clmgmtLicenseType object to support the following new types of license:
evalRightToUse
rightToUse
- o Added following objects to clmgmtLicenseInfoTable
clmgmtLicensePeriodUsed
- o Added following objects to clmgmtLicensableFeatureTable
clmgmtFeaturePeriodUsed
- o Added the following notifications
clmgmtLicenseEvalRTUTransitionWarning
clmgmtLicenseEvalRTUTransition
- o Added the following conformance groups
clmgmtLicenseRTUGroup
clmgmtLicenseRTUUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION "200811210000Z"

DESCRIPTION

"This version of the MIB adds support for subscription licensing. Subscription licenses provide software enforcement for a licensed feature for a fixed calendar period. The revisions are:

- o Updated clmgmtLicenseType object to support the following three new types of licenses:
paidSubscription
evaluationSubscription
extensionSubscription
- o Added following objects to clmgmtLicenseInfoTable
clmgmtLicenseStartDate
clmgmtLicenseEndDate
- o Added following
objects to clmgmtLicensableFeatureTable
clmgmtFeatureStartDate
clmgmtFeatureEndDate

- o Added the following notifications
 - clmgmtLicenseSubscriptionExpiryWarning
 - clmgmtLicenseSubscriptionExtExpiryWarning
 - clmgmtLicenseSubscriptionExpired
- o Added the following conformance groups
 - clmgmtLicenseSubscriptionGroup
 - clmgmtLicenseSubscriptionUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION "200610030000Z"

DESCRIPTION

"Initial version of this MIB module."

::= { ciscoMgmt 543 }

ciscoLicenseMgmtMIBNotifs OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIB 0 }

ciscoLicenseMgmtMIBObjects OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIB 1 }

ciscoLicenseMgmtMIBConform OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIB 2 }

clmgmtLicenseConfiguration OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIBObjects 1 }

clmgmtLicenseInformation

OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIBObjects 2 }

clmgmtLicenseDeviceInformation OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIBObjects 3 }

clmgmtLicenseNotifObjects OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIBObjects 4 }

ClmgmtLicenseIndex ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"A unique value, for each license in the managed system.

It is not necessary to have values assigned contiguously.

The value for each license must remain constant

at least from one re-initialization of the entity's

network management system to the next re-initialization"

SYNTAX Unsigned32 (1..4294967295)

ClmgmtLicenseIndexOrZero ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This textual convention is an extension of the ClmgmtLicenseIndex convention. The latter defines a greater than zero value used to identify a license in the managed system.

This

extension permits the additional value of zero. The value zero is object-specific and must therefore be defined as part of the description of any object which uses this syntax. Examples of the usage of zero might include situations where license was not present or unknown."

SYNTAX Unsigned32

ClmgmtLicenseTransferProtocol ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"The transfer protocol that should be used for copying files when performing license management. When the protocol is set to local(2), local file system (flash or disk) is used. Different agents may support different transfer protocols and the management application is expected to some how determine which protocol is supported and use."

SYNTAX INTEGER {
 none(1),
 local(2),
 tftp(3),
 ftp(4),
 rcp(5),
 http(6),
 scp(7),
 sftp(8)
}

ClmgmtLicenseActionState ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"The state of license action execution.

none(1) - action is not yet scheduled to be executed.

pending(2) - All the required parameters for the action are set and the action is scheduled to be executed.

inProgress(3) - action execution has started and is in progress.

successful(4) - action has completed successfully.

partiallySuccessful(5) - action has completed, but was partially successful. Management application can query additional MIB

objects to know what is successful and what has failed. These additional objects are listed in the description of the corresponding action tables.

failed(6) - action has failed."

```
SYNTAX      INTEGER {  
    none(1),  
    pending(2),  
    inProgress(3),  
    successful(4),  
    partiallySuccessful(5),  
    failed(6)  
}
```

ClmgmtLicenseActionFailCause ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"Reason for license action failure. Defines error codes for all the license actions.

none(1) - action execution has not started yet. If the action is completed and the action

is successful, then also none(1) is returned to indicate that there are no errors.

generalFailure(2) - General licensing failure.

This will be used for resource unavailability failures.

Ex: Lack of memory.

transferProtocolNotSupported(3) - protocol selected is not supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not valid

invalidLicenseFilePath(6) - The license file path is not accessible.

invalidLicenseFile(7) - Contents of license file are

not valid.

invalidLicenseLine(8) - License string in the license file is not valid.

licenseAlreadyExists(9) - Management application is trying to install a license that already exists.

licenseNotValidForDevice(10) - This license is not valid for the device/entPhysicalIndex specified.

invalidLicenseCount(11) - Invalid count for this counted license.

invalidLicensePeriod(12) - Validity period is invalid for this expiring license.

licenseInUse(13) - License file is in use by a feature/image.

invalidLicenseStore(14) - License store is not valid.

licenseStorageFull(15) - There is no more space in the license storage.

invalidPermissionTicketFile(16) - The permission ticket file path is not accessible.

invalidPermissionTicket(17) - The permission ticket file contents are not valid.

invalidRehostTicketFile(18) - The rehost ticket file path is not accessible.

invalidRehostTicket(19) - The rehost ticket file contents are not valid.

invalidLicenseBackupFile(20) - License backup store path is not accessible.

licenseClearInProgress(21) - When license clear action is in progress, license backup action is not permitted to avoid race conditions. This error code is sent back in response to a license backup action when a license clear action is in progress or in pending state. Try again in few seconds.

invalidLicenseEULAFile(22) - EULA file path is not accessible."

SYNTAX INTEGER {
 none(1),
 generalFailure(2),
 transferProtocolNotSupported(3),
 fileServerNotReachable(4),
 unrecognizedEntPhysicalIndex(5),

```

invalidLicenseFilePath(6),
invalidLicenseFile(7),
invalidLicenseLine(8),
licenseAlreadyExists(9),
licenseNotValidForDevice(10),
invalidLicenseCount(11),

invalidLicensePeriod(12),
licenseInUse(13),
invalidLicenseStore(14),
licenseStorageFull(15),
invalidPermissionTicketFile(16),
invalidPermissionTicket(17),
invalidRehostTicketFile(18),
invalidRehostTicket(19),
invalidLicenseBackupFile(20),
licenseClearInProgress(21),
invalidLicenseEULAFile(22)
}

```

clmgmtNextFreeLicenseActionIndex OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object contains appropriate value for clmgmtLicenseActionIndex that can be used to create an entry in clmgmtLicenseActionTable. The management application should read this object first and then use this as the value

for clmgmtLicenseActionIndex to avoid collisions

when creating entries in clmgmtLicenseActionTable.

Following this approach does not guarantee collision free

row creation, but will reduce the probability. The

collision will happen if two management applications read this

object at the same time and attempt to create an entry

with this value at the same time. In this case, the

management application whose request is processed after the first

request will get an error and the process of reading this object

and entry creation needs to be repeated."

::= { clmgmtLicenseConfiguration 1 }

-- Table for executing license management actions.

clmgmtLicenseActionTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicenseActionEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"A table for invoking license management actions. Management application must create a row in this table to trigger any of the license management actions. The following are different actions that can be executed using this table.

1. install
2. clear
3. processPermissionTicket
4. regenerateLastRehostTicket
5. backup
6. generateEULA

Refer to the description of `clmgmtLicenseAction` for more information on what these actions do on the device. Once the request completes, the management application should retrieve the values of the objects of interest, and then delete the entry. In order to prevent old entries from clogging the table, entries will be aged out, but an entry will never be deleted within 5 minutes of completion."

::= { clmgmtLicenseConfiguration 2 }

clmgmtLicenseActionEntry OBJECT-TYPE

SYNTAX ClmgmtLicenseActionEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry for each action that is being executed or was executed recently. The management application executes an action by creating this entry. This can be done in the following 2 methods

1. CREATE-AND-GO method

Management application sets `clmgmtLicenseActionRowStatus` to `createAndGo(4)` and all other required objects to valid values in a single SNMP SET request. If all the values are valid, the device creates the entry and executes the action. If the SET request fails, the entry will not be created.

2. CREATE-AND-WAIT method

Management application sets `clmgmtLicenseActionRowStatus` to `createAndWait(5)` to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set

just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting `clmgmtLicenseActionRowStatus` to `active(1)`.

To stop the action from being executed, the management application can delete the entry by setting `clmgmtLicenseActionRowStatus` to `destroy(6)` when `clmgmtLicenseActionState` is `pending(2)`.

The status of action execution can be known by querying `clmgmtLicenseActionState`. If the action is still in `pending(2)` or in `inProgress(3)` state, the management application need to check back again after few seconds. Once the action completes and status of the action is `failed(6)`, the reason for failure can be retrieved from `clmgmtLicenseActionFailCause`. If the status of the action is `partiallySuccessful(5)`, results of individual licenses can be queried from `clmgmtLicenseActionResultTable`.

Not all objects in the entry are needed to execute every action. Below is the list of actions and the required objects that are needed to be set for executing that action.

1. Installing a license

The following MIB objects need to be set for installing a license

- a. `clmgmtLicenseActionTransferProtocol`
- b. `clmgmtLicenseServerAddressType`
- c. `clmgmtLicenseServerAddress`
- d. `clmgmtLicenseServerUsername`
- e. `clmgmtLicenseServerPassword`
- f. `clmgmtLicenseFile`
- g. `clmgmtLicenseStore`
- h. `clmgmtLicenseStopOnFailure`
- i. `clmgmtLicenseAcceptEULA`
- j. `clmgmtLicenseAction`

`clmgmtLicenseActionEntPhysicalIndex` need not be set explicitly for license installs. License itself identifies the device where the license needs to be installed.

`clmgmtLicenseStore` need to be set to store the licenses in a non-default license store. But, if a license file has more than one license and licenses need to be

installed on multiple devices (for example to multiple members within a stack), then value of `clmgmtLicenseStore` is ignored and the licenses will be installed in default license stores of the respective devices.

2. Clearing a license

The following MIB objects need to be set for clearing a license

- a. `clmgmtLicenseActionEntPhysicalIndex`
- b. `clmgmtLicenseActionLicenseIndex`
- c. `clmgmtLicenseStore`
- d. `clmgmtLicenseAction`

3. Revoking a license

The following MIB objects need to be set for revoking a license

- a. `clmgmtLicenseActionTransferProtocol`
- b. `clmgmtLicenseServerAddressType`
- c. `clmgmtLicenseServerAddress`
- d. `clmgmtLicenseServerUsername`
- e. `clmgmtLicenseServerPassword`
- f. `clmgmtLicensePermissionTicketFile`
- g. `clmgmtLicenseRehostTicketFile`
- h. `clmgmtLicenseStopOnFailure`
- i. `clmgmtLicenseAction`

4. Regenerate last rehost ticket

The following MIB objects need to be set for regenerating last rehost ticket

- a. `clmgmtLicenseActionTransferProtocol`
- b. `clmgmtLicenseServerAddressType`
- c. `clmgmtLicenseServerAddress`
- d. `clmgmtLicenseServerUsername`
- e. `clmgmtLicenseServerPassword`
- f. `clmgmtLicensePermissionTicketFile`
- g. `clmgmtLicenseRehostTicketFile`
- h. `clmgmtLicenseStopOnFailure`
- i. `clmgmtLicenseAction`

5. Save all licenses to a backup storage

The following MIB objects need to be set for storing all licenses to a backup store

- a. `clmgmtLicenseActionEntPhysicalIndex`
- b. `clmgmtLicenseActionTransferProtocol`
- c. `clmgmtLicenseServerAddressType`
- d. `clmgmtLicenseServerAddress`
- e. `clmgmtLicenseServerUsername`

- f. clmgmtLicenseServerPassword
- g. clmgmtLicenseBackupFile
- h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be accepted for installing.

The following MIB objects need to be set exporting required EULAs

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicenseFile
- g. clmgmtLicenseEULAFile
- h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol is set to local(2), the following objects need not be set.

- a. clmgmtLicenseServerAddressType

- b. clmgmtLicenseServerAddress
- c. clmgmtLicenseServerUsername
- d. clmgmtLicenseServerPassword

Entry can be deleted except when clmgmtLicenseAction is set to pending(2). All entries are volatile and are cleared on agent reset."

```
INDEX      { clmgmtLicenseActionIndex }
 ::= { clmgmtLicenseActionTable 1 }
```

```
ClmgmtLicenseActionEntry ::= SEQUENCE {
    clmgmtLicenseActionIndex      Unsigned32,
    clmgmtLicenseActionEntPhysicalIndex PhysicalIndexOrZero,
    clmgmtLicenseActionTransferProtocol ClmgmtLicenseTransferProtocol,
    clmgmtLicenseServerAddressType InetAddressType,
    clmgmtLicenseServerAddress     InetAddress,
    clmgmtLicenseServerUsername     SnmpAdminString,
    clmgmtLicenseServerPassword     SnmpAdminString,
    clmgmtLicenseFile               SnmpAdminString,
    clmgmtLicenseStore              Unsigned32,
    clmgmtLicenseActionLicenseIndex
    ClmgmtLicenseIndexOrZero,
    clmgmtLicensePermissionTicketFile SnmpAdminString,
    clmgmtLicenseRehostTicketFile     SnmpAdminString,
    clmgmtLicenseBackupFile           SnmpAdminString,
    clmgmtLicenseStopOnFailure        TruthValue,
    clmgmtLicenseAction               INTEGER,
```

```

    clmgmtLicenseActionState      ClmgmtLicenseActionState,
    clmgmtLicenseJobQPosition     Unsigned32,
    clmgmtLicenseActionFailCause  ClmgmtLicenseActionFailCause,
    clmgmtLicenseActionStorageType StorageType,
    clmgmtLicenseActionRowStatus  RowStatus,
    clmgmtLicenseAcceptEULA      TruthValue,
    clmgmtLicenseEULAFile        SnmpAdminString
}

```

clmgmtLicenseActionIndex OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object uniquely identifies a row in
clmgmtLicenseActionTable.

The management application should choose

this value by reading clmgmtNextFreeLicenseActionIndex
while creating an entry in this table. If an entry already
exists with this index, the creation of the entry will not
continue and error will be returned. The management application
should read the value of clmgmtNextFreeLicenseActionIndex
again and retry with the new value for this object."

::= { clmgmtLicenseActionEntry 1 }

clmgmtLicenseActionEntPhysicalIndex OBJECT-TYPE

SYNTAX PhysicalIndexOrZero

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents the entPhysicalIndex of the device
where the action is being executed. This object is mainly
used in devices where one device is acting as a master and
rest of the devices as slaves. The master device is
responsible for SNMP communication with the management
application. Examples

include stackable switches, devices

with route processor and line card configuration. If this
object is not set, the license action will be executed on
the master device. Note: This object need not be set if
there is a stand alone device"

DEFVAL { 0 }

::= { clmgmtLicenseActionEntry 2 }

clmgmtLicenseActionTransferProtocol OBJECT-TYPE

SYNTAX ClmgmtLicenseTransferProtocol

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents the transfer protocol to be used when copying files as specified in the following objects.

1. clmgmtLicenseFile
2. clmgmtLicensePermissionTicketFile
3. clmgmtLicenseRehostTicketFile
4. clmgmtLicenseBackupFile

Note: This object need not be set if the all the files required for the action are in device's local file system."

DEFVAL { none }

::= { clmgmtLicenseActionEntry 3 }

clmgmtLicenseServerAddressType

OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the transport type of the address contained in clmgmtLicenseServerAddress object.

This must be set when clmgmtLicenseActionTransferProtocol is not none(1) or local(2)."

DEFVAL { unknown }

::= { clmgmtLicenseActionEntry 4 }

clmgmtLicenseServerAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the ip address of the server from which the files must be read or written to if clmgmtLicenseActionTransferProtocol is not none(1) or local(2).

All bits as 0s or 1s for clmgmtLicenseServerAddress are not allowed.

The format of this address depends on the value of the clmgmtLicenseServerAddressType object"

DEFVAL

{ "" }

::= { clmgmtLicenseActionEntry 5 }

clmgmtLicenseServerUsername OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the remote user name for accessing files via ftp, rcp, sftp or scp protocols. This object must be set when the clmgmtLicenseActionTransferProtocol is ftp(4), rcp(5), scp(7) or sftp(8). If clmgmtLicenseActionTransferProtocol is rcp(5), the remote username is sent as the server username in an rcp command request sent by the system to a remote rcp server."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 6 }

clmgmtLicenseServerPassword OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the password used by ftp, sftp or scp for copying a file to/from an ftp/sftp/scp server.

This object must be set when the clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7) or sftp(8). Reading it returns a zero-length string for security reasons."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 7 }

clmgmtLicenseFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents the location of the license file on the server identified by clmgmtLicenseServerAddress. This object MUST be set to a valid value before or concurrently with setting the value of the clmgmtLicenseAction object to install(2). For other operations, the value of this object is not considered, it is irrelevant."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 8 }

clmgmtLicenseStore OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents the clmgmtLicenseStoreIndex of the

license store to use within the device. The license store can be a local disk or flash. A device can have more than one license stores. If this object is not set, the license will be stored in the default license store as exposed by clmgmtDefaultLicenseStore object."

DEFVAL { 0 }

::= { clmgmtLicenseActionEntry 9 }

clmgmtLicenseActionLicenseIndex OBJECT-TYPE

SYNTAX ClmgmtLicenseIndexOrZero

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the license index of the license that is the subject of this action. This is used for identifying a license for performing actions specific to that license. This object need to be set only if clmgmtLicenseAction is set to clear(4). The value of this object is same as the clmgmtLicenseIndex

object in

clmgmtLicenseInfoEntry for license that is subject of this action."

DEFVAL { 0 }

::= { clmgmtLicenseActionEntry 10 }

clmgmtLicensePermissionTicketFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file name of the permission ticket. This object need to be set only if clmgmtLicenseAction is set to processPermissionTicket(4) or regenerateLastRehostTicket(5) actions. The permission ticket is obtained from Cisco licensing portal to revoke a license. The management application must set this object to valid value before invoking the action."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 11 }

clmgmtLicenseRehostTicketFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file where the rehost ticket generated by the device need to be exported to. The rehost ticket is generated as a result of processPermissionTicket

and regenerateLastRehostTicket actions. After generating the rehost ticket, the device exports the rehost ticket contents to this file. This object need to be set only if clmgmtLicenseAction is set to processPermissionTicket(4) or regenerateLastRehostTicket(5) actions."

```
DEFVAL      { "" }  
::= { clmgmtLicenseActionEntry 12 }
```

clmgmtLicenseBackupFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file where all the licenses in the device need to be backed up. This object need to be set only if clmgmtLicenseAction is set to backup(6) and the management application must set the

value of this object

to valid value before invoking action."

```
DEFVAL      { "" }  
::= { clmgmtLicenseActionEntry 13 }
```

clmgmtLicenseStopOnFailure OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates whether the license action should stop if the action on a license fails. This object is applicable only if there are more than one licenses involved in an action."

```
DEFVAL      { false }  
::= { clmgmtLicenseActionEntry 14 }
```

clmgmtLicenseAction OBJECT-TYPE

```
SYNTAX      INTEGER {  
              noOp(1),  
              install(2),  
              clear(3),  
              processPermissionTicket(4),  
              regenerateLastRehostTicket(5),  
              backup(6),  
              generateEULA(7)  
            }
```

MAX-ACCESS read-create

STATUS

current

DESCRIPTION

"This object indicates the the command/action to be executed.

Command	Remarks
-----	-----
noOp(1)	No operation will be performed.
install(2)	Installs the license.
clear(3)	Clears the license.
processPermissionTicket(4)	Processes thee permission ticket and generates and exports rehost ticket.
regenerateLastRehostTicket(5)	Generates and exports the last generated rehost ticket.
backup(6)	Backs up all the licenses installed currently onto a backup store.
generateEULA(7)	Checks whether the licenses in the license file need EULA acceptance and uploads the needed EULA contents to a file."

```
DEFVAL { noOp }  
::= { clmgmtLicenseActionEntry 15 }
```

clmgmtLicenseActionState OBJECT-TYPE

SYNTAX ClmgmtLicenseActionState

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the state of this license action."

```
::= { clmgmtLicenseActionEntry 16 }
```

clmgmtLicenseJobQPosition OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object represents the position of the action in the license action job queue that is maintained internally. Only actions in pending(2) state will be put in the queue until they are executed. By

reading this object, the management application can make intelligent decision on whether to execute another action that it is planning on. For example, if there is already a license clear action in the queue in pending(2) state, management application can choose to defer its license back up action to a later time. This object will return a value of 0 if the action is not in pending(2) state."
::= { clmgmtLicenseActionEntry 17 }

clmgmtLicenseActionFailCause OBJECT-TYPE

SYNTAX ClmgmtLicenseActionFailCause

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the reason for this license action failure. The value of this object is valid only when clmgmtLicenseActionState is failed(6)."

::= { clmgmtLicenseActionEntry 18 }

clmgmtLicenseActionStorageType OBJECT-TYPE

SYNTAX StorageType

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the storage type for this conceptual row. Conceptual rows having the value 'permanent' need not allow write-access to any columnar objects in the row."

DEFVAL { volatile }

::= { clmgmtLicenseActionEntry 19 }

clmgmtLicenseActionRowStatus OBJECT-TYPE

SYNTAX RowStatus

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the status of this table entry. Once the entry status is set to active(1), the associated entry cannot be modified until the action completes (clmgmtLicenseConfigCommandStatus is set to a value other than inProgress(3)). Once the action completes the only operation possible after this is to delete the row. It is recommended that the management application should delete entries in this table after reading the result. In order to prevent old entries from clogging the table, entries

will be aged out, but an entry will never be deleted within 5 minutes of completion"
::= { clmgmtLicenseActionEntry 20 }

clmgmtLicenseAcceptEULA OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates whether the End User License Agreement needed for installing the licenses is accepted.

true(1) - EULA is read and accepted

false(2) - EULA is not accepted

Management application should set this object to true(1) when installing licenses that need EULA acceptance."

DEFVAL { false }

::= { clmgmtLicenseActionEntry 21 }

clmgmtLicenseEULAFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file where all the End User License Agreements (EULAs) need to be exported to. This object need to

be set only if clmgmtLicenseAction is set to generateEULA(7) and the management application must set the value of this object to valid value before invoking action."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 22 }

-- License action results table.

clmgmtLicenseActionResultTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicenseActionResultEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains results of license action if the license action involves multiple licenses. Entries in this table are not created for actions where there is only license that is subject of the action. For example, if there are 3 licenses in a license file

when executing license install action, 3 entries will be created in this table, one for each license."
 ::= { clmgmtLicenseConfiguration 3 }

clmgmtLicenseActionResultEntry OBJECT-TYPE

SYNTAX

ClmgmtLicenseActionResultEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in clmgmtLicenseActionResultTable. Each entry contains result of the action for a single license.

These entries are created immediately after action execution when the action involves multiple licenses.

These entries get automatically deleted when the corresponding entry in clmgmtLicenseActionTable is deleted."

INDEX {
 clmgmtLicenseActionIndex,
 clmgmtLicenseNumber
 }

::= { clmgmtLicenseActionResultTable 1 }

ClmgmtLicenseActionResultEntry ::= SEQUENCE {

clmgmtLicenseNumber Unsigned32,

clmgmtLicenseIndivActionState ClmgmtLicenseActionState,

clmgmtLicenseIndivActionFailCause ClmgmtLicenseActionFailCause

}

clmgmtLicenseNumber OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object indicates the sequence number of this license in the list of licenses on which the action is executed.

For example, if there are 3 licenses in a license file when executing license install action, this object will have values 1, 2 and 3 respectively as ordered in the license file."

::= { clmgmtLicenseActionResultEntry 1 }

clmgmtLicenseIndivActionState OBJECT-TYPE

SYNTAX ClmgmtLicenseActionState

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the state of action on this

individual license."

::= { clmgmtLicenseActionResultEntry 2 }

clmgmtLicenseIndivActionFailCause OBJECT-TYPE

SYNTAX ClmgmtLicenseActionFailCause

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the reason for action failure
on this

individual license"

::= { clmgmtLicenseActionResultEntry 3 }

-- License Store Info Table

clmgmtLicenseStoreInfoTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicenseStoreInfoEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains information about all the license
stores allocated on the device."

::= { clmgmtLicenseInformation 1 }

clmgmtLicenseStoreInfoEntry OBJECT-TYPE

SYNTAX ClmgmtLicenseStoreInfoEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in clmgmtLicenseStoreInfoTable. Each entry
contains information about a license store allocated
on the device"

INDEX {
 entPhysicalIndex,
 clmgmtLicenseStoreIndex
}

::= { clmgmtLicenseStoreInfoTable 1 }

ClmgmtLicenseStoreInfoEntry ::= SEQUENCE {

 clmgmtLicenseStoreIndex

 Unsigned32,

 clmgmtLicenseStoreName SnmpAdminString,

 clmgmtLicenseStoreTotalSize Unsigned32,

 clmgmtLicenseStoreSizeRemaining Unsigned32

}

clmgmtLicenseStoreIndex OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
"This object uniquely identifies a license store within
the device."
 ::= { clmgmtLicenseStoreInfoEntry 1 }

clmgmtLicenseStoreName OBJECT-TYPE
SYNTAX SnmpAdminString (SIZE (0..255))
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the name of the license store
within the device. It is a file in device's local file
system i.e., either on a local disk or flash or some
other storage media. For example, the value of this
object can be 'disk1:lic_store_1.txt' or
'flash:lic_store_2.txt'
 ::= { clmgmtLicenseStoreInfoEntry
 2 }

clmgmtLicenseStoreTotalSize OBJECT-TYPE
SYNTAX Unsigned32
UNITS "bytes"
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the total number of bytes that are
allocated to the license store."
 ::= { clmgmtLicenseStoreInfoEntry 3 }

clmgmtLicenseStoreSizeRemaining OBJECT-TYPE
SYNTAX Unsigned32
UNITS "bytes"
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the number of bytes still remaining
to be used for new license installations in the license
store."
 ::= { clmgmtLicenseStoreInfoEntry 4 }

-- License Device Info Table

clmgmtLicenseDeviceInfoTable OBJECT-TYPE
SYNTAX SEQUENCE OF ClmgmtLicenseDeviceInfoEntry

MAX-ACCESS not-accessible
 STATUS current
 DESCRIPTION
 "This table contains objects that provide licensing related information at the device level. Entries will exist only for entities that support licensing. For example, if it is a stand alone device and supports licensing, then there will be only one entry in this table. If it is stackable switch then there will be multiple entries with one entry for each device in the stack."
 ::= { clmgmtLicenseInformation 2 }

clmgmtLicenseDeviceInfoEntry OBJECT-TYPE
 SYNTAX ClmgmtLicenseDeviceInfoEntry
 MAX-ACCESS not-accessible
 STATUS current
 DESCRIPTION
 "An entry in clmgmtLicenseDeviceInfoTable. Each entry contains device level licensing information for a device."
 INDEX { entPhysicalIndex }
 ::= { clmgmtLicenseDeviceInfoTable 1 }

ClmgmtLicenseDeviceInfoEntry ::= SEQUENCE {
 clmgmtDefaultLicenseStore Unsigned32
 }

clmgmtDefaultLicenseStore OBJECT-TYPE
 SYNTAX Unsigned32 (1..4294967295)
 MAX-ACCESS read-only
 STATUS
 current
 DESCRIPTION
 "This object indicates the clmgmtLicenseStoreIndex of default store in the device. There will be only one default license store per device. If no license store is specified during license install, this default license store will be used."
 ::= { clmgmtLicenseDeviceInfoEntry 1 }

-- License Info Table

clmgmtLicenseInfoTable OBJECT-TYPE
 SYNTAX SEQUENCE OF ClmgmtLicenseInfoEntry
 MAX-ACCESS not-accessible
 STATUS current
 DESCRIPTION

"This table contains information about all the licenses installed on the device."

```
::= { clmgmtLicenseInformation 3 }
```

clmgmtLicenseInfoEntry OBJECT-TYPE

SYNTAX ClmgmtLicenseInfoEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in clmgmtLicenseInfoTable. Each entry contains information about a license installed on the device. This entry gets created when

a license is installed successfully.

Management application can not create these entries directly, but will do so indirectly by executing license install action.

Some of these entries may already exist that correspond to demo licenses even before management application installs any licenses."

```
INDEX {
    entPhysicalIndex,
    clmgmtLicenseStoreUsed,
    clmgmtLicenseIndex
}
```

```
::= { clmgmtLicenseInfoTable 1 }
```

ClmgmtLicenseInfoEntry ::= SEQUENCE {

```
    clmgmtLicenseStoreUsed      Unsigned32,
    clmgmtLicenseIndex          ClmgmtLicenseIndex,
    clmgmtLicenseFeatureName    SnmpAdminString,
    clmgmtLicenseFeatureVersion SnmpAdminString,
    clmgmtLicenseType           INTEGER,
    clmgmtLicenseCounted        TruthValue,
    clmgmtLicenseValidityPeriod Unsigned32,
    clmgmtLicenseValidityPeriodRemaining Unsigned32,
    clmgmtLicenseExpiredPeriod  Unsigned32,
    clmgmtLicenseMaxUsageCount  Unsigned32,
    clmgmtLicenseUsageCountRemaining Unsigned32,
    clmgmtLicenseEULAStatus     TruthValue,
    clmgmtLicenseComments       SnmpAdminString,
    clmgmtLicenseStatus         INTEGER,
    clmgmtLicenseStartDate      DateAndTime,
    clmgmtLicenseEndDate        DateAndTime,
    clmgmtLicensePeriodUsed     Unsigned32
```

```
}
```

clmgmtLicenseStoreUsed OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object represents the license store that is used for storing this license. This object will have the same value as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry of the license store used."

::= { clmgmtLicenseInfoEntry
1 }

clmgmtLicenseIndex OBJECT-TYPE

SYNTAX ClmgmtLicenseIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object uniquely identifies a license within the device."

::= { clmgmtLicenseInfoEntry 2 }

clmgmtLicenseFeatureName OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..128))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the name of the feature that is using or can use this license. A license can be used by only one feature. Examples of feature name are: 'IPBASE', 'ADVIPSERVICE'."

::= { clmgmtLicenseInfoEntry 3 }

clmgmtLicenseFeatureVersion OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..128))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the version of the feature that is using or can use this license. Examples of feature version are: '1.0', '2.0'"

::= { clmgmtLicenseInfoEntry 4 }

clmgmtLicenseType OBJECT-TYPE

SYNTAX INTEGER {
demo(1),
extension(2),
gracePeriod(3),
permanent(4),
paidSubscription(5),
evaluationSubscription(6),
extensionSubscription(7),

```
        evalRightToUse(8),
        rightToUse(9),
        permanentRightToUse(10)
    }
```

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object identifies type of license. Licenses may have validity period defined in terms of time duration that the license is valid for or it may be defined in terms of actual calendar dates. Subscription licenses are licenses that have validity period defined in terms of calendar dates.

demo(1)

- demo(evaluation license) license.

extension(2) - Extension(expiring) license.

gracePeriod(3) - Grace period license.

permanent(4) - permanent license, the license has no expiry date.

paidSubscription(5) - Paid subscription licenses are the licenses

which are purchased by customers. These licenses have a start date and end date associated with them.

evaluationSubscription(6)-Evaluation subscription licenses are the trial licenses. These licenses are node locked and it can be obtained only once for an UDI. They are valid based on calendar days. These licenses have a start date and an end date

associated with them and are issued once per UDI.

extensionSubscription(7)- Extension subscription licenses are similar to evaluation subscription licenses but these licenses are issued based on customer request. There are no restrictions on the number of licenses available for a UDI.

evalRightToUse(8) - Evaluation Right to use (RTU) license.

rightToUse(9) - Right to use (RTU) license.

permanentRightToUse(10) ? Right To Use license right after it is configured and is valid for the lifetime of the product. This is a Right To Use license which is not in evaluation mode for a limited time."

::=

{ clmgmtLicenseInfoEntry 5 }

clmgmtLicenseCounted OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates whether the license is counted license.

true(1) - counted license

false(2) - uncounted license"

::= { clmgmtLicenseInfoEntry 6 }

clmgmtLicenseValidityPeriod OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the time period the license is valid for.

This object is applicable only if clmgmtLicenseType is demo(1), or extension(2) or gracePeriod(3) or evalRightToUse(8). The object will return 0 for other license types."

::= { clmgmtLicenseInfoEntry 7 }

clmgmtLicenseValidityPeriodRemaining OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS

current

DESCRIPTION

"This object indicates the time period remaining before the license expires or transitions to rightToUse(9) license. This object is applicable only if clmgmtLicenseType is demo(1), or extension(2) or gracePeriod(3) or evalRightToUse(8). The object will contain 0 for other license types."

::= { clmgmtLicenseInfoEntry 8 }

clmgmtLicenseExpiredPeriod OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the elapsed time period since the license expired. This object is applicable only if clmgmtLicenseType is demo(1), or extension(2) or gracePeriod(3). Also, this

value of this object will be valid only after the license expires. The object will return 0 for other license types or before the license expiry."

::= { clmgmtLicenseInfoEntry 9 }

clmgmtLicenseMaxUsageCount

OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the maximum number of entities that can use this license. This object is applicable only if clmgmtLicenseCounted is true(1). The entity that is being counted can be anything and it depends on the licensable feature."

::= { clmgmtLicenseInfoEntry 10 }

clmgmtLicenseUsageCountRemaining OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the number of entities that can still use this license. This object is applicable only if clmgmtLicenseCounted is true(1)."

::= { clmgmtLicenseInfoEntry 11 }

clmgmtLicenseEULAStatus OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates whether the user accepted

End User License Agreement for this license.

true(1) - EULA accepted

false(2) - EULA not accepted"

::= { clmgmtLicenseInfoEntry 12 }

clmgmtLicenseComments OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object represents the user modifiable comments about the license. This object is initially populated

with comments from the license file."
 ::= { clmgmtLicenseInfoEntry 13 }

clmgmtLicenseStatus OBJECT-TYPE

SYNTAX INTEGER {
 inactive(1),
 notInUse(2),
 inUse(3),
 expiredInUse(4),
 expiredNotInUse(5),
 usageCountConsumed(6)
 }

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object represents status of the license.

inactive(1) - license is installed, but
 not active.

notInUse(2) - license is installed and
 available for use.

inUse(3) - the license is being used (by
 a feature).

expiredInUse(4) - license is expired but still
 being held by the feature.

expiredNotInUse(5) - license is expired and not being
 held by any feature.

usageCountConsumed(6) - number of entities using this
 licenses has reached the allowed
 limit, no new entities are allowed
 to use this license."

::= { clmgmtLicenseInfoEntry 14 }

clmgmtLicenseStartDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object
 indicates the start date for a subscription
 license. It is optional for subscription licenses to have a
 start date associated with them, they may only have an end
 date associated with them. This object may be applicable only
 when clmgmtLicenseType is paidSubscription(5),
 evaluationSubscription(6) or extensionSubscription (7).
 The object will contain an octet string of length 0 when it is
 not applicable."

::= { clmgmtLicenseInfoEntry 15 }

clmgmtLicenseEndDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the end date for a subscription license.

This object is applicable only when clmgmtLicenseType is paidSubscription(5), evaluationSubscription(6) or extensionSubscription (7). The object will contain an octet string of length 0 when it is not applicable."

::= { clmgmtLicenseInfoEntry
16 }

clmgmtLicensePeriodUsed OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the time period used for the Right to use (RTU) licenses. This object is applicable for all RTU licenses."

::= { clmgmtLicenseInfoEntry 17 }

-- Licensable features information table.

clmgmtLicensableFeatureTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicensableFeatureEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains list of licensable features in the image. All the licensable features will have an entry each in this table irrespective of whether they are using any licenses currently. Entries in this table are created by the agent one for each licensable feature in the image. These entries remain in the table permanently and can not

be deleted. Management application can not create or delete entries from this table."

::= { clmgmtLicenseInformation 4 }

clmgmtLicensableFeatureEntry OBJECT-TYPE

SYNTAX ClmgmtLicensableFeatureEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in clmgmtLicensableFeatureTable. Each entry represents a licensable feature."

```
INDEX      {
            entPhysicalIndex,
            clmgmtFeatureIndex
          }
 ::= { clmgmtLicensableFeatureTable 1 }
```

```
ClmgmtLicensableFeatureEntry ::= SEQUENCE {
    clmgmtFeatureIndex      Unsigned32,
    clmgmtFeatureName      SnmpAdminString,
    clmgmtFeatureVersion    SnmpAdminString,
    clmgmtFeatureValidityPeriodRemaining Unsigned32,
    clmgmtFeatureWhatIsCounted SnmpAdminString,
    clmgmtFeatureStartDate  DateAndTime,
    clmgmtFeatureEndDate    DateAndTime,
    clmgmtFeaturePeriodUsed Unsigned32
}
```

clmgmtFeatureIndex OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object uniquely identifies a licensable feature in the device."

```
::= { clmgmtLicensableFeatureEntry 1 }
```

clmgmtFeatureName OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..128))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the name of the licensable feature in the device. Examples of feature names are: 'IPBASE', 'ADVIPSERVICE'"

```
::= { clmgmtLicensableFeatureEntry 2 }
```

clmgmtFeatureVersion OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..32))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the version of the licensable feature in the device. Examples

of feature versions

are: '1.0' or '2.0'"

::= { clmgmtLicensableFeatureEntry 3 }

clmgmtFeatureValidityPeriodRemaining OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the time period remaining before the feature's license expires or transitions. This object is applicable only if clmgmtLicenseType of the license used by this feature is demo(1), or extension(2) or gracePeriod(3) or evalRightToUse(8).

The object will contain 0 if other types of license is used or if the feature does not use any license. If the feature is using multiple licenses, this period will represent the cumulative period remaining from all the licenses used by this feature."

::= { clmgmtLicensableFeatureEntry 4 }

clmgmtFeatureWhatIsCounted OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..128))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object represents the entity that is being counted by this feature. Examples of entities are IP Phones, number of sessions etc. This object is only applicable for features that use counting licenses. For other features, this object will return empty string."

::= { clmgmtLicensableFeatureEntry 5 }

clmgmtFeatureStartDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license start date of the feature. This object is applicable if at least one of the licenses used for this feature has a valid start date. The start date will be the earliest of the valid start dates of all the licenses used for this feature. If none of the licenses used for this feature have a valid start date then this object will contain an

octet string of length 0."
 ::= { clmgmtLicensableFeatureEntry 6 }

clmgmtFeatureEndDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license end date of the feature.
 This object is applicable if at least one of the licenses used
 for this feature has a valid end date. The end date will
 be the latest of the valid end dates of all the licenses
 used for this feature. If none of the licenses used for this
 feature have a valid end date then this object will contain an
 octet string of length 0."

::= { clmgmtLicensableFeatureEntry 7 }

clmgmtFeaturePeriodUsed OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license period used for the feature."

::= { clmgmtLicensableFeatureEntry 8 }

--

MIB objects for exporting device credentials

clmgmtNextFreeDevCredExportActionIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object contains appropriate value for
 clmgmtDevCredExportActionIndex that can be used to create
 an entry in clmgmtDevCredExportActionTable. The management
 application should read this object first and then use this
 as the value for clmgmtDevCredExportActionIndex to avoid
 collisions when creating entries in
 clmgmtDevCredExportActionTable. Following this approach does
 not guarantee collision free row creation, but will reduce
 the probability. The collision will happen if two
 management applications read this object at the same time and
 attempt to create an entry with this value at the same time.
 In this case, the management application whose request is

processed after the first request
will get an error and the
process of reading this object and entry creation needs to be
repeated."

::= { clmgmtLicenseDeviceInformation 1 }

-- Table for triggering action to export device credentials.

clmgmtDevCredExportActionTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtDevCredExportActionEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"A table for triggering device credentials export action.

Management application must create this entry to trigger the
export of device credentials from the device to a file.

Once the request completes, the management application should
retrieve the values of the objects of interest, and then
delete the entry. In order to prevent old entries from
clogging the table, entries will be aged out, but an entry
will never be deleted within 5 minutes of completion."

::= { clmgmtLicenseDeviceInformation 2 }

clmgmtDevCredExportActionEntry

OBJECT-TYPE

SYNTAX ClmgmtDevCredExportActionEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry for each device credential export action that
is being executed or was executed recently. The management
application triggers the export by creating an entry in this
table. This can be done in the following 2 methods

1. CREATE-AND-GO method

Management application sets clmgmtDevCredExportActionStatus
to createAndGo(4) and all other required objects to valid
values in a single SNMP SET request. If all the values
are valid, the device creates the entry and executes the
action. If the SET request fails, the entry will not be
created.

2. CREATE-AND-WAIT method

Management application sets clmgmtDevCredExportActionStatus to
createAndWait(5) to create an entry. Management application
can set all other required objects to valid
values in more than one SNMP SET request. If SET request
for any of the objects fails, management application can set
just only that object. Once all the required objects

are set to valid values, management application triggers action execution by setting `clmgmtDevCredExportActionStatus` to `active(1)`.

To stop the action from being executed, the management application can delete the entry by setting `clmgmtDevCredExportActionStatus` to `destroy(6)` when `clmgmtDevCredCommandState` is `pending(2)`.

The status of action execution can be known by querying `clmgmtDevCredCommandState`. If the action is still in `pending(2)` or `InProgress(3)`, the management application need to check back again after few seconds. Once the action completes and if status of the action is `failed(6)`, the reason for failure can be retrieved from `clmgmtDevCredCommandFailCause`.

Entry can be deleted except when `clmgmtLicenseAction` is set to `InProgress(3)`. All entries in this table are volatile and are cleared on agent reset."

```
INDEX      { clmgmtDevCredExportActionIndex }
 ::= { clmgmtDevCredExportActionTable 1 }
```

```
ClmgmtDevCredExportActionEntry ::= SEQUENCE {
    clmgmtDevCredExportActionIndex Unsigned32,
    clmgmtDevCredEntPhysicalIndex PhysicalIndexOrZero,
    clmgmtDevCredTransferProtocol ClmgmtLicenseTransferProtocol,
    clmgmtDevCredServerAddressType InetAddressType,
    clmgmtDevCredServerAddress InetAddress,
    clmgmtDevCredServerUsername SnmpAdminString,
    clmgmtDevCredServerPassword SnmpAdminString,
    clmgmtDevCredExportFile SnmpAdminString,
    clmgmtDevCredCommand INTEGER,
    clmgmtDevCredCommandState ClmgmtLicenseActionState,
    clmgmtDevCredCommandFailCause INTEGER,
    clmgmtDevCredStorageType
    StorageType,
    clmgmtDevCredRowStatus RowStatus
}
```

`clmgmtDevCredExportActionIndex` OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object uniquely identifies a row in `clmgmtDevCredExportActionTable`. The management application chooses this value by reading `clmgmtNextFreeDevCredExportActionIndex` while creating an

entry in this table. If an entry already exists with this index, the creation of the entry will not continue and error will be returned. The management application should read the value of clmgmtNextFreeDevCredExportActionIndex again and retry with the new value for this object."

::= { clmgmtDevCredExportActionEntry 1 }

clmgmtDevCredEntPhysicalIndex OBJECT-TYPE

SYNTAX PhysicalIndexOrZero

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents the entPhysicalIndex of the device for which the device credentials are being retrieved. This object is mainly used in devices where one device is acting as a master and rest of the devices as slaves. The master device is responsible for SNMP communication with the manager. Examples include stackable switches, devices with router processor and line cards.

Note: This object need not be set if it is a stand alone device"

DEFVAL { 0 }

::= { clmgmtDevCredExportActionEntry 2 }

clmgmtDevCredTransferProtocol OBJECT-TYPE

SYNTAX ClmgmtLicenseTransferProtocol

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the transfer protocol to be used when copying files as specified in the following objects.

1. clmgmtDevCredExportFile

."

DEFVAL { none }

::= { clmgmtDevCredExportActionEntry
3 }

clmgmtDevCredServerAddressType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the transport type of the address contained in clmgmtDevCredServerAddress object.

This must be set when clmgmtDevCredTransferProtocol is not none(1) or local(2)."

DEFVAL { unknown }

::= { clmgmtDevCredExportActionEntry 4 }

clmgmtDevCredServerAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the ip address of the server from which the files must be read or written to if clmgmtDevCredTransferProtocol is not none(1) or local(2).

All bits as 0s or 1s for clmgmtDevCredServerAddress are not allowed.

The format of this address depends on the value of the clmgmtDevCredServerAddressType

object"

DEFVAL { "" }

::= { clmgmtDevCredExportActionEntry 5 }

clmgmtDevCredServerUsername OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the remote user name for accessing files via ftp, rcp, sftp or scp protocols. This object must be set when the clmgmtDevCredTransferProtocol is ftp(4), rcp(5), scp(7) or sftp(8). If clmgmtDevCredTransferProtocol is rcp(5), the remote username is sent as the server username in an rcp command request sent by the system to a remote rcp server."

DEFVAL { "" }

::= { clmgmtDevCredExportActionEntry 6 }

clmgmtDevCredServerPassword OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the password used by ftp, sftp or scp for copying a file to/from an ftp/sftp/scp server.

This object must be set when the clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or sftp(8). Reading it returns a zero-length string for security reasons."

DEFVAL { "" }

::= { clmgmtDevCredExportActionEntry 7 }

clmgmtDevCredExportFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents file where device credentials needs to be exported to."

::= { clmgmtDevCredExportActionEntry 8 }

clmgmtDevCredCommand OBJECT-TYPE

SYNTAX INTEGER {
noOp(1),
getDeviceCredentials(2)
}

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the command to be executed.

Command	Remarks
-----	-----
noOp(1)	No operation will be performed.

getDeviceCredentials(2) Exports device credentials"

DEFVAL { noOp }

::= { clmgmtDevCredExportActionEntry 9 }

clmgmtDevCredCommandState OBJECT-TYPE

SYNTAX ClmgmtLicenseActionState

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the state of the action that is executed as a result of setting clmgmtDevCredRowStatus to active(1)."

::= { clmgmtDevCredExportActionEntry 10 }

clmgmtDevCredCommandFailCause OBJECT-TYPE

SYNTAX INTEGER {
none(1),
unknownError(2),
transferProtocolNotSupported(3),
fileServerNotReachable(4),
unrecognizedEntPhysicalIndex(5),

invalidFile(6)

}

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the the reason for device credentials export operation failure.

The value of this object is valid only when clmgmtDevCredCommandState is failed(6).

none(1) - action execution has not started yet.

If the action is completed and the action is successful, then also none(1) is returned to indicate that there are no errors.

unknownError(2) - reason for failure is unknown, operation failed, no operation is performed

transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol given is not supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex

is not

valid

invalidFile(6) - The target file specified is not valid."

::= { clmgmtDevCredExportActionEntry 11 }

clmgmtDevCredStorageType OBJECT-TYPE

SYNTAX StorageType

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the storage type for this conceptual row. Conceptual rows having the value 'permanent' need not allow write-access to any columnar objects in the row."

DEFVAL { volatile }

::= { clmgmtDevCredExportActionEntry 12 }

clmgmtDevCredRowStatus OBJECT-TYPE

SYNTAX RowStatus

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the status of this table entry.

Once the entry status is set to active(1), the associated entry cannot be modified until the action completes

(clmgmtDevCredCommandStatus is set to a value other than inProgress(3)). Once the action completes the only operation possible after this is to delete the row.

clmgmtDevCredExportFile is a mandatory object to be set when creating this entry."

```
::= { clmgmtDevCredExportActionEntry 13 }
```

-- Objects for enabling/disabling notifications

clmgmtLicenseUsageNotifEnable OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object indicates whether the device should generate the notifications related to usage of licenses. This object enables/disables sending following notifications:

clmgmtLicenseExpired
clmgmtLicenseExpiryWarning
clmgmtLicenseUsageCountExceeded
clmgmtLicenseUsageCountAboutToExceed
clmgmtLicenseSubscriptionExpiryWarning
clmgmtLicenseSubscriptionExtExpiryWarning
clmgmtLicenseSubscriptionExpired
clmgmtLicenseEvalRTUTransitionWarning
clmgmtLicenseEvalRTUTransition"

DEFVAL { true }

```
::= { clmgmtLicenseNotifObjects 1 }
```

clmgmtLicenseDeploymentNotifEnable OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object indicates whether the device should generate notifications related to license deployment. This object enables/disables sending following notifications:

clmgmtLicenseInstalled
clmgmtLicenseCleared
clmgmtLicenseRevoked
clmgmtLicenseEULAAccepted"

DEFVAL { true }

```
::= { clmgmtLicenseNotifObjects 2 }
```

clmgmtLicenseErrorNotifEnable OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object indicates whether the device should generate notifications related to error conditions in enforcing licensing. This object enables/disables sending following notifications:

clmgmtLicenseNotEnforced"

DEFVAL { true }

::= { clmgmtLicenseNotifObjects 3 }

-- Notifications

clmgmtLicenseExpired NOTIFICATION-TYPE

OBJECTS {
 clmgmtFeatureName,
 clmgmtFeatureVersion
}

STATUS current

DESCRIPTION

"This notification is sent, when a feature license expires. This notification will be sent continuously every week even after the expiry to alert the management application."

::= { ciscoLicenseMgmtMIBNotifs 1 }

clmgmtLicenseExpiryWarning NOTIFICATION-TYPE

OBJECTS {
 clmgmtFeatureName,
 clmgmtFeatureVersion,
 clmgmtFeatureValidityPeriodRemaining
}

STATUS current

DESCRIPTION

"This notification is sent when a license is about to

expire. This notification will go out multiple times.

First notification goes out when expiry day is 4 weeks ahead, second notification when expiry day is 3 weeks ahead, third notification when expiry day is 2 weeks ahead. This notification will go out daily in the last week of license expiry."

::= { ciscoLicenseMgmtMIBNotifs 2 }

clmgmtLicenseUsageCountExceeded NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtLicenseFeatureName,
            clmgmtLicenseFeatureVersion,
            clmgmtLicenseMaxUsageCount,
            clmgmtFeatureWhatIsCounted,
            clmgmtLicenseComments
        }
STATUS     current
DESCRIPTION
    "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached clmgmtLicenseMaxUsageCount for a counting license."
::= { ciscoLicenseMgmtMIBNotifs 3 }
```

clmgmtLicenseUsageCountAboutToExceed NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtLicenseFeatureName,
            clmgmtLicenseFeatureVersion,
            clmgmtLicenseMaxUsageCount,
            clmgmtLicenseUsageCountRemaining,
            clmgmtFeatureWhatIsCounted,
            clmgmtLicenseComments
        }
STATUS     current
DESCRIPTION
    "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached 80% of clmgmtLicenseMaxUsageCount for a counting
    license. This is a warning notification to the management
    application that very soon the maximum count will be reached
    and after that the device will not allow new entities to
    make use of this license."
::= { ciscoLicenseMgmtMIBNotifs 4 }
```

clmgmtLicenseInstalled NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtLicenseFeatureName,
            clmgmtLicenseFeatureVersion,

            clmgmtLicenseType,
            clmgmtLicenseComments
        }
STATUS     current
DESCRIPTION
    "This notification is sent when a license is installed
    successfully."
::= { ciscoLicenseMgmtMIBNotifs 5 }
```

clmgmtLicenseCleared NOTIFICATION-TYPE


```
OBJECTS    {
            clmgmtLicenseFeatureName,
            clmgmtLicenseFeatureVersion,
            clmgmtLicenseType,
            clmgmtLicenseComments
        }
STATUS     current
DESCRIPTION
    "This notification is sent when a license is cleared
    successfully."
::= { ciscoLicenseMgmtMIBNotifs 6 }
```

clmgmtLicenseRevoked NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtLicenseFeatureName,
            clmgmtLicenseFeatureVersion,
            clmgmtLicenseType,
            clmgmtLicenseComments
        }
STATUS     current
DESCRIPTION
    "This notification is sent when a license is revoked
    successfully."
::= { ciscoLicenseMgmtMIBNotifs 7 }
```

clmgmtLicenseEULAAccepted NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion
        }
STATUS     current
DESCRIPTION
    "This notification is sent when a user accepts End User
    License Agreement (EULA) for a license."
::= { ciscoLicenseMgmtMIBNotifs 8 }
```

clmgmtLicenseNotEnforced NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion
        }
STATUS     current
DESCRIPTION
    "This notification is sent when a license does not
    exist for a feature, but the feature is a mandatory
    feature and it should run. This notification will be
    sent out periodically to indicate that there is no
```

license installed for this feature and it needs to
be done as soon as possible."

::= { ciscoLicenseMgmtMIBNotifs 9 }

clmgmtLicenseSubscriptionExpiryWarning NOTIFICATION-TYPE

OBJECTS {
 clmgmtFeatureName,
 clmgmtFeatureVersion,
 clmgmtFeatureEndDate
}

STATUS current

DESCRIPTION

"This notification is sent when a subscription license of a
feature is about to expire. This notification will be sent as
per the following schedule:

Once a week for the last eight weeks

Once a day for the last week

Once a hour for the last day"

::= { ciscoLicenseMgmtMIBNotifs 10 }

clmgmtLicenseSubscriptionExtExpiryWarning NOTIFICATION-TYPE

OBJECTS {
 clmgmtFeatureName,
 clmgmtFeatureVersion,
 clmgmtFeatureEndDate
}

STATUS

current

DESCRIPTION

"This notification is sent when the subscription license end
date of a feature is reached but extension period is left. This
notification will be sent once a day after the license end date
is reached."

::= { ciscoLicenseMgmtMIBNotifs 11 }

clmgmtLicenseSubscriptionExpired NOTIFICATION-TYPE

OBJECTS {
 clmgmtFeatureName,
 clmgmtFeatureVersion,
 clmgmtFeatureEndDate
}

STATUS current

DESCRIPTION

"This notification will be sent after a subscription license
of a feature completely expires. It will be sent once a day
after the license has completely expired"

::= { ciscoLicenseMgmtMIBNotifs 12 }

clmgmtLicenseEvalRTUTransitionWarning NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion,
            clmgmtFeatureValidityPeriodRemaining
        }
```

STATUS current

DESCRIPTION

"This notification is sent when Evaluation to Right to use (RTU) license transition is about to happen. The first notification will be sent 10 days before the transition and second notification will be sent 5 days before the transition."

::= { ciscoLicenseMgmtMIBNotifs 13 }

clmgmtLicenseEvalRTUTransition NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion
        }
```

STATUS current

DESCRIPTION

"This notification is sent, when a feature license transitions from a evaluation to a Right to use (RTU) license."

::= { ciscoLicenseMgmtMIBNotifs 14 }

-- Conformance

ciscoLicenseMgmtCompliances OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIBConform 1 }

ciscoLicenseMgmtGroups OBJECT IDENTIFIER

::= { ciscoLicenseMgmtMIBConform 2 }

ciscoLicenseMgmtCompliance

MODULE-COMPLIANCE

STATUS deprecated

DESCRIPTION

"Compliance statement for Cisco license mgmt MIB."

MODULE -- this module

```
MANDATORY-GROUPS {
            clmgmtLicenseDeploymentGroup,
            clmgmtLicenseDeviceInformationGroup,
            clmgmtLicenseInformationGroup,
            clmgmtLicensableFeatureInformationGroup,
            clmgmtLicenseDevCredGroup,
            clmgmtLicenseNotificationEnableGroup,
            clmgmtLicenseUsageNotifGroup,
        }
```

```
    clmgmtLicenseDeploymentNotifGroup,  
    clmgmtLicenseErrorNotifGroup  
}
```

```
GROUP    clmgmtLicenseStoreInformationGroup
```

```
DESCRIPTION
```

```
"This group is mandatory for all devices where  
multiple license stores are supported."
```

```
::= { ciscoLicenseMgmtCompliances 1 }
```

```
ciscoLicenseMgmtComplianceRev1 MODULE-COMPLIANCE
```

```
STATUS    current
```

```
DESCRIPTION
```

```
"Compliance statement for Cisco license mgmt MIB."
```

```
MODULE    -- this module
```

```
MANDATORY-GROUPS {
```

```
    clmgmtLicenseDeploymentGroup,  
    clmgmtLicenseDeviceInformationGroup,  
    clmgmtLicenseInformationGroup,  
    clmgmtLicensableFeatureInformationGroup,  
    clmgmtLicenseDevCredGroup,  
    clmgmtLicenseNotificationEnableGroup,  
    clmgmtLicenseUsageNotifGroup,  
    clmgmtLicenseDeploymentNotifGroup,  
    clmgmtLicenseErrorNotifGroup
```

```
}
```

```
GROUP    clmgmtLicenseStoreInformationGroup
```

```
DESCRIPTION
```

```
"This group is mandatory for all devices where  
multiple license stores are supported."
```

```
GROUP    clmgmtLicenseSubscriptionGroup
```

```
DESCRIPTION
```

```
"This object group is mandatory for all devices  
that  
support subscription licensing."
```

```
GROUP    clmgmtLicenseSubscriptionUsageNotifGroup
```

```
DESCRIPTION
```

```
"This notification group is mandatory for all devices that  
support subscription licensing."
```

```
GROUP    clmgmtLicenseRTUGroup
```

```
DESCRIPTION
```

```
"This object group is mandatory for all devices that  
support Right to Use (RTU) licensing."
```

GROUP clmgmtLicenseRTUUsageNotifGroup
DESCRIPTION
"This notification group is mandatory for all devices that
support Right to use (RTU) licensing."
::= { ciscoLicenseMgmtCompliances 2 }

-- Units of Conformance

clmgmtLicenseDeploymentGroup OBJECT-GROUP

OBJECTS {
clmgmtNextFreeLicenseActionIndex,
clmgmtLicenseActionEntPhysicalIndex,
clmgmtLicenseActionTransferProtocol,
clmgmtLicenseServerAddressType,
clmgmtLicenseServerAddress,
clmgmtLicenseServerUsername,
clmgmtLicenseServerPassword,
clmgmtLicenseFile,
clmgmtLicenseStore,
clmgmtLicenseActionLicenseIndex,
clmgmtLicensePermissionTicketFile,
clmgmtLicenseRehostTicketFile,
clmgmtLicenseBackupFile,
clmgmtLicenseStopOnFailure,
clmgmtLicenseAction,
clmgmtLicenseActionState,
clmgmtLicenseJobQPosition,
clmgmtLicenseActionFailCause,
clmgmtLicenseActionStorageType,
clmgmtLicenseActionRowStatus,
clmgmtLicenseIndivActionState,
clmgmtLicenseIndivActionFailCause,
clmgmtLicenseAcceptEULA,
clmgmtLicenseEULAFile

}

STATUS current

DESCRIPTION

"A collection of objects for performing license deployment
i.e., license installation, clear and revoke"
::= { ciscoLicenseMgmtGroups 1 }

clmgmtLicenseStoreInformationGroup OBJECT-GROUP

OBJECTS {
clmgmtLicenseStoreName,
clmgmtLicenseStoreTotalSize,
clmgmtLicenseStoreSizeRemaining
}

STATUS current
DESCRIPTION
"A collection of objects that provide information about
license storages in the device."
::= { ciscoLicenseMgmtGroups 2 }

clmgmtLicenseDeviceInformationGroup OBJECT-GROUP
OBJECTS { clmgmtDefaultLicenseStore }
STATUS current
DESCRIPTION
"A collection of objects that provide information about
device level licensing support information in the device."
::= { ciscoLicenseMgmtGroups 3 }

clmgmtLicenseInformationGroup OBJECT-GROUP
OBJECTS {
clmgmtLicenseFeatureName,
clmgmtLicenseFeatureVersion,
clmgmtLicenseType,
clmgmtLicenseCounted,
clmgmtLicenseValidityPeriod,
clmgmtLicenseValidityPeriodRemaining,
clmgmtLicenseExpiredPeriod,
clmgmtLicenseMaxUsageCount,
clmgmtLicenseUsageCountRemaining,
clmgmtLicenseEULAStatus,
clmgmtLicenseComments,
clmgmtLicenseStatus
}
STATUS current
DESCRIPTION
"A collection of objects that provide information about
licenses and its state."
::= { ciscoLicenseMgmtGroups 4 }

clmgmtLicensableFeatureInformationGroup OBJECT-GROUP
OBJECTS {
clmgmtFeatureName,
clmgmtFeatureVersion,

clmgmtFeatureValidityPeriodRemaining,
clmgmtFeatureWhatIsCounted
}
STATUS current
DESCRIPTION
"A collection of objects that provide information about
licensable features in the software image."
::= { ciscoLicenseMgmtGroups 5 }

clmgmtLicenseDevCredGroup OBJECT-GROUP

```
OBJECTS    {
    clmgmtNextFreeDevCredExportActionIndex,
    clmgmtDevCredEntPhysicalIndex,
    clmgmtDevCredTransferProtocol,
    clmgmtDevCredServerAddressType,
    clmgmtDevCredServerAddress,
    clmgmtDevCredServerUsername,
    clmgmtDevCredServerPassword,
    clmgmtDevCredExportFile,
    clmgmtDevCredCommand,
    clmgmtDevCredCommandState,
    clmgmtDevCredCommandFailCause,

    clmgmtDevCredStorageType,
    clmgmtDevCredRowStatus
}
```

STATUS current

DESCRIPTION

"A collection of objects for exporting device credentials from the device."

::= { ciscoLicenseMgmtGroups 6 }

clmgmtLicenseNotificationEnableGroup OBJECT-GROUP

```
OBJECTS    {
    clmgmtLicenseUsageNotifEnable,
    clmgmtLicenseDeploymentNotifEnable,
    clmgmtLicenseErrorNotifEnable
}
```

STATUS current

DESCRIPTION

"A collection of objects for controlling (enabling/disabling) license notifications to a management application."

::= { ciscoLicenseMgmtGroups 7 }

clmgmtLicenseUsageNotifGroup NOTIFICATION-GROUP

```
NOTIFICATIONS {
    clmgmtLicenseExpired,
    clmgmtLicenseExpiryWarning,
    clmgmtLicenseUsageCountExceeded,

    clmgmtLicenseUsageCountAboutToExceed
}
```

STATUS current

DESCRIPTION

"A collection of notifications related to license usage."

::= { ciscoLicenseMgmtGroups 8 }

clmgmtLicenseDeploymentNotifGroup NOTIFICATION-GROUP
NOTIFICATIONS {

clmgmtLicenseInstalled,
clmgmtLicenseCleared,
clmgmtLicenseRevoked,
clmgmtLicenseEULAAccepted

}

STATUS current

DESCRIPTION

"A collection of notifications related to license deployment."

::= { ciscoLicenseMgmtGroups 9 }

clmgmtLicenseErrorNotifGroup NOTIFICATION-GROUP
NOTIFICATIONS { clmgmtLicenseNotEnforced }

STATUS current

DESCRIPTION

"A collection of notifications related to license errors."

::= { ciscoLicenseMgmtGroups 10 }

clmgmtLicenseSubscriptionGroup OBJECT-GROUP

OBJECTS {

clmgmtLicenseStartDate,
clmgmtLicenseEndDate,
clmgmtFeatureStartDate,
clmgmtFeatureEndDate

}

STATUS current

DESCRIPTION

"A collection of objects that provide information specific to
subscription licenses."

::= { ciscoLicenseMgmtGroups 11 }

clmgmtLicenseSubscriptionUsageNotifGroup NOTIFICATION-GROUP
NOTIFICATIONS {

clmgmtLicenseSubscriptionExpiryWarning,
clmgmtLicenseSubscriptionExtExpiryWarning,
clmgmtLicenseSubscriptionExpired

}

STATUS current

DESCRIPTION

"A collection of notifications related to usage of subscription
licenses."

::= { ciscoLicenseMgmtGroups 12 }

clmgmtLicenseRTUGroup OBJECT-GROUP

OBJECTS {


```

        clmgmtLicensePeriodUsed,
        clmgmtFeaturePeriodUsed
    }
    STATUS      current
    DESCRIPTION
        "A collection of objects that provide information specific to
        Right to use (RTU) licenses."
    ::= { ciscoLicenseMgmtGroups 13 }

clmgmtLicenseRTUUsageNotifGroup NOTIFICATION-GROUP
NOTIFICATIONS {
    clmgmtLicenseEvalRTUTransitionWarning,
    clmgmtLicenseEvalRTUTransition
}
STATUS      current
DESCRIPTION
    "A collection of notifications related to Right to use (RTU)
    licenses."
    ::= { ciscoLicenseMgmtGroups 14 }

END

--%DNP% MLC -Edit MLC

--%DNP% MTF -TRUE MTF

```

1.226 prometheus-procfs 0.7.3

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procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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1.228 klauspost-compress 1.11.7

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1.229 cffi 1.15.0

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1.230 globalsign-mgo 0.0.0-20181015135952-eeefdec41b8

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mgo - MongoDB driver for Go

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1.231 influxdb 1.9.4

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1.232 gosnmp 1.32.0

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1.233 go-storage 1.13.0

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```

```
package cloud
```

```
import (
```

```
    "bytes"
```

```
    "io/ioutil"
```

```
    "os"
```

```
    "path/filepath"
```

```
    "strings"
```

```
    "testing"
```

```
)
```

```
var sentinels = []string{
```

```
    "Copyright",
```

```
    "Google",
```

```
    `Licensed under the Apache License, Version 2.0 (the "License");`,
```

```
}
```

```
func TestLicense(t *testing.T) {
```

```
    t.Parallel()
```

```
    skip := map[string]bool{
```

```
        // Automatically generated.
```

```

"bigtable/cmd/cbt/cbt doc.go": true,

// BSD license,
which is compatible, is embedded in the file.
"cmd/go-cloud-debug-agent/internal/debug/elf/elf.go": true,

// From https://github.com/golang/pkgsite.
"third_party/pkgsite/print_type.go": true,
"third_party/pkgsite/synopsis.go": true,
}
err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
if err != nil {
return err
}

if ext := filepath.Ext(path); ext != ".go" && ext != ".proto" {
return nil
}
if strings.HasSuffix(path, ".pb.go") {
// .pb.go files are generated from the proto files.
// .proto files must have license headers.
return nil
}
if skip[path] {
return nil
}
src, err := ioutil.ReadFile(path)
if err != nil {
return nil
}
src = src[:300] // Ensure all of the sentinel values are at the top of the file.

// Find license
for _, sentinel := range sentinels {
if !bytes.Contains(src, []byte(sentinel)) {
t.Errorf("%v: license header not present. want %q", path, sentinel)
return
}
}

return nil
})
if err != nil {
t.Fatal(err)
}
}

```

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1.234 urllib3 1.26.6-1.ph1

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1.235 gojsonpointer 0.0.0-20180127040702-4e3ac2762d5f

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1.236 jpillora-backoff 1.0.0

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1.237 gomodule-redigo 2.0.0+incompatible

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1.238 golang-snappy 0.0.4

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```

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```

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```

```
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```

```
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```

```
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```

```
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1.239 fzambia-eagle 0.0.1

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1.240 mna-redisc 1.1.7

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1.241 mmap-go 1.0.0

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1.242 linkedin-goavro 2.10.0

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1.243 xorm.io-xorm 0.8.2

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1.244 sqlhooks 1.3.0

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1.245 getsentry-sentry-go 0.10.0

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1.246 prometheus-node-exporter 1.0.0-rc.0.0.20200428091818-01054558c289

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update-license

This is a small tool that updates the license header for Uber's open source Golang files.

Installation

...

```
go get go.uber.org/tools/update-license
```

...

Usage

...

```
update-license go_files...
```

...

Further Work

- * Support more licenses by name (MIT, Apache 2.0, etc), file path, url (http GET)
- * Support custom owner (not just "Uber Technologies, Inc.")
- * Support more languages than go (cover go, java, js, py to start, along with LICENSE, LICENSE.txt)
- * Talk about removing custom logic for header comments (ie `@generated`, `Code generated by`), it probably makes more sense just to put the license at the top
- * Better detection support for existing licenses so they can be removed
- * Verbose, dry run support

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* github.com/rogpeppe/go-internal - <https://github.com/rogpeppe/go-internal>

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* [golang.org/x/mod/module](https://github.com/golang/mod) - <https://github.com/golang/mod>

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* golang.org/x/tools/go/analysis - <https://github.com/golang/tools>

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Data model artifacts for Prometheus.

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procfs provides functions to retrieve system, kernel and process
metrics from the pseudo-filesystem proc.

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```
var licenseTemplates = map[string]string{
```

```
"Apache-2.0": `// Copyright {{.Year}} {{.Owner}}`
```

```
//
```

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```

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//
```

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```
// limitations under the License.`,
```

```
"MIT": `// Copyright (c) {{.Year}} {{.Owner}}`
```

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}
```

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1.247 facebookgo-inject 0.0.0-20180706035515-f23751cae28b

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1.248 gopkg-in/macaron 1.4.0

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1.249 clockwork 0.2.2

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Clockwork - a clock process to replace cron

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Cron is non-ideal for running scheduled application tasks, especially in an app deployed to multiple machines. [More details.](http://adam.heroku.com/past/2010/4/13/rethinking_cron/)

Clockwork is a cron replacement. It runs as a lightweight, long-running Ruby process which sits alongside your web processes (Mongrel/Thin) and your worker processes (DJ/Resque/Minion/Stalker) to schedule recurring work at particular times or dates. For example, refreshing feeds on an hourly basis, or send

reminder emails on a nightly basis, or generating invoices once a month on the 1st.

Quickstart

Create clock.rb:

```
require 'clockwork'
include Clockwork

handler do |job|
  puts "Running #{job}"
end

every(10.seconds, 'frequent.job')
every(3.minutes, 'less.frequent.job')
every(1.hour, 'hourly.job')

every(1.day, 'midnight.job', :at => '00:00')
```

Run it with the clockwork binary:

```
$ clockwork clock.rb
[2010-05-25 18:16:46 -0700] Starting clock for 4 events: [ frequent.job less.frequent.job hourly.job midnight.job ]
[2010-05-25 18:16:46 -0700] -> frequent.job
```

Use with queueing

The clock process only makes sense as a place to schedule work to be done, not to do the work. It avoids locking by running as a single process, but this makes it impossible to parallelize. For doing the work, you should be using a job queueing system, such as

[Delayed Job](<http://www.therailsway.com/2009/7/22/do-it-later-with-delayed-job>),

[Beanstalk/Stalker](http://adam.heroku.com/past/2010/4/24/beanstalk_a_simple_and_fast_queueing_backend/),

[RabbitMQ/Minion](http://adamblog.heroku.com/past/2009/9/28/background_jobs_with_rabbitmq_and_minion/),

or

[Resque](<http://github.com/blog/542-introducing-resque>). This design allows a simple clock process with no locks, but also offers

near infinite horizontal scalability.

For example, if you're using Beanstalk/Staker:

```
require 'stalker'
```

```
handler { |job| Stalker.enqueue(job) }

every(1.hour, 'feeds.refresh')
every(1.day, 'reminders.send', :at => '01:30')
```

Using a queueing system which doesn't require that your full application be loaded is preferable, because the clock process can keep a tiny memory footprint. If you're using DJ or Resque, however, you can go ahead and load your full application environment, and use per-event blocks to call DJ or Resque enqueue methods. For example, with DJ/Rails:

```
require 'config/boot'
require 'config/environment'

every(1.hour, 'feeds.refresh') { Feed.send_later(:refresh) }
every(1.day, 'reminders.send', :at => '01:30') { Reminder.send_later(:send_reminders) }
```

Anatomy of a clock file

clock.rb is standard Ruby. Since we include the Clockwork module (the clockwork binary does this automatically, or you can do it explicitly), this exposes a small DSL ("handler" and "every") to define the handler for events, and then the events themselves.

The handler typically looks like this:

```
handler { |job| enqueue_your_job(job) }
```

This block will be invoked every time an event is triggered, with the job name passed in. In most cases, you should be able to pass the job name directly through to your queueing system.

The second part of the file are the events, which roughly resembles a crontab:

```
every(5.minutes, 'thing.do')
every(1.hour, 'otherthing.do')
```

In the first line of this example, an event will be triggered once every five minutes, passing the job name 'thing.do' into the handler. The handler shown above would thus call `enqueue_your_job('thing.do')`.

You can also pass a custom block to the handler, for job queueing systems that rely on classes rather than job names (i.e. DJ and Resque). In this case, you need not define a general event handler, and instead provide one with each event:

```
every(5.minutes,  
'thing.do') { Thing.send_later(:do) }
```

If you provide a custom handler for the block, the job name is used only for logging.

You can also use blocks to do more complex checks:

```
every(1.day, 'check.leap.year') do  
  Stalker.enqueue('leap.year.party') if Time.now.year % 4 == 0  
end
```

In production

Only one clock process should ever be running across your whole application deployment. For example, if your app is running on three VPS machines (two app servers and one database), your app machines might have the following process topography:

- * App server 1: 3 web (thin start), 3 workers (rake jobs:work), 1 clock (clockwork clock.rb)
- * App server 2: 3 web (thin start), 3 workers (rake jobs:work)

You should use Monit, God, Upstart, or Inittab to keep your clock process running the same way you keep your web and workers running.

Meta

Created by Adam Wiggins

Inspired by [rufus-scheduler](<http://rufus.rubyforge.org/rufus-scheduler/>) and [<http://github.com/bvandenbos/resque-scheduler>](resque-scheduler)

Design

assistance from Peter van Hardenberg and Matthew Soldo

Patches contributed by Mark McGranaghan

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<http://github.com/adamwiggins/clockwork>

Found in path(s):

- * /opt/cola/permits/1215783807_1634571130.71/0/clockwork-0-2-2-2-gem/data-tar-gz/README.md

1.250 opentracing-go-stdlib 1.0.0

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1.251 gogo-status 1.0.3

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1.257 fzambia-sentinel 1.1.0

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1.260 go-sourcemap-sourcemap

2.1.3+incompatible

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1.261 grafana-grafana-plugin-sdk-go 0.88.0

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1.262 centrifugal-protocol 0.3.4

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1.263 grafana-grafana-aws-sdk 0.4.0

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1.264 grafana-loki 1.6.2-0.20201026154740-6978ee5d7387

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tomb - support for clean goroutine termination in Go.

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package spec

import (
    "encoding/json"

    "github.com/go-openapi/swag"
)

// License information for the exposed API.
//
// For more information: http://goo.gl/8us55a#licenseObject

```

```

type License struct {
    LicenseProps
    VendorExtensible
}

type LicenseProps struct {
    Name string `json:"name,omitempty"`
    URL  string `json:"url,omitempty"`
}

func (l *License) UnmarshalJSON(data
[]byte) error {
    if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
        return err
    }
    return json.Unmarshal(data, &l.VendorExtensible)
}

func (l License) MarshalJSON() ([]byte, error) {
    b1, err := json.Marshal(l.LicenseProps)
    if err != nil {
        return nil, err
    }
    b2, err := json.Marshal(l.VendorExtensible)
    if err != nil {
        return nil, err
    }
    return swag.ConcatJSON(b1, b2), nil
}

```

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procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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```

```
# Please keep the list sorted.
```

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#

Auto-generated with:

git log --oneline --pretty=format:'%an <%aE>' | sort -u

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go-zookeeper - Native ZooKeeper client for Go

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- <https://github.com/prometheus/prometheus/blob/master/web/ui/react-app/package.json>

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package api

```
import (  
  "io/ioutil"  
  "strings"  
  "time"  
)
```



```

type License struct {
    // The unique identifier of the license
    LicenseID string `json:"license_id"`

    // The customer ID associated with the license
    CustomerID string `json:"customer_id"`

    // If set, an identifier that should be used to lock the license to a
    // particular site, cluster, etc.
    InstallationID string `json:"installation_id"`

    // The time at which the license was issued
    IssueTime time.Time `json:"issue_time"`

    // The time at which the license starts being valid
    StartTime time.Time `json:"start_time"`

    // The time after which the license expires
    ExpirationTime time.Time `json:"expiration_time"`

    // The time at which the license ceases to function and can
    // no longer be used in any capacity
    TerminationTime time.Time `json:"termination_time"`

    // The product the license is valid for
    Product string `json:"product"`

    // License Specific Flags
    Flags map[string]interface{}
    `json:"flags"`

    // Modules is a list of the licensed enterprise modules
    Modules []string `json:"modules"`

    // List of features enabled by the license
    Features []string `json:"features"`
}

type LicenseReply struct {
    Valid bool
    License *License
    Warnings []string
}

func (op *Operator) LicenseGet(q *QueryOptions) (*LicenseReply, error) {
    var reply LicenseReply
    if _, err := op.c.query("/v1/operator/license", &reply, q); err != nil {
        return nil, err
    }
}

```

```

} else {
    return &reply, nil
}
}

func (op *Operator) LicenseGetSigned(q *QueryOptions) (string, error) {
    r := op.c.newRequest("GET", "/v1/operator/license")
    r.params.Set("signed", "1")
    r.setQueryOptions(q)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return "", err
    }
    defer resp.Body.Close()

    data, err := ioutil.ReadAll(resp.Body)
    if err != nil {
        return "", err
    }

    return string(data), nil
}

// LicenseReset will reset the license to the builtin one if it
// is still valid.
// If the builtin license is invalid, the current license stays active.
func (op *Operator) LicenseReset(opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("DELETE", "/v1/operator/license")
    r.setWriteOptions(opts)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()

    if err := decodeBody(resp, &reply); err != nil {
        return nil, err
    }

    return &reply, nil
}

func (op *Operator) LicensePut(license string, opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("PUT", "/v1/operator/license")
    r.setWriteOptions(opts)
    r.body = strings.NewReader(license)

```

```
_, resp, err := requireOK(op.c.doRequest(r))
if err != nil {
    return nil, err
}
defer resp.Body.Close()

if err := decodeBody(resp, &reply); err != nil {
    return nil, err
}

return &reply, nil
}
```

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*/
```

```
package minio
```

```
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    "bytes"
    "context"
    "encoding/xml"
    "fmt"
    "net/http"
    "net/url"

    "github.com/minio/minio-go/v7/pkg/s3utils"
)

// objectLegalHold - object legal hold specified in
// https://docs.aws.amazon.com/AmazonS3/latest/API/archive-RESTObjectPUTLegalHold.html
type objectLegalHold struct {
    XMLNS
    string    `xml:"xmlns,attr,omitempty"`
    XMLName xml.Name    `xml:"LegalHold"`
    Status   LegalHoldStatus `xml:"Status,omitempty"`
}

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call
type PutObjectLegalHoldOptions struct {
    VersionID string
    Status    *LegalHoldStatus
}

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call
type GetObjectLegalHoldOptions struct {
    VersionID string
}

// LegalHoldStatus - object legal hold status.
type LegalHoldStatus string

const (
    // LegalHoldEnabled indicates legal hold is enabled
```

```

LegalHoldEnabled LegalHoldStatus = "ON"

// LegalHoldDisabled indicates legal hold is disabled
LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
    return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
    return r == LegalHoldEnabled ||
        r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus) (*objectLegalHold, error) {
    if status == nil {
        return nil, fmt.Errorf("Status not set")
    }
    if !status.IsValid() {
        return nil, fmt.Errorf("invalid legal hold status `%v`", status)
    }
    legalHold := &objectLegalHold{
        Status: *status,
    }
    return legalHold, nil
}

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
PutObjectLegalHoldOptions) error {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return err
    }

    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return err
    }

    // Get resources properly escaped and lined up before
    // using them in http request.
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", "")

    if opts.VersionID != "" {
        urlValues.Set("versionId", opts.VersionID)
    }

```

```

}

lh,
err := newObjectLegalHold(opts.Status)
if err != nil {
    return err
}

lhData, err := xml.Marshal(lh)
if err != nil {
    return err
}

reqMetadata := requestMetadata{
    bucketName:    bucketName,
    objectName:    objectName,
    queryValues:   urlValues,
    contentType:   bytes.NewReader(lhData),
    contentLength: int64(len(lhData)),
    contentMD5Base64: sumMD5Base64(lhData),
    contentSHA256Hex: sum256Hex(lhData),
}

// Execute PUT Object Legal Hold.
resp, err := c.executeMethod(ctx, http.MethodPut, reqMetadata)
defer closeResponse(resp)
if err != nil {
    return err
}
if resp != nil {
    if resp.StatusCode != http.StatusOK && resp.StatusCode != http.StatusNoContent {
        return httpRespToErrorResponse(resp, bucketName, objectName)
    }
}
return nil
}

// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
GetObjectLegalHoldOptions)
(status *LegalHoldStatus, err error) {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return nil, err
    }

    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return nil, err
    }
}

```



```

}
urlValues := make(url.Values)
urlValues.Set("legal-hold", "")

if opts.VersionID != "" {
    urlValues.Set("versionId", opts.VersionID)
}

// Execute GET on bucket to list objects.
resp, err := c.executeMethod(ctx, http.MethodGet, requestMetadata{
    bucketName:    bucketName,
    objectName:    objectName,
    queryValues:   urlValues,
    contentSHA256Hex: emptySHA256Hex,
})
defer closeResponse(resp)
if err != nil {
    return nil, err
}
if resp != nil {
    if resp.StatusCode != http.StatusOK {
        return nil, httpRespToErrorResponse(resp, bucketName, objectName)
    }
}
lh := &objectLegalHold{}
if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
    return nil, err
}

return &lh.Status, nil
}

```

1.265 cortexproject-cortex 1.4.1-0.20201022071705-85942c5703cf

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*/

package minio

import (

"bytes"

"context"

"encoding/xml"

"fmt"

"net/http"

"net/url"

"github.com/minio/minio-go/v7/pkg/s3utils"

)

// objectLegalHold - object legal hold specified in

// <https://docs.aws.amazon.com/AmazonS3/latest/API/archive-RESTObjectPUTLegalHold.html>

type objectLegalHold struct {

XMLNS string `xml:"xmlns,attr,omitempty"`

XMLName

```

xml.Name    `xml:"LegalHold"`
Status    LegalHoldStatus `xml:"Status,omitempty"`
}

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call
type PutObjectLegalHoldOptions struct {
    VersionID string
    Status    *LegalHoldStatus
}

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call
type GetObjectLegalHoldOptions struct {
    VersionID string
}

// LegalHoldStatus - object legal hold status.
type LegalHoldStatus string

const (
    // LegalHoldEnabled indicates legal hold is enabled
    LegalHoldEnabled LegalHoldStatus = "ON"

    // LegalHoldDisabled indicates legal hold is disabled
    LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
    return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
    return r == LegalHoldEnabled || r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus)
(*objectLegalHold, error) {
    if status == nil {
        return nil, fmt.Errorf("Status not set")
    }
    if !status.IsValid() {
        return nil, fmt.Errorf("invalid legal hold status `%v`", status)
    }
    legalHold := &objectLegalHold{
        Status: *status,
    }
    return legalHold, nil
}

```

```

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
PutObjectLegalHoldOptions) error {
// Input validation.
if err := s3utils.CheckValidBucketName(bucketName); err != nil {
return err
}

if err := s3utils.CheckValidObjectName(objectName); err != nil {
return err
}

// Get resources properly escaped and lined up before
// using them in http request.
urlValues := make(url.Values)
urlValues.Set("legal-hold", "")

if opts.VersionID != "" {
urlValues.Set("versionId", opts.VersionID)
}

lh, err := newObjectLegalHold(opts.Status)
if err != nil {
return err
}

lhData, err := xml.Marshal(lh)
if
err != nil {
return err
}

reqMetadata := requestMetadata{
bucketName: bucketName,
objectName: objectName,
queryValues: urlValues,
contentBody: bytes.NewReader(lhData),
contentLength: int64(len(lhData)),
contentMD5Base64: sumMD5Base64(lhData),
contentSHA256Hex: sum256Hex(lhData),
}

// Execute PUT Object Legal Hold.
resp, err := c.executeMethod(ctx, http.MethodPut, reqMetadata)
defer closeResponse(resp)
if err != nil {
return err
}

```

```

}
if resp != nil {
    if resp.StatusCode != http.StatusOK && resp.StatusCode != http.StatusNoContent {
        return httpRespToErrorResponse(resp, bucketName, objectName)
    }
}
return nil
}

// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
GetObjectLegalHoldOptions) (status *LegalHoldStatus, err error) {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return
        nil, err
    }

    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return nil, err
    }
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", "")

    if opts.VersionID != "" {
        urlValues.Set("versionId", opts.VersionID)
    }

    // Execute GET on bucket to list objects.
    resp, err := c.executeMethod(ctx, http.MethodGet, requestMetadata{
        bucketName:    bucketName,
        objectName:    objectName,
        queryValues:   urlValues,
        contentSHA256Hex: emptySHA256Hex,
    })
    defer closeResponse(resp)
    if err != nil {
        return nil, err
    }
    if resp != nil {
        if resp.StatusCode != http.StatusOK {
            return nil, httpRespToErrorResponse(resp, bucketName, objectName)
        }
    }
    lh := &objectLegalHold{ }
    if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
        return nil, err
    }
}

```

```
return &lh.Status, nil
}
```

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package spec

```

import (
    "encoding/json"

    "github.com/go-openapi/swag"
)

// License information for the exposed API.
//
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
    LicenseProps
    VendorExtensible
}

// LicenseProps holds the properties of a License object
type LicenseProps struct {
    Name string `json:"name,omitempty"`
    URL  string `json:"url,omitempty"`
}

// UnmarshalJSON
hydrates License from json
func (l *License) UnmarshalJSON(data []byte) error {
    if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
        return err
    }
    return json.Unmarshal(data, &l.VendorExtensible)
}

// MarshalJSON produces License as json
func (l License) MarshalJSON() ([]byte, error) {
    b1, err := json.Marshal(l.LicenseProps)
    if err != nil {
        return nil, err
    }
    b2, err := json.Marshal(l.VendorExtensible)
    if err != nil {
        return nil, err
    }
    return swag.ConcatJSON(b1, b2), nil
}

```

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Protocol Buffers for Go with Gadgets

Go support for Protocol Buffers - Google's data interchange format

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<https://github.com/golang/protobuf>

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procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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Support for streaming Protocol Buffer messages for the Go language (golang).

https://github.com/matttproud/golang_protobuf_extensions

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DNS library in Go

<https://miekg.nl/2014/august/16/go-dns-package/>

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LevelDB key/value database in Go

<https://github.com/syndtr/goleveldb>

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gosnappy - a fork of code.google.com/p/snappy-go

<https://github.com/syndtr/gosnappy>

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go-zookeeper - Native ZooKeeper client for Go

<https://github.com/samuel/go-zookeeper>

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Time series compression algorithm from Facebook's Gorilla paper

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package api

```
import (  
    "io/ioutil"  
    "strings"  
    "time"  
)
```

```
type License struct {  
    // The unique identifier of the license  
    LicenseID string `json:"license_id"`  
  
    // The customer ID associated with the license  
    CustomerID string `json:"customer_id"`  
  
    // If set, an identifier that should be used to lock the license to a  
    // particular site, cluster, etc.  
    InstallationID string `json:"installation_id"`  
  
    // The time at which the license was issued  
    IssueTime time.Time `json:"issue_time"`  
  
    // The time at which the license starts being valid
```

```

StartTime time.Time `json:"start_time"`

// The time after which the license expires
ExpirationTime time.Time `json:"expiration_time"`

// The time at which the license ceases to function and can
// no longer be used in any capacity
TerminationTime time.Time `json:"termination_time"`

// The product the license is valid for
Product string `json:"product"`

// License Specific Flags
Flags map[string]interface{} `json:"flags"`

// Modules is a list
// of the licensed enterprise modules
Modules []string `json:"modules"`

// List of features enabled by the license
Features []string `json:"features"`
}

type LicenseReply struct {
    Valid bool
    License *License
    Warnings []string
}

func (op *Operator) LicenseGet(q *QueryOptions) (*LicenseReply, error) {
    var reply LicenseReply
    if _, err := op.c.query("/v1/operator/license", &reply, q); err != nil {
        return nil, err
    } else {
        return &reply, nil
    }
}

func (op *Operator) LicenseGetSigned(q *QueryOptions) (string, error) {
    r := op.c.newRequest("GET", "/v1/operator/license")
    r.params.Set("signed", "1")
    r.setQueryOptions(q)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return "", err
    }
    defer closeResponseBody(resp)
}

```

```

data, err := ioutil.ReadAll(resp.Body)
if err != nil {
    return "", err
}

return string(data), nil
}

// LicenseReset will reset the license to the builtin one if it is still valid.
// If the builtin license is invalid, the current license
// stays active.
//
// DEPRECATED: Consul 1.10 removes the corresponding HTTP endpoint as licenses
// are now set via agent configuration instead of through the API
func (op *Operator) LicenseReset(opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("DELETE", "/v1/operator/license")
    r.setWriteOptions(opts)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()
    if err := decodeBody(resp, &reply); err != nil {
        return nil, err
    }
    return &reply, nil
}

// LicensePut will configure the Consul Enterprise license for the target datacenter
//
// DEPRECATED: Consul 1.10 removes the corresponding HTTP endpoint as licenses
// are now set via agent configuration instead of through the API
func (op *Operator) LicensePut(license string, opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("PUT", "/v1/operator/license")
    r.setWriteOptions(opts)
    r.body = strings.NewReader(license)
    _,
    resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()

    if err := decodeBody(resp, &reply); err != nil {
        return nil, err
    }
}

```


return &reply, nil

}

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Squirrel

The Masterminds

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1.267 google-api-go-client 0.40.0

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1.268 apache-arrow-go-arrow 0.0.0-20200629181129-68b1273cbbf7

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*

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* `folly/Portability.h`

* `folly/lang/Align.h`

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<https://gist.github.com/cristianadam/ef920342939a89fae3e8a85ca9459b49>

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r/R/dplyr-count-tally.R (some portions)

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package cloud

import (

"bytes"

"io/ioutil"

"os"

"path/filepath"

"strings"

"testing"

)

var sentinels = []string{

"Copyright",

"Google",

`Licensed under the Apache License, Version 2.0 (the "License");` ,

}

func TestLicense(t *testing.T) {

t.Parallel()

```

skip := map[string]bool{
// Automatically generated.
"bigtable/cmd/cbt/cbt doc.go": true,

// BSD license,
which is compatible, is embedded in the file.
"cmd/go-cloud-debug-agent/internal/debug/elf/elf.go": true,

// From https://github.com/golang/pkgsite.
"third_party/pkgsite/print_type.go": true,
"third_party/pkgsite/synopsis.go": true,
}
err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
if err != nil {
return err
}

if ext := filepath.Ext(path); ext != ".go" && ext != ".proto" {
return nil
}
if strings.HasSuffix(path, ".pb.go") {
// .pb.go files are generated from the proto files.
// .proto files must have license headers.
return nil
}
if skip[path] {
return nil
}
}
src, err := ioutil.ReadFile(path)
if err != nil {
return nil
}
src = src[:300] // Ensure all of the sentinel values are at the top of the file.

// Find license
for _, sentinel := range sentinels {
if !bytes.Contains(src, []byte(sentinel)) {
t.Errorf("%v: license header not present. want %q", path, sentinel)
return
}
}

return nil
})
if err != nil {
t.Fatal(err)
}

```

}

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procfs provides functions to retrieve system, kernel and process

metrics from the pseudo-filesystem proc.

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package spec

// License information for the exposed API.

//

// For more information: <http://goo.gl/8us55a#licenseObject>

type License struct {

 Name string `json:"name,omitempty"`

 URL string `json:"url,omitempty"`

}

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1.271 golang-genproto 0.0.0-20210203152818-3206188e46ba

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1.272 opentracing-contrib-go-grpc 0.0.0-20191001143057-db30781987df

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1.273 centrifugal-centrifuge 0.13.0

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1.274 logfmt 0.5.0

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1.275 influxdata-line-protocol 0.0.0-

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1.277 common 0.0.0-20201119133501-0619918236ec

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A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`
or `init_by_array(init_key, key_length)`.

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A C-program for MT19937-64 (2004/9/29 version).

Coded by Takuji Nishimura and Makoto Matsumoto.

This is a 64-bit version of Mersenne Twister pseudorandom number generator.

Before using, initialize the state by using `init_genrand64(seed)` or `init_by_array64(init_key, key_length)`.

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I. Bogaert, "Iteration-Free Computation of Gauss-Legendre Quadrature Nodes and Weights",
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1.287 match 1.1.1

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1.288 golang-set 1.7.1

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1.289 sarama 1.30.0

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1.290 coreos-semver 0.3.0

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1.291 logrus 1.8.1

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1.292 jackc-pgproto 2.1.1

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1.293 protobuf 3.19.1

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1.294 gofpdf 1.16.2

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1.295 prometheus-common 0.32.1

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1.296 hashicorp-uuid 1.0.2

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1.298 alpine-keys 2.4-r1

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1.300 six 1.14.0

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1.302 persistent 0.18.0

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1.304 google-uuid 1.3.0

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1.305 libseccomp 2.5.1-1ubuntu1~20.04.2

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lib/erl/src/Makefile.am

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For the aclocal/ax_boost_base.m4 and contrib/fb303/aclocal/ax_boost_base.m4
components:

```
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#
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```

For the lib/nodejs/lib/thrift/json_parse.js:

```
/*
  json_parse.js
  2015-05-02
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```

```
*/
(By Douglas Crockford <douglas@crockford.com>)
```

For lib/cpp/src/thrift/windows/SocketPair.cpp

```
/* socketpair.c
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 */
```

For lib/py/compat/win32/stdint.h

```
// ISO C9x compliantstdint.h for Microsoft Visual Studio
// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
//
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//
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in t_html_generator.h

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1.308 jaeger 1.22.1-0.20210304164023-2fff3ca58910

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1.310 mattermost-xml-roundtrip-validator

0.1.0

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1.311 antchfx-xpath 1.2.0

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1.312 jackc-pgtype 1.9.1

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1.313 supervisor 4.2.4

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1.314 systemd 245.4-4ubuntu3.15

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Any executables

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1.316 go-jmespath 0.4.0

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1.317 popt 1.16-14

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1.318 jackc-pgproto 2.2.0

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1.319 gojsonschema 1.2.0

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1.320 gorilla 1.8.0

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1.321 google-cloud-go 0.75.0

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package cloud

```
import (  
    "bytes"  
    "io/ioutil"  
    "os"  
    "path/filepath"  
    "strings"  
    "testing"  
)
```

```
var sentinels = []string{  
    "Copyright",  
    "Google",
```

```

Licensed under the Apache License, Version 2.0 (the "License");
}

func TestLicense(t *testing.T) {
t.Parallel()
skip := map[string]bool{
// Automatically generated.
"bigtable/cmd/cbt/cbt doc.go": true,

// BSD license, which is compatible, is embedded in
the file.
"cmd/go-cloud-debug-agent/internal/debug/elf/elf.go": true,

// From https://github.com/golang/pkgsite.
"third_party/pkgsite/print_type.go": true,
"third_party/pkgsite/synopsis.go": true,
}
err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
if err != nil {
return err
}

if ext := filepath.Ext(path); ext != ".go" && ext != ".proto" {
return nil
}

if strings.HasSuffix(path, ".pb.go") {
// .pb.go files are generated from the proto files.
// .proto files must have license headers.
return nil
}

if skip[path] {
return nil
}

src, err := ioutil.ReadFile(path)
if err != nil {
return nil
}

src = src[:300] // Ensure all of the sentinel values are at the top of the file.

// Find license
for _, sentinel := range sentinels {
if !bytes.Contains(src, []byte(sentinel)) {
t.Errorf("%v: license header not present. want %q", path, sentinel)
return nil
}
}

return nil
}

```



```
)  
if err != nil {  
    t.Fatal(err)  
}  
}
```

1.322 base-files 11ubuntu5.5

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```
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it  
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```

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```
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```

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

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

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```
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```

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```

The hypothetical commands `show w' and `show c' should show the
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```
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program `Gnomovision' (a program to direct compilers to make passes
at assemblers) written by James Hacker.
```

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

That's all there is to it!

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Version 3, 29 June 2007

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1.323 cyrus-sasl 2.1.27+dfsg-2ubuntu0.1

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1.328 python 3.8.10-0ubuntu1~20.04

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A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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```
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```

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<signature of Ty Coon>, 1 April 1989
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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DRuntime: Runtime Library for the D Programming Language

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(28) Artem Bityuckiy (--enable-newlib-iconv)

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[applies only to hppa*-*-pro* targets]

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```
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```
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@item

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@item

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```
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(C) @var{year} @var{name of author}
```

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```
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@var{program} Copyright (C) @var{year} @var{name of author}
This program comes with ABSOLUTELY NO WARRANTY;
for details type @samp{show w}.
This is free software, and you are welcome to redistribute it
under certain conditions; type @samp{show c} for details.
@end smallexample
```

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Version 3, 29 June 2007

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This is the Debian GNU/Linux prepackaged version of the GNU compiler
collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C,
Objective-C++, and Modula-2 compilers, documentation, and support
libraries. In addition, Debian provides the gm2 compiler, either in
the same source package, or built from a separate same source package.
Packaging is done by the Debian GCC Maintainers
<debian-gcc@lists.debian.org>, with sources obtained from:

<ftp://gcc.gnu.org/pub/gcc/releases/> (for full releases)
<svn://gcc.gnu.org/svn/gcc/> (for prereleases)
<ftp://sourceware.org/pub/newlib/> (for newlib)
<git://git.savannah.gnu.org/gm2.git> (for Modula-2)

The current gcc-9 source package is taken from the SVN gcc-9-branch.

Changes: See [changelog.Debian.gz](#)

Debian splits the GNU Compiler Collection into packages for each language,

library, and documentation as follows:

Language	Compiler package	Library package	Documentation
Ada	gnat-9	libgnat-9	gnat-9-doc
BRIG	gccbrig-9	libhsail-rt0	
C	gcc-9	gcc-9-doc	
C++	g++-9	libstdc++6	libstdc++6-9-doc
D	gdc-9		
Fortran 95	gfortran-9	libgfortran3	gfortran-9-doc
Go	gccgo-9	libgo0	
Objective C	gobjc-9	libobjc2	
Objective C++	gobjc++-9		
Modula-2	gm2-9	libgm2	

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

Language	Sources	Development	Debugging	Position-Independent
C++		libstdc++6-9-dev	libstdc++6-9-dbg	libstdc++6-9-pic
D	libphobos-9-dev			

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4

GCC intrinsics (platform-dependent)

gcc-9-base Base files common to all compilers
gcc-9-soft-float Software floating point (ARM only)
gcc-9-source The sources with patches

Ada:

libgnatvsn-dev, libgnatvsn9 GNAT version library

C:

cpp-9, cpp-9-doc GNU C Preprocessor
libssp0-dev, libssp0 GCC stack smashing protection library
libquadmath0 Math routines for the __float128 type
fixincludes Fix non-ANSI header files

C, C++ and Fortran 95:

libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code,

Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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ldexpq.c:

- * Conversion to long double by Ulrich Drepper,
- * Cygnus Support, drepper@cygnus.com.

cosq_kernel.c, expq.c, sincos_table.c, sincosq.c, sincosq_kernel.c, sinq_kernel.c, truncq.c:

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Cephes Math Library Release 2.2: January, 1991

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D:

gdc-9	GNU D Compiler
libphobos-9-dev	D standard runtime library

The D source package is made up of the following components.

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- d/*

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- `d/dmd/*`

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The Zlib data compression library:
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The Phobos standard runtime library:
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1.331 prometheus-client 1.12.1

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1.332 lib-pq 1.10.4

1.332.1 Available under license :

```
//go:build go1.10
// +build go1.10

package pq

import (
    "context"
    "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
    return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
    c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
//
// on it.
type NoticeHandlerConnector struct {
    driver.Connector
    noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
    c, err := n.Connector.Connect(ctx)
```

```

if err == nil {
    SetNoticeHandler(c, n.noticeHandler)
}
return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        return c.noticeHandler
    }
    return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
// setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        c.noticeHandler = handler
        return c
    }
    return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}

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```

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1.333 urllib3 1.25.8-2ubuntu0.1

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Upstream-Name: urllib3

Upstream-Contact: Andrey Petrov <andrey.petrov@shazow.net>

Source: <https://pypi.org/project/urllib3/>

Files: *

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Contributions to the urllib3 project

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Contributors

In chronological order:

* victor.vde <<http://code.google.com/u/victor.vde/>>

* HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <<http://code.google.com/u/erikcederstrand/>>

* NTLM-authenticated HTTPSConnectionPool

* Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>

* Client-verified SSL certificates for HTTPSConnectionPool

* Response gzip and deflate encoding support

* Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>

* Non-multipart encoding for POST requests

* p.dobrogost <<http://code.google.com/u/@WBRSRIBZDhBFXQB6/>>

* Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>

* Bugfixes, suggestions, Requests integration

* georgemarshal <<https://github.com/georgemarshal>>

* Bugfixes, Improvements and Test

coverage

* Thomas Kluyver <thomas@kluyver.me.uk>

* Python 3 support

* brandon-rhodes <<http://rhodesmill.org/brandon>>

* Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>

* IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>

* Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>

* Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>

* Support for TLS SNI

* API unification of ssl_version/cert_reqs

* SSL fingerprint and alternative hostname verification

* Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>

* Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>

* Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>

- * Correct six.moves conflict
- * Fixed pickle support of some exceptions

- * Boris Figovsky <boris.figovsky@ravellosystems.com>
- * Allowed to skip SSL hostname verification

- * Cory Benfield
- <<https://lukasa.co.uk/about/>>
- * Stream method for Response objects.
- * Return native strings in header values.
- * Generate 'Host' header when using proxies.

- * Jason Robinson <jaywink@basshero.org>
- * Add missing WrappedSocket.fileno method in PyOpenSSL

- * Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
- * Fixed a race condition

- * Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
- * Added HTTPS (CONNECT) proxy support

- * Stephen Holsapple <sholsapp@gmail.com>
- * Added abstraction for granular control of request fields

- * Martin von Gagern <Martin.vGagern@gmx.net>
- * Support for non-ASCII header parameters

- * Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
- * Support for separate connect and request timeouts

- * Peter Waller <p@pwaller.net>
- * HTTPResponse.tell() for determining amount received over the wire

- * Nipunn Koorapati <nipunn1313@gmail.com>
- * Ignore default ports when comparing hosts for equality

- * Danilo @dbrgn <<https://dbrgn.ch/>>
- * Disabled TLS compression by default on Python 3.2+
- * Disabled TLS compression in pyopenssl contrib module
- * Configurable cipher suites in pyopenssl contrib module

- * Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
- * Account retries on proxy errors

- * Nicolas Delaby <nicolas.delaby@ezeep.com>
- * Use the platform-specific CA certificate locations

- * Josh Schneier <<https://github.com/jschneier>>

- * HTTPHeaderDict and associated tests and docs
- * Bugfixes, docs, test coverage

- * Tahia Khan <<http://tahia.tk/>>
- * Added Timeout examples in docs

- * Arthur Grunseid <<https://grunseid.com>>
- * source_address support and tests (with <https://github.com/bui>)

- * Ian Cordasco <graffatcolmingov@gmail.com>
- * PEP8 Compliance and Linting
- * Add ability to pass socket options to an HTTP Connection

- * Erik Tollerud <erik.tollerud@gmail.com>
- * Support for standard library io module.

- * Krishna Prasad <kprasad.iitd@gmail.com>
- * Google App Engine documentation

- * Aaron Meurer
<asmeurer@gmail.com>
- * Added Url.url, which unparses a Url

- * Evgeny Kapun <abacabadabacaba@gmail.com>
- * Bugfixes

- * Benjamin Meyer <bm_witness@yahoo.com>
- * Security Warning Documentation update for proper capture

- * Shivan Sornarajah <github@sornars.com>
- * Support for using ConnectionPool and PoolManager as context managers.

- * Alex Gaynor <alex.gaynor@gmail.com>
- * Updates to the default SSL configuration

- * Tomas Tomecek <ttomecek@redhat.com>
- * Implemented generator for getting chunks from chunked responses.

- * tlynn <<https://github.com/tlynn>>
- * Respect the warning preferences at import.

- * David D. Riddle <ddriddle@illinois.edu>
- * IPv6 bugfixes in testsuite

- * Thea Flowers <magicalgirl@google.com>
- * App Engine environment tests.
- * Documentation re-write.

- * John Krauss <<https://github.com/talos>>
- * Clues to debugging problems with `cryptography` dependency in docs

- * Disassem <<https://github.com/Disassem>>
- * Fix pool-default headers not applying for url-encoded requests like GET.

- * James Atherfold <jlatherfold@hotmail.com>
- * Bugfixes relating to cleanup of connections during errors.

- * Christian Pedersen <<https://github.com/chripede>>
- * IPv6 HTTPS proxy bugfix

- * Jordan Moldow <<https://github.com/jmoldow>>
- * Fix low-level exceptions leaking from ``HTTPResponse.stream()``.
- * Bugfix for ``ConnectionPool.urlopen(release_conn=False)``.
- * Creation of ``HTTPConnectionPool.ResponseCls``.

- * Predrag Gruevski <<https://github.com/obi1kenobi>>
- * Made cert digest comparison use a constant-time algorithm.

- * Adam Talsma <<https://github.com/a-tal>>
- * Bugfix to ca_cert file paths.

- * Evan Meagher <<https://evanmeagher.net>>
- * Bugfix related to `memoryview` usage in PyOpenSSL adapter

- * John Vandenberg <jayvdb@gmail.com>
- * Python 2.6 fixes; pyflakes and pep8 compliance

- * Andy Caldwell <andy.m.caldwell@gmail.com>
- * Bugfix related to reusing connections in indeterminate states.

- * Ville Skytt <ville.skytta@iki.fi>
- * Logging efficiency improvements, spelling fixes, Travis config.

- * Shige Takeda <smtakeda@gmail.com>
- * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

- * Jess Shapiro <jesse@jesseshapiro.net>
- * Various character-encoding fixes/tweaks
- * Disabling IPv6 DNS when IPv6 connections not supported

- * David Foster <<http://dafoster.net/>>
- * Ensure order of request and response headers are preserved.

- * Jeremy Cline <jeremy@jcline.org>

- * Added connection pool keys by scheme

- * Aviv Palivoda <palaviv@gmail.com>
 - * History list to Retry object.
 - * HTTPResponse contains the last Retry object.

- * Nate Prewitt <nate.prewitt@gmail.com>
 - * Ensure timeouts are not booleans and greater than zero.
 - * Fixed infinite loop in ``stream`` when amt=None.
 - * Added length_remaining to determine remaining data to be read.
 - * Added enforce_content_length to raise exception when incorrect content-length received.

- * Seth Michael Larson <sethmichaellarson@protonmail.com>
 - * Created selectors backport that supports PEP 475.

- * Alexandre Dias <alex.dias@smarkets.com>
 - * Don't retry on timeout if method not in whitelist

- * Moinuddin Quadri <moin18@gmail.com>
 - * Lazily load idna package

- * Tom White <s6yg1ez3@mail2tor.com>
 - * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

- * Tim Burke <tim.burke@gmail.com>
 - * Stop buffering entire deflate-encoded responses.

- * Tuukka Mustonen <tuukka.mustonen@gmail.com>
 - * Add counter for status_forcelist retries.

- * Erik Rose <erik@mozilla.com>
 - * Bugfix to pyopenssl vendoring

- * Wolfgang Richter <wolfgang.richter@gmail.com>
 - * Bugfix related to loading full certificate chains with PyOpenSSL backend.

- * Mike Miller <github@mikeage.net>
 - * Logging improvements to include the HTTP(S) port when opening a new connection

- * Ioannis Tziakos <mail@itziakos.gr>
 - * Fix ``util.selectors._fileobj_to_fd`` to accept ``long``.
 - * Update appveyor tox setup to use the 64bit python.

- * Akamai
(through Jess Shapiro) <jshapiro@akamai.com>
 - * Ongoing maintenance; 2017-2018

- * Dominique Leuenberger <dimstar@opensuse.org>

- * Minor fixes in the test suite

- * Will Bond <will@wbond.net>
- * Add Python 2.6 support to ``contrib.securetransport``

- * Aleksei Alekseev <alekseev.yeskela@gmail.com>
- * using auth info for socks proxy

- * Chris Wilcox <git@crwilcox.com>
- * Improve contribution guide
- * Add ``HTTPResponse.geturl`` method to provide ``urllib2.urlopen().geturl()`` behavior

- * Bruce Merry <https://www.brucemerry.org.za>
- * Fix leaking exceptions when system calls are interrupted with zero timeout

- * Hugo van Kemenade <https://github.com/hugovk>
- * Drop support for EOL Python 2.6

- * Tim Bell <https://github.com/timb07>
- * Bugfix for responses with Content-Type: message/* logging warnings

- * Justin Bramley <https://github.com/jbramleycl>
- * Add ability to handle multiple Content-Encodings

- * Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
- * Remove Authorization header
regardless of case when redirecting to cross-site

- * James Meickle <https://permadeath.com/>
- * Improve handling of Retry-After header

- * Chris Jerdonek <chris.jerdonek@gmail.com>
- * Remove a spurious TypeError from the exception chain inside
HTTPConnectionPool._make_request(), also for BaseExceptions.

- * [Your name or handle] <[email or website]>
- * [Brief summary of your changes]

1.334 etcd 3.5.2

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1.335 andybalholm-brotli 1.0.4

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1.336 python-setuptools 8.8.0

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

Release from	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1				

1.6	2001	CNRI	yes (2)	
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes

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1.337 py3-retrying 1.3.3-r3

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1.338 gdbm 1.23-r0

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1.339 xz 5.2.4-1ubuntu1.1

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Format: <https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: XZ Utils

Upstream-Contact:

Lasse Collin <lasse.collin@tukaani.org>

<https://tukaani.org/xz/lists.html>

Source:

<https://tukaani.org/xz>

<https://git.tukaani.org/xz.git>

Comment:

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Comment:

From: Lasse Collin <lasse.collin@tukaani.org>

To: Jonathan Nieder <jrnieder@gmail.com>

Subject: Re: XZ utils for Debian

Date: Sun, 19 Jul 2009 13:28:23 +0300

Message-Id: <200907191328.23816.lasse.collin@tukaani.org>

[...]

.
> AUTHORS, ChangeLog, COPYING, README, THANKS, TODO,
> dos/README,
windows/README

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Files: m4/getopt.m4 m4/posix-shell.m4

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Files: Doxyfile.in

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Files: src/liblzma/check/crc32_table_?e.h

src/liblzma/check/crc64_table_?e.h

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changelog.gz (commit 975d8fd) explains:

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Other-Authors: Roland McGrath, Akim Demaille, Paul Eggert,

David Mackenzie, Bruno Haible, and many others.

Origin: configure.ac from XZ Utils,

visibility.m4 serial 1 (gettext-0.15),

Autoconf 2.52g

License: config-h

configure.ac:

.

Author: Lasse Collin

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dos/config.h was generated with autoheader, which tells Autoconf to
output a script to generate a config.h file and then runs it.

Files: po/Makevars

Origin: gettext-runtime/po/Makevars (gettext-0.12)

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Authors: Bruno Haible

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1.340 gzip 1.10-0ubuntu4.1

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1.341 pcre 8.39-12build1

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This is Debian GNU/Linux's prepackaged version of the PCRE regular expression library and associated pgrep utility.

This package was put together by me, Mark Baker <mbaker@iee.org> from the original sources obtained from <ftp.csx.cam.ac.uk:/pub/software/programming/pcre>.

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THE BASIC LIBRARY FUNCTIONS

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

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End

1.342 bash 5.0-6ubuntu1.2

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Version 3, 29 June 2007

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This package was put together by Matthias Klose <doko@debian.org>, from the following sources:

bash: <ftp.gnu.org:/pub/gnu/bash/bash-4.3.tar.gz>

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1.344 glibc 2.31-0ubuntu9.7

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1.346 jackc-pgconn 1.9.1-0.20210724152538-d89c8390a530

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1.347 jackc-pgtype 1.10.0

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1.350 jackc-pgx 4.12.1-0.20210724153913-640aa07df17c

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1.351 jinja2 3.1.2

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```
[metadata]
name = Jinja2
version = attr: jinja2.__version__
url = https://palletsprojects.com/p/jinja/
project_urls =
    Donate = https://palletsprojects.com/donate
    Documentation = https://jinja.palletsprojects.com/
    Changes = https://jinja.palletsprojects.com/changes/
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author = Armin Ronacher
author_email = armin.ronacher@active-4.com
maintainer = Pallets
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description = A very fast and expressive template engine.
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
    Development Status :: 5 - Production/Stable
```

Environment :: Web Environment
Intended Audience :: Developers
License :: OSI Approved ::
BSD License
Operating System :: OS Independent
Programming Language :: Python
Topic :: Internet :: WWW/HTTP :: Dynamic Content
Topic :: Text Processing :: Markup :: HTML

[options]

packages = find:
package_dir = = src
include_package_data = True
python_requires = >= 3.7

[options.packages.find]

where = src

[options.entry_points]

babel.extractors =
jinja2 = jinja2.ext:babel_extract[i18n]

[tool:pytest]

testpaths = tests
filterwarnings =
error
ignore:The loop argument:DeprecationWarning:asyncio[.]base_events:542

[coverage:run]

branch = True
source =
jinja2
tests

[coverage:paths]

source =
src
*/site-packages

[flake8]

select = B, E, F, W, B9, ISC
ignore =
E203
E501
E722
W503
max-line-length = 80
per-file-ignores =

src/jinja2/___init___py: F401

```
[mypy]
files = src/jinja2
python_version = 3.7
show_error_codes = True
disallow_subclassing_any = True
disallow_untyped_calls = True
disallow_untyped_defs = True
disallow_incomplete_defs = True
no_implicit_optional = True
local_partial_types
= True
no_implicit_reexport = True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True
```

```
[mypy-jinja2.defaults]
no_implicit_reexport = False
```

```
[mypy-markupsafe]
no_implicit_reexport = False
```

```
[egg_info]
tag_build =
tag_date = 0
```

Found in path(s):

* /opt/cola/permits/1318182303_1651721512.71/0/jinja2-3-1-2-tar-gz/Jinja2-3.1.2/setup.cfg

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Metadata-Version: 2.1

Name: Jinja2

Version: 3.1.2

Summary: A very fast and expressive template engine.

Home-page: <https://palletsprojects.com/p/jinja/>

Author: Armin Ronacher

Author-email: armin.ronacher@active-4.com

Maintainer: Pallets

Maintainer-email: contact@palletsprojects.com

License: BSD-3-Clause

Project-URL: Donate, <https://palletsprojects.com/donate>

Project-URL: Documentation, <https://jinja.palletsprojects.com/>

Project-URL: Changes, <https://jinja.palletsprojects.com/changes/>

Project-URL: Source Code, <https://github.com/pallets/jinja/>

Project-URL: Issue Tracker, <https://github.com/pallets/jinja/issues/>

Project-URL: Twitter, <https://twitter.com/PalletsTeam>

Project-URL: Chat, <https://discord.gg/pallets>

Platform: UNKNOWN

Classifier: Development Status :: 5 - Production/Stable

Classifier: Environment :: Web Environment

Classifier: Intended Audience :: Developers

Classifier: License :: OSI Approved :: BSD License

Classifier:

Operating System :: OS Independent

Classifier: Programming Language :: Python

Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content

Classifier: Topic :: Text Processing :: Markup :: HTML

Requires-Python: >=3.7

Description-Content-Type: text/x-rst

Provides-Extra: i18n

License-File: LICENSE.rst

Jinja

=====

Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
-
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing

Install and update using `pip`_:

```
.. code-block:: text
```

```
$ pip install -U Jinja2
```

```
.. _pip: https://pip.pypa.io/en/stable/getting-started/
```

In A Nutshell

.. code-block:: jinja

```
{% extends "base.html" % }
{% block title % }Members{% endblock % }
{% block content % }
<ul>
  {% for user in users % }
    <li><a href="{{ user.url }}">{{ user.username }}</a></li>
  {% endfor % }
</ul>
{% endblock % }
```

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.. _please donate today: <https://palletsprojects.com/donate>

Links

- Documentation: <https://jinja.palletsprojects.com/>
- Changes: <https://jinja.palletsprojects.com/changes/>
- PyPI Releases: <https://pypi.org/project/Jinja2/>
- Source Code: <https://github.com/pallets/jinja/>
- Issue Tracker: <https://github.com/pallets/jinja/issues/>
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Found in path(s):

- * /opt/cola/permits/1318182303_1651721512.71/0/jinja2-3-1-2-tar-gz/Jinja2-3.1.2/PKG-INFO
- * /opt/cola/permits/1318182303_1651721512.71/0/jinja2-3-1-2-tar-gz/Jinja2-3.1.2/src/Jinja2.egg-info/PKG-INFO

1.352 libnsl 2.31

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```

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1.359 pycparser 2.20

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1.365 xxhash 2.1.1

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1.366 go-jose 2.5.1

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1.367 toml 0.3.1

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1.368 groupcache 0.0.0-20200121045136- 8c9f03a8e57e

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1.369 google-uuid 1.2.0

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bmatsuo

shawnps

theory

jboverfelt

dsymonds

cd1

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1.370 opentracing-go 1.2.0

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1.371 go-colorable 0.1.8

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1.376 paramiko 2.11.0

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1.382 google-go-cmp 0.5.8

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1.383 sqlx 1.3.4

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1.384 msgpack 1.0.4

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1.385 keyutils 1.6-6ubuntu1.1

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```
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```

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```
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```

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1.386 e2fsprogs 1.45.5-2ubuntu1.1

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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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

```
all:: image
```

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

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

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

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

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

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::

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

clean::

```
$(RM)
```

```
-rf pic
```

```
$(RM) -f $(BSD_LIB)
```

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

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Index: tdbsa/tdb.c

--- tdbsa.orig/tdb.c

+++ tdbsa/tdb.c

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

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

*/

/*

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

- trivial database library - private includes

-

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Gadi Oxman, August 1995

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Theodore Ts'o
23-June-2007

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1.387 apt 2.0.9

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1.388 libc-utils 0.7.2-r3

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1.389 pam 1.5.2-r1

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1.390 python-requests 2.28.1

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1.391 openssl 3.0.5

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team.

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

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2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1.1	2010	PSF	yes
3.1.3	3.1.2	2010	PSF	yes
3.1.4	3.1.3	2011	PSF	yes
3.2	3.1	2011	PSF	yes
3.2.1	3.2	2011	PSF	yes
3.2.2	3.2.1	2011	PSF	yes
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2012	PSF	yes		

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In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see <http://www.zope.com>). In 2001, the Python Software
Foundation (PSF, see <http://www.python.org/psf/>) was formed, a
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0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no

1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication.

Just configure this file as the SSLCACertificateFile.#

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/stubs/platform_macros.h
*
/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/stubs/stringprintf_unittest.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/stubs/stringprintf.cc
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/byte_buffer.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/load_reporting.h
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/test/mock_stream.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/fork.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/channel_argument_option.h
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/test/simpler.proto
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/security/authorization_policy_provider.h
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/test/flawed.proto
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/event_engine/memory_allocator.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/test/simple.proto
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/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/main.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/event_engine/memory_request.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/event_engine/endpoint_config.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/test/simplest.proto
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*

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- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/proto_utils.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/interceptor_common.h
- *
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- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/generic/async_generic_service.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/stub_options.h
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- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/create_channel_posix.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/async_stream.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/create_channel.h
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/support/async_stream.h
*
/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/generic/generic_stub.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/test/mock_stream.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/impl/client_unary_call.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpcpp/support/server_callback.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/support/status_code_enum.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/impl/codegen/method_handler_impl.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/impl/codegen/serialization_traits.h
*
/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/impl/codegen/async_unary_call.h

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/create_auth_context.h
 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/alarm.h
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 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/server_builder_plugin.h
 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/client_unary_call.h
 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/server_interceptor.h
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 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/rpc_service_method.h
 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/security/auth_context.h
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 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/grpc_library.h
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 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/support/client_callback.h
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 * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/ext/channelz_service_plugin.h
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- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/server_posix.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/config.h
- *
- /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/client_context.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/client_context.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/call.h
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- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/completion_queue.h
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- /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/slice.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/security/credentials.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/codegen/channel_interface.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/intercepted_channel.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/method_handler_impl.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/impl/grpc_library.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/support/channel_arguments.h
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- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/security/auth_metadata_processor.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/ext/proto_server_reflection_plugin.h
- * /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/support/async_unary_call.h

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc++/server_builder.h
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1.47.0/grpc_root/include/grpc/impl/codegen/gpr_slice.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc/impl/codegen/connectivity_state.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/src/compiler/php_generator.h
*
/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpcpp/impl/codegen/status_code_enum.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-

```


1.47.0/grpc_root/include/grpcpp/create_channel_posix.h

No license file was found, but licenses were detected in source scan.

Metadata-Version: 1.2

Name: grpcio-tools

Version: 1.47.0

Summary: Protobuf code generator for gRPC

Home-page: <https://grpc.io>

Author: The gRPC Authors

Author-email: grpc-io@googlegroups.com

License: Apache License 2.0

Description: gRPC Python Tools

=====

Package for gRPC Python tools.

Supported Python Versions

Python >= 3.6

Installation

The gRPC Python tools package is available for Linux, Mac OS X, and Windows.

Installing From PyPI

~~~~~

If you are installing locally...

::

```
$ pip install grpcio-tools
```

Else system wide (on Ubuntu)...

::

```
$ sudo pip install grpcio-tools
```

If you're on Windows make sure that you installed  
the `pip.exe` component  
when you installed Python (if not go back and install it!) then invoke:

::

```
$ pip.exe install grpcio-tools
```

Windows users may need to invoke `pip.exe` from a command line ran as administrator.

n.b. On Windows and on Mac OS X one *must* have a recent release of `pip` to retrieve the proper wheel from PyPI. Be sure to upgrade to the latest version!

You might also need to install Cython to handle installation via the source distribution if gRPC Python's system coverage with wheels does not happen to include your system.

#### Installing From Source

~~~~~

Building from source requires that you have the Python headers (usually a package named `python-dev`) and Cython installed. It further requires a GCC-like compiler to go smoothly; you can probably get it to work without GCC-like stuff, but you may end up having a bad time.

::

```
$ export REPO_ROOT=grpc # REPO_ROOT can be any directory of your choice
$ git clone -b RELEASE_TAG_HERE https://github.com/grpc/grpc $REPO_ROOT
$ cd $REPO_ROOT
$ git submodule update --init

$ cd tools/distrib/python/grpcio_tools
$ python ../make_grpcio_tools.py

# For the next command do `sudo pip install` if you get permission-denied errors
$ GRPC_PYTHON_BUILD_WITH_CYTHON=1 pip install .
```

You cannot currently install Python from source on Windows. Things might work out for you in MSYS2 (follow the Linux instructions), but it isn't officially supported at the moment.

Troubleshooting

~~~~~

Help, I ...

```
* **... see a** pkg_resources.VersionConflict **when I try
to install
  grpc**
```

This is likely because `pip` doesn't own the offending dependency, which in turn is likely because your operating system's package manager owns

it. You'll need to force the installation of the dependency:

```
:code:`pip install --ignore-installed $OFFENDING_DEPENDENCY`
```

For example, if you get an error like the following:

```
::
```

```
Traceback (most recent call last):
```

```
File "<string>", line 17, in <module>
```

```
...
```

```
File "/usr/lib/python2.7/dist-packages/pkg_resources.py", line 509, in find
```

```
    raise VersionConflict(dist, req)
```

```
pkg_resources.VersionConflict: (six 1.8.0 (/usr/lib/python2.7/dist-packages), Requirement.parse('six>=1.10'))
```

You can fix it by doing:

```
::
```

```
sudo pip install --ignore-installed six
```

\* \*\*... see compiler errors

on some platforms when either installing from source or from the source distribution\*\*

If you see

```
::
```

```
/tmp/pip-build-U8pSsr/cython/Cython/Plex/Scanners.c:4:20: fatal error: Python.h: No such file or directory
```

```
#include "Python.h"
```

```
    ^
```

```
compilation terminated.
```

You can fix it by installing `python-dev` package. i.e

```
::
```

```
sudo apt-get install python-dev
```

If you see something similar to:

```
::
```

```
third_party/protobuf/src/google/protobuf/stubs/mathlimits.h:173:31: note: in expansion of macro  
'SIGNED_INT_MAX'
```

```
    static const Type kPosMax = SIGNED_INT_MAX(Type); \\  
    ^
```

And your toolchain is GCC (at the time of this writing, up through at least GCC 6.0), this is probably a bug where GCC chokes on constant expressions when the `-fwrapv`` flag is specified. You should consider setting your environment with `CFLAGS=-fno-wrapv`` or using clang (`CC=clang``).

## Usage

-----

Given protobuf include directories `$INCLUDE``, an output directory `$OUTPUT``, and proto files `$PROTO_FILES``, invoke as:

::

```
$ python -m grpc_tools.protoc -I$INCLUDE --python_out=$OUTPUT --grpc_python_out=$OUTPUT $PROTO_FILES
```

To use as a build step in distutils-based projects, you may use the provided command class in your `setup.py``:

::

```
setuptools.setup(
    # ...
    cmdclass={
        'build_proto_modules': grpc_tools.command.BuildPackageProtos,
    }
    # ...
)
```

Invocation of the command will walk the project tree and transpile every `.proto`` file into a `_pb2.py`` file in the same directory.

Note that this particular approach requires `grpcio-tools`` to be installed on the machine before the setup script is invoked (i.e. no combination of `setup_requires`` or `install_requires`` will provide access to `grpc_tools.command.BuildPackageProtos`` if it isn't already installed). One way to work around this can be found in our `grpcio-health-checking`` package <<https://pypi.python.org/pypi/grpcio-health-checking>>`\_:

::

```
class BuildPackageProtos(setuptools.Command):
    """Command to generate project *_pb2.py modules from proto files."""
    # ...
    def run(self):
        from grpc_tools import command
```

```
command.build_package_protos(self.distribution.package_dir[""])
```

Now including `grpcio-tools` in `setup_requires` will provide the command on-setup as desired.

For more information on command classes, consult `distutils` and `setuptools` documentation.

Platform: UNKNOWN

Classifier: Development Status :: 5 - Production/Stable

Classifier: Programming Language :: Python

Classifier: Programming Language :: Python :: 3

Classifier: License :: OSI Approved :: Apache Software License

Requires-Python: >=3.6

Found in path(s):

```
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/PKG-INFO
```

```
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpcio_tools.egg-info/PKG-INFO
```

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```
// Licensed under the Apache License, Version 2.0 (the "License");
```

```
// you may not use this file except in compliance with the License.
```

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// You may obtain a copy of the License at
```

```
// http://www.apache.org/licenses/LICENSE-2.0
```

```
// distributed under the License is distributed on an "AS IS" BASIS,
```

```
// version.
```

Found in path(s):

```
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
```

```
1.47.0/grpc_root/include/grpc/event_engine/slice.h
```

No license file was found, but licenses were detected in source scan.

```
/* "grpc_tools/_protoc_compiler.pyx":1
```

```
* # Copyright 2020 The gRPC authors.      # <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
```

```
* #
```

```
* # Licensed under the Apache License, Version 2.0 (the "License");
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
```

```
1.47.0/grpc_tools/_protoc_compiler.cpp
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
*
```

```
* Copyright 2019 gRPC authors.
```

```
*
```

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\* limitations under the License.  
\*  
\*/

Found in path(s):

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/opencensus.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/support/message\_allocator.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/impl/codegen/sync.h  
\*  
/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/test/default\_reactor\_test\_peer.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/support/validate\_service\_config.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/security/tls\_credentials\_options.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/security/alts\_context.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/impl/codegen/delegating\_channel.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/impl/codegen/message\_allocator.h  
\*  
/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/impl/codegen/server\_context.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/security/alts\_util.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/src/compiler/config\_protobuf.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/src/compiler/cpp\_plugin.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_root/include/grpcpp/security/cronet\_credentials.h  
No license file was found, but licenses were detected in source scan.

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```
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```

Found in path(s):

```
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/testing/googletest.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/_proto/google/protobuf/descriptor.proto
*
/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/any.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/compiler/java/java_enum_lite.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/compiler/python/python_plugin_unittest.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/dynamic_message.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/util/message_differencer_unittest.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/compiler/cpp/cpp_message_field.cc
*
/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/compiler/cpp/cpp_parse_function_generator.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/compiler/java/java_string_field.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/unittest_proto3_arena_lite.proto
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/repeated_ptr_field.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/util/internal/testdata/books.proto
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/unknown_field_set.h
*
/opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/text_format_unittest.cc
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/compiler/java/java_kotlin_generator.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third_party/protobuf/src/google/protobuf/unittest_import_public.proto
```

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_primitive\_field.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_helpers.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/delimited\_message\_util.h  
 \*  
 /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unitest\_custom\_options.proto  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/type\_resolver\_util\_test.cc  
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 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_string\_field.cc  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/io/coded\_stream\_unitest.cc  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/object\_source.h  
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 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_enum\_util.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_service.cc  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/annotation\_test\_util.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/wire\_format.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_message.cc  
 \*  
 /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/map\_test\_util.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/repeated\_ptr\_field.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/substitute.h  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_primitive\_field.cc  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/struct.proto  
 \* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/stl\_util.h  
 \*  
 /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_generator.cc



\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/time\_util.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_lite\_imports\_nonlite.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/datapiece.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_enum\_field\_lite.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/io/strtod.cc

\*

/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/map\_proto2\_unittest.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/location\_tracker.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/explicitly\_constructed.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_enormous\_descriptor.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_message\_tctable\_impl.inc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_helpers.cc

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_extension.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/message\_differencer\_unittest.proto

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_tools/\_proto/google/protobuf/duration.proto

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/map\_lite\_unittest.proto

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_padding\_optimizer.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_tools/\_proto/google/protobuf/struct.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/string\_member\_robber.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/io/tokenizer.cc

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/reflection\_ops.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/default\_value\_objectwriter.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/structured\_objectwriter.h

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_mset\_wire\_format.proto

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/dynamic\_message\_unittest.cc

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/arena\_test\_util.cc

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/testdata/oneofs.proto

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_optimize\_for.proto  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/field\_mask.proto  
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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/preserve\_unknown\_enum\_test.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/io/gzip\_stream.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/mock\_code\_generator.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_primitive\_field.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/lite\_unittest.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/port.h

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/reflection\_internal.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/api.proto  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/wire\_format\_lite.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_message\_tctable\_lite.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/int128.h  
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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/map\_field\_inl.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_generator\_factory.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/port\_undef.inc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/time\_util\_test.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/stringpiece.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/strutil.cc  
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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/delimited\_message\_util.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_shared\_code\_generator.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/io/coded\_stream.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_mset.proto  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_message\_table\_driven\_lite.h  
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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/descriptor\_database\_unittest.cc  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/repeated\_field.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/testing/googletest.h  
\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/arena\_unittest.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_message.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_tools/\_proto/google/protobuf/any.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_message\_builder.cc

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/protostream\_objectsource.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_file.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_message\_tctable\_full.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/testdata/struct.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_enum\_field\_lite.cc

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_generator.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/parser.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/type\_resolver\_util.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/structurally\_valid.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_options.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_test\_bad\_identifiers.proto

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_primitive\_field.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/json\_util\_test.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/reflection\_ops.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/json\_stream\_parser.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_enum.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_map\_field\_lite.h

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_map\_field.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_message.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_wrapper\_field.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/proto\_writer.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/json\_format\_proto3.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_lazy\_dependencies\_custom\_option.proto

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/package\_info.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_message\_lite.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/extension\_set.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_enum\_reflection.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_source\_generator\_base.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_doc\_comment.h

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_doc\_comment\_unittest.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/common.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_message.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_names.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_primitive\_field.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/protostream\_objectsource\_test.cc

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_context.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/wire\_format.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_test\_large\_enum\_value.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_options.h

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_generator.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/statusor.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/message\_differencer.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/descriptor.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_message\_field.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc\_tools/\_proto/google/protobuf/wrappers.proto

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/json\_stream\_parser\_test.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_plugin\_unittest.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/reflection\_tester.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/testdata/field\_mask.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/testdata/proto3.proto

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unknown\_field\_set\_unittest.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/ruby/ruby\_generator.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_message\_reflection.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/json\_format.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_field.h

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/text\_format.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/message\_differencer.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/wire\_format\_unittest.inc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/php/php\_generator.cc

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1.47.0/third\_party/protobuf/src/google/protobuf/io/zero\_copy\_stream.h

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/main.cc

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/descriptor.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_primitive\_field.h

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/opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_proto3.proto

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_message\_tctable\_decl.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/has\_bits.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/java/java\_generator\_factory.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/command\_line\_interface.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_proto3\_optional.proto

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/mock\_code\_generator.h

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_extension.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/map.cc

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/stubs/statusor\_test.cc

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/reflection.h

\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/generated\_message\_util.h

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/unittest\_lazy\_dependencies\_enum.proto

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\* /opt/cola/permits/1362038476\_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/third\_party/protobuf/src/google/protobuf/util/internal/protostream\_objectwriter\_test.cc

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/command.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/test/BUILD.bazel
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/protoc_lib_deps.py
```

## 1.396 grpcio 1.47.0

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--

-- Juniper Enterprise Specific MIB: License MIB

--

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--

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--

JUNIPER-LICENSE-MIB DEFINITIONS ::= BEGIN

IMPORTS

MODULE-IDENTITY, OBJECT-TYPE, Unsigned32, TimeTicks, IpAddress,

NOTIFICATION-TYPE

FROM SNMPv2-SMI

jnxLicenseMibRoot

FROM JUNIPER-SMI

DisplayString

FROM SNMPv2-TC;

jnxLicenseMIB MODULE-IDENTITY  
LAST-UPDATED "201906170000Z"  
ORGANIZATION "Juniper Networks, Inc."  
CONTACT-INFO

"Juniper Technical Assistance Center  
Juniper Networks, Inc.  
1133 Innovation Way  
Sunnyvale, CA 94089  
E-mail: support@juniper.net"

DESCRIPTION

"Implementation of enterprise specific MIB  
for license commands and configuration."

REVISION "201007090000Z" -- Jul 09, 2010

DESCRIPTION

"Initial version."

REVISION "201612150000Z" -- Dec 15, 2016

DESCRIPTION

"Added OID jnxLicenseKeyType and Trap jnxLicenseExpired"

REVISION "201906170000Z" -- Jun 17, 2019

DESCRIPTION

"Deprecated jnxLicenseKeys."

::= { jnxLicenseMibRoot 1 }

jnxLicenseNotifications OBJECT IDENTIFIER ::= { jnxLicenseMIB 0 }

jnxLicenseObjects OBJECT IDENTIFIER ::= { jnxLicenseMIB 1 }

jnxLicenseInstallObjects OBJECT IDENTIFIER ::= { jnxLicenseObjects 1 }

jnxLicenseSettings OBJECT IDENTIFIER ::= { jnxLicenseObjects 2 }

-- \*\*\*\*\*

-- License table for installed licenses

-- \*\*\*\*\*

jnxLicenseInstallTable OBJECT-TYPE

SYNTAX SEQUENCE OF JnxLicenseInstallEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION "This table contains installed feature license information."

::= { jnxLicenseInstallObjects 1 }

jnxLicenseInstallEntry OBJECT-TYPE

SYNTAX JnxLicenseInstallEntry



MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "A row of giving installed feature license information."  
INDEX { IMPLIED jnxLicenseId }  
::= { jnxLicenseInstallTable 1 }

JnxLicenseInstallEntry ::= SEQUENCE {  
jnxLicenseId DisplayString,  
jnxLicenseVersion INTEGER,  
jnxLicenseDeviceId DisplayString,  
jnxLicenseType INTEGER,  
jnxLicenseKeys OCTET STRING,  
jnxLicenseKeyType INTEGER  
}

jnxLicenseId OBJECT-TYPE  
SYNTAX DisplayString  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "Installed feature licenses Id."  
::= { jnxLicenseInstallEntry 1 }

jnxLicenseVersion OBJECT-TYPE  
SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"License Version information"  
::= { jnxLicenseInstallEntry 2 }

jnxLicenseDeviceId OBJECT-TYPE  
SYNTAX DisplayString  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License Device Id "  
::= { jnxLicenseInstallEntry 3 }

jnxLicenseType OBJECT-TYPE  
SYNTAX INTEGER { invalid(0), count-down(1), date-based(2),permanent(3) }  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License type information"  
::= { jnxLicenseInstallEntry 4 }

jnxLicenseKeys OBJECT-TYPE  
SYNTAX OCTET STRING  
MAX-ACCESS read-only  
STATUS deprecated

DESCRIPTION \*\*\*\*\* THIS OBJECT IS DEPRECATED \*\*\*\*\*

This object is deprecated,  
it displays all the license keys  
in the system."

::= { jnxLicenseInstallEntry 5 }

jnxLicenseKeyType OBJECT-TYPE  
SYNTAX INTEGER {commercial(1),  
trial(2), demo(3), emergency(4), lab(5), education(6)}  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License key type"  
::= { jnxLicenseInstallEntry 6 }

-- Feature Listing Table

jnxLicenseFeatureListTable OBJECT-TYPE  
SYNTAX SEQUENCE OF JnxLicenseFeatureListEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "list of features supporting Licensing."  
::= { jnxLicenseInstallObjects 2 }

jnxLicenseFeatureListEntry OBJECT-TYPE  
SYNTAX JnxLicenseFeatureListEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "A row of licensed features."  
INDEX { jnxLicenseFeatureId }  
::= { jnxLicenseFeatureListTable 1 }

JnxLicenseFeatureListEntry ::= SEQUENCE {  
jnxLicenseFeatureId INTEGER,  
jnxLicenseFeatureName DisplayString,  
jnxLicenseFeatureDescr DisplayString,  
jnxLicenseFeatureLicenseId  
DisplayString,  
jnxLicenseFeatureLicenseUsed INTEGER,  
jnxLicenseFeatureLicenseInstalled INTEGER,  
jnxLicenseFeatureLicenseNeeded INTEGER  
}

jnxLicenseFeatureId OBJECT-TYPE  
SYNTAX INTEGER  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "Feature Id to point an entry in this table"

::= { jnxLicenseFeatureListEntry 1 }

jnxLicenseFeatureName OBJECT-TYPE

SYNTAX DisplayString  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "Feature Name"

::= { jnxLicenseFeatureListEntry 2 }

jnxLicenseFeatureDescr OBJECT-TYPE

SYNTAX DisplayString  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "Feature Name"

::= { jnxLicenseFeatureListEntry 3 }

jnxLicenseFeatureLicenseId OBJECT-TYPE

SYNTAX DisplayString  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "Feature License Id"

::= { jnxLicenseFeatureListEntry 4 }

jnxLicenseFeatureLicenseUsed OBJECT-TYPE

SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "Licenses Used"

::= { jnxLicenseFeatureListEntry 5 }

jnxLicenseFeatureLicenseInstalled OBJECT-TYPE

SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "Licenses Installed"

::= { jnxLicenseFeatureListEntry 6 }

jnxLicenseFeatureLicenseNeeded OBJECT-TYPE

SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "Licenses Needed"

::= { jnxLicenseFeatureListEntry 7 }

-- \*\*\*\*\*

-- License configuration parameters

-- \*\*\*\*\*

jnxLicenseRenewBeforExpiration  
OBJECT-TYPE  
SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"License renew lead time before expiration in days."  
::= { jnxLicenseSettings 1 }

jnxLicenseRenewInterval OBJECT-TYPE  
SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"License checking interval in hours."  
::= { jnxLicenseSettings 2 }

jnxLicenseAutoUpdate OBJECT-TYPE  
SYNTAX DisplayString  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"License auto update URL of a license server."  
::= { jnxLicenseSettings 3 }

-- \*\*\*\*\*

-- define branches for jnx license traps

-- \*\*\*\*\*

jnxLicenseGraceExpired NOTIFICATION-TYPE  
OBJECTS { jnxLicenseFeatureName  
}  
STATUS current  
DESCRIPTION  
"The SNMP trap that is generated when the license grace period for  
feature identified by jnxLicenseFeatureName is expired"  
::= { jnxLicenseNotifications 1 }

jnxLicenseGraceAboutToExpire NOTIFICATION-TYPE  
OBJECTS { jnxLicenseFeatureName }  
STATUS current  
DESCRIPTION  
"The SNMP trap that is generated when the license grace period for  
feature identified by jnxLicenseFeatureName is about to expire"

```

 ::= { jnxLicenseNotifications 2 }

jnxLicenseAboutToExpire NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName }
  STATUS current
  DESCRIPTION
    "The SNMP trap that is generated when the license period for
    feature identified by jnxLicenseFeatureName is about to expire"
 ::= { jnxLicenseNotifications 3 }

jnxLicenseInfringeCumulative NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName }
  STATUS current
  DESCRIPTION
    "The SNMP trap that is generated when the
feature is used more
    times than as specified in number of licenses allowed for feature
    as identified by jnxLicenseFeatureName"
 ::= { jnxLicenseNotifications 4 }

jnxLicenseInfringeSingle NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName }
  STATUS current
  DESCRIPTION
    "The SNMP trap that is generated when the license for feature
    identified by jnxLicenseFeatureName is not valid i.e. either expired or
    not available."
 ::= { jnxLicenseNotifications 5 }

jnxLicenseKeyExpired NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName, jnxLicenseFeatureLicenseId, jnxLicenseKeyType }
  STATUS current
  DESCRIPTION
    "The SNMP trap that is generated when the license for feature
    identified by jnxLicenseFeatureName is not valid i.e. either expired or
    not available."
 ::= { jnxLicenseNotifications 6 }

END
/*
 * Generated by nsc --mib2yang-std
 * Source: MIB_SOURCES_POST_PROCESSED/CISCO-LICENSE-MGMT-MIB.mib
 */
/*
 * This YANG module has been generated by smidump 0.5.0:
 *
 * smidump -f yang CISCO-LICENSE-MGMT-MIB
 *

```

\* Do not edit. Edit the source file instead!

\*/

```
module CISCO-LICENSE-MGMT-MIB {

    namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-LICENSE-MGMT-MIB";
    prefix "cisco-license-mgmt-mib";

    import ENTITY-MIB {
        prefix "entity-mib";
    }

    import INET-ADDRESS-MIB {
        prefix "inet-address";
    }

    import SNMP-FRAMEWORK-MIB {
        prefix "snmp-framework";
    }

    import SNMPv2-TC {
        prefix "snmpv2-tc";
    }

    import ietf-yang-smiv2 {
        prefix "smiv2";
    }

    organization
        "Cisco Systems Inc.";

    contact
        "Cisco Systems
        Customer Service

        Postal: 170 W Tasman Drive

        San Jose, CA 95134

        USA

        Tel: +1 800 553 -NETS

        E-mail: cs-snmp@cisco.com";

    description
        "The MIB module for managing licenses on the system.
```

The licensing mechanism provides flexibility to enforce licensing for various features in the system.

The following text introduces different concepts and terms those are necessary to understand the MIB definition and to perform license management.

#### UDI

Universal Device Identifier that uniquely identifies a device. It comprises of product ID, version ID and serial number of the device.

#### NODE LOCKED LICENSE:

Node locked licenses are locked to one of the device identifiers in the system. For example, the license can be locked to the UDI value of one of the devices in the system. Locking a license to an UDI guarantees that the license will not be moved to a device with a different UDI.

#### NON-NODE LOCKED LICENSE:

Non-node locked licenses are not locked to any device identifier. They can be used on other similar devices.

#### METERED LICENSE:

Metered

licenses are valid for limited period of time

and they expire after that. This period is the usage period of a license and it is not based on real time clock, but system clock.

#### EULA:

End User License Agreement.

#### EVALUATION LICENSE:

Evaluation licenses are non-node locked metered licenses which are valid only for a limited period.

They are used only when there are no permanent, extension or grace period licenses for a feature.

User will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

#### RIGHT TO USE (RTU) LICENSE:

Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU)

license and is valid for the lifetime of the product.

User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

#### EXTENSION LICENSE:

Extension licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. User will have to accept an EULA as part of installation of extension license.

#### GRACE PERIOD LICENSE:

Grace period licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal as part of the permission ticket to rehost a license. These licenses are installed on the device as part of the rehost operation. User will have to accept an EULA as part of the rehost operation for this type of license. Details on permission ticket, rehost operations are provided

further down in this description clause.

#### PERMANENT LICENSE:

Permanent licenses are node locked licenses that have no usage period associated with them. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. Once these licenses are installed, they will provide needed permission for the feature/image across different versions.

#### COUNTED LICENSE:

Counted licenses limit the number of similar entities that can use the license. For example, a counted license when used by a feature can limit the number of IP phones that can connect or the number of tunnels that can be created.

#### UNCOUNTED LICENSE:

Uncounted licenses do not limit the number of similar entities that can use the licenses.

License can be enforced at the image level or at the feature level and



this MIB module supports both.

#### IMAGE LEVEL LICENSING:

A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license and brings up the appropriate software features or subsystems.

#### FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

#### LICENSE LINE:

A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single feature within it. A line has all the necessary fields and attributes that make it a valid, non-tamper able and complete license.

#### LICENSE FILE:

File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

#### DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

#### REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be

presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

#### PERMISSION TICKET:

Permission ticket is a document generated by Cisco licensing portal that allows a device to rehost its licenses.

#### REHOST TICKET:

Rehost ticket is document generated by a device after it has applied a permission ticket. The rehost ticket is a proof of revocation.

#### LICENSING PORTAL:

Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

#### STEPS TO INSTALL A LICENSE:

To install a license, the management application

1. Retrieves device credentials of the device.
2. Communicates

with Cisco's licensing portal to get

the license file, uses device credentials to identify the device

3. Executes the license install action.

#### STEPS TO CLEAR A LICENSE:

To clear a license, the management application

1. Identifies the license to be cleared using license index.
2. Executes the license clear action.

#### STEPS TO REHOST A LICENSE:

To rehost a license, the management application

1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.

#### 5. Submits rehost

ticket as proof of revocation to

Cisco's licensing portal, uses device credentials of the new device to identify the device, gets license file.

#### 6. Executes the license install action on the new device.

### STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

### STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup

action.

### STEPS TO GENERATE & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module also defines MIB objects to know if a device supports licensing, retrieve device credentials, retrieve information on license stores in the device.

It also defines MIB objects to expose management information associated with the licenses installed on the device, with the licensable features in the software image.

This MIB module also defines various notifications that

will be triggered to asynchronously notify the management application of any critical events.

This MIB module is defined generically so it can be implemented on stand alone devices or stack of devices. In stack of devices, one device in the stack acts as master agent and rest are slave agents. Each device in the stack has its own UDI. The master agent receives requests on behalf of all the devices in the stack including itself and delegates it to other devices as needed. It also collects responses from other devices and sends them to the management application. Examples of such devices include stackable switches, devices with route processor and line cards. On the other hand, stand alone device is a single device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to identify the device uniquely. It is specified as the index or one of the index for tables in this MIB as needed.";

```
revision 2012-04-19 {
description
"This version of the MIB adds support for Permanent Right to use (RTU)
licensing. The revisions are:
o Updated clmgmtLicenseType object to support the following new
types of license:
permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}
```

```
revision 2011-04-19 {
description
"This version of the MIB adds support for Right to use (RTU)
licensing. The revisions are:
o Added RTU license definition to MIB description above.
o Updated clmgmtLicenseType object to support the following new
types of license:
evalRightToUse
rightToUse
o Added following objects to clmgmtLicenseInfoTable
clmgmtLicensePeriodUsed
o Added following objects to clmgmtLicensableFeatureTable
clmgmtFeaturePeriodUsed
o Added the following notifications
clmgmtLicenseEvalRTUTransitionWarning
clmgmtLicenseEvalRTUTransition
```

- o Added the following conformance groups
  - clmgmtLicenseRTUGroup
  - clmgmtLicenseRTUUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1.";  
}

```
revision 2008-11-21 {  
  description  
  "This version of the MIB adds support for subscription  
  licensing. Subscription licenses provide software  
  enforcement for a licensed feature for a fixed calendar  
  period. The revisions are:  
  o Updated clmgmtLicenseType object to support the following three  
  new types of licenses:  
    paidSubscription  
    evaluationSubscription  
    extensionSubscription  
  o Added following objects to clmgmtLicenseInfoTable  
    clmgmtLicenseStartDate  
    clmgmtLicenseEndDate  
  o Added following objects to clmgmtLicensableFeatureTable  
    clmgmtFeatureStartDate  
    clmgmtFeatureEndDate  
  o Added the following notifications  
    clmgmtLicenseSubscriptionExpiryWarning  
    clmgmtLicenseSubscriptionExtExpiryWarning  
    clmgmtLicenseSubscriptionExpired  
  o Added the following conformance groups  
    clmgmtLicenseSubscriptionGroup  
    clmgmtLicenseSubscriptionUsageNotifGroup  
  The new module compliance is ciscoLicenseMgmtComplianceRev1.";  
}
```

```
revision 2006-10-03 {  
  description  
  "Initial version of this MIB module.";  
}
```

```
typedef ClmgmtLicenseIndex {  
  type uint32 {  
    range "1..4294967295";  
  }  
  description  
  "A unique value, for each license in the managed system.  
  It is not necessary to have values assigned contiguously.  
  The value for each license must remain constant  
  at least from one re-initialization of the entity's
```

```

network management system to the next re-initialization";
}

typedef ClmgmtLicenseIndexOrZero {
type uint32;
description
"This textual convention is an extension of the ClmgmtLicenseIndex
convention.
The latter defines a greater than zero value
used to identify a license in the managed system. This
extension permits the additional value of zero. The value
zero is object-specific and must therefore be defined as
part of the description of any object which uses this
syntax. Examples of the usage of zero might include
situations where license was not present or unknown.";
}

```

```

typedef ClmgmtLicenseTransferProtocol {
type enumeration {
enum "none" {
value "1";
}
enum "local" {
value "2";
}
enum "tftp" {
value "3";
}
enum "ftp" {
value "4";
}
enum "rcp" {
value "5";
}
enum "http" {
value "6";
}
enum "scp" {
value "7";
}
enum "sftp" {
value "8";
}
}
description
"The transfer protocol that should be used for copying files
when performing license management. When

```

the protocol is

set to local(2), local file system (flash or disk) is used.

Different agents may support different transfer protocols and the management application is expected to some how determine which protocol is supported and use.";

}

```
typedef ClmgmtLicenseActionState {
```

```
type enumeration {
```

```
enum "none" {
```

```
value "1";
```

```
}
```

```
enum "pending" {
```

```
value "2";
```

```
}
```

```
enum "InProgress" {
```

```
value "3";
```

```
}
```

```
enum "successful" {
```

```
value "4";
```

```
}
```

```
enum "partiallySuccessful" {
```

```
value "5";
```

```
}
```

```
enum "failed" {
```

```
value "6";
```

```
}
```

```
}
```

```
description
```

```
"The state of license action execution.
```

none(1) - action is not yet scheduled to be executed.

pending(2) - All the required parameters for the action are set and the action is scheduled

to be executed.

InProgress(3) - action execution has started and is in progress.

successful(4) - action has completed successfully.

partiallySuccessful(5) - action has completed, but was partially successful. Management application can query additional MIB objects to know what is successful

and what has failed. These additional objects are listed in the description of the corresponding action tables.

```
failed(6)      - action has failed.";
}

typedef ClmgmtLicenseActionFailCause {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "generalFailure" {
      value "2";
    }
    enum "transferProtocolNotSupported" {
      value
"3";
    }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidLicenseFilePath" {
      value "6";
    }
    enum "invalidLicenseFile" {
      value "7";
    }
    enum "invalidLicenseLine" {
      value "8";
    }
    enum "licenseAlreadyExists" {
      value "9";
    }
    enum "licenseNotValidForDevice" {
      value "10";
    }
    enum "invalidLicenseCount" {
      value "11";
    }
    enum "invalidLicensePeriod" {
      value "12";
    }
    enum "licenseInUse" {
```



```

    value "13";
}
enum "invalidLicenseStore" {
    value "14";
}
enum "licenseStorageFull" {
    value "15";
}
enum "invalidPermissionTicketFile" {
    value "16";
}
enum "invalidPermissionTicket" {
    value "17";
}
enum "invalidRehostTicketFile" {
    value "18";
}
enum "invalidRehostTicket"
{
    value "19";
}
enum "invalidLicenseBackupFile" {
    value "20";
}
enum "licenseClearInProgress" {
    value "21";
}
enum "invalidLicenseEULAFile" {
    value "22";
}
}
description
"Reason for license action failure. Defines error codes for
all the license actions.

```

none(1) - action execution has not started yet. If the action is completed and the action is successful, then also none(1) is returned to indicate that there are no errors.

generalFailure(2) - General licensing failure. This will be used for resource unavailability failures.

Ex: Lack of memory.

transferProtocolNotSupported(3) - protocol selected is not

supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not valid

invalidLicenseFilePath(6) - The license file path is not accessible.

invalidLicenseFile(7) - Contents of license file are not valid.

invalidLicenseLine(8) - License string in the license file is not valid.

licenseAlreadyExists(9) - Management application is trying to install a license that already exists.

licenseNotValidForDevice(10) - This license is not valid for the device/entPhysicalIndex specified.

invalidLicenseCount(11) - Invalid count for this counted license.

invalidLicensePeriod(12) - Validity period is invalid for this expiring license.

licenseInUse(13) - License file is in use by a feature/image.

invalidLicenseStore(14) - License store is not valid.

licenseStorageFull(15) - There is no more space in the license storage.

invalidPermissionTicketFile(16) - The permission ticket file path is not accessible.

invalidPermissionTicket(17) - The permission ticket file contents are not valid.

invalidRehostTicketFile(18) - The rehost ticket file path is not accessible.

invalidRehostTicket(19) - The rehost ticket file contents are not valid.

invalidLicenseBackupFile(20) - License backup store path is not accessible.

licenseClearInProgress(21) - When license clear action is in progress, license backup action is not permitted to avoid race conditions. This error code is sent back in response to a license backup action when a license clear action is in progress or in pending state. Try again in few seconds.

invalidLicenseEULAFile(22) - EULA file path is not accessible.";

}

```

container CISCO-LICENSE-MGMT-MIB {
  config false;

  container clmgmtLicenseConfiguration {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";

  leaf clmgmtNextFreeLicenseActionIndex {
    type uint32 {
      range "1..4294967295";
    }
    description
    "This object contains appropriate value for
    clmgmtLicenseActionIndex that can be used to create
    an entry in clmgmtLicenseActionTable. The management application
    should read this object first and then use this as the
    value for clmgmtLicenseActionIndex to avoid collisions
    when creating entries in clmgmtLicenseActionTable.
    Following this approach does not guarantee collision free
    row creation, but will reduce the probability. The
    collision will happen if two management applications read this
    object at the same time and attempt to create an entry
    with this value at the same time. In this case, the
    management application whose request is processed after the first
    request will get an error and the process of reading this object
    and
    entry creation needs to be repeated.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.1";
  }
}

container clmgmtLicenseDeviceInformation {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";

  leaf clmgmtNextFreeDevCredExportActionIndex {
    type uint32;
    description
    "This object contains appropriate value for
    clmgmtDevCredExportActionIndex that can be used to create
    an entry in clmgmtDevCredExportActionTable. The management
    application should read this object first and then use this
    as the value for clmgmtDevCredExportActionIndex to avoid
    collisions when creating entries in
    clmgmtDevCredExportActionTable. Following this approach does
    not guarantee collision free row creation, but will reduce

```

the probability. The collision will happen if two management applications read this object at the same time and attempt to create an entry with this value at the same time.

In this case, the management application whose request is processed after the first request will get an error and the process of reading this object and entry creation needs to be repeated.";

```
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.1";
}
}
```

```
container clmgmtLicenseNotifObjects {
smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";
```

```
leaf clmgmtLicenseUsageNotifEnable {
type boolean;
description
"This object indicates whether the device should generate
the notifications related to usage of licenses. This object
enables/disables sending following notifications:
    clmgmtLicenseExpired
    clmgmtLicenseExpiryWarning
    clmgmtLicenseUsageCountExceeded
    clmgmtLicenseUsageCountAboutToExceed
    clmgmtLicenseSubscriptionExpiryWarning
    clmgmtLicenseSubscriptionExtExpiryWarning
    clmgmtLicenseSubscriptionExpired
    clmgmtLicenseEvalRTUTransitionWarning
    clmgmtLicenseEvalRTUTransition";
smiv2:defval "true";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.1";
}
```

```
leaf clmgmtLicenseDeploymentNotifEnable {
type boolean;
description
"This object indicates whether the device should generate
notifications related to license deployment. This object
enables/disables sending following notifications:
    clmgmtLicenseInstalled
    clmgmtLicenseCleared
    clmgmtLicenseRevoked
    clmgmtLicenseEULAAccepted";
smiv2:defval "true";
smiv2:max-access "read-write";
```

```

smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.2";
}

leaf clmgmtLicenseErrorNotifEnable {
  type boolean;
  description
  "This object indicates whether the device should generate
  notifications related to error conditions in enforcing
  licensing. This object enables/disables sending following
  notifications:
    clmgmtLicenseNotEnforced";
  smiv2:defval "true";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.3";
}
}

container clmgmtLicenseActionTable {
  description
  "A table for invoking license management actions. Management
  application must create a row in this table to trigger any of
  the license management actions. The following are different
  actions that can be executed using this table.
    1. install
    2. clear
    3. processPermissionTicket
    4. regenerateLastRehostTicket
    5. backup
    6. generateEULA

  Refer to the description of clmgmtLicenseAction for more
  information on what these actions do on the device.
  Once the request completes, the management
  application should
  retrieve the values of the objects of interest, and then
  delete the entry. In order to prevent old entries from
  clogging the table, entries will be aged out, but an entry
  will never be deleted within 5 minutes of completion.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2";

  list clmgmtLicenseActionEntry {
    key "clmgmtLicenseActionIndex";
    description
    "An entry for each action that is being executed or was
    executed recently. The management application executes an
    action
    by creating this entry. This can be done in the following
    2 methods

```

## 1. CREATE-AND-GO method

Management application sets `clmgmtLicenseActionRowStatus` to `createAndGo(4)` and all other required objects to valid values in a single SNMP SET request. If all the values are valid, the device creates the entry and executes the action. If the SET request fails, the entry will not be created.

## 2. CREATE-AND-WAIT method

Management application sets `clmgmtLicenseActionRowStatus` to `createAndWait(5)` to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting `clmgmtLicenseActionRowStatus` to `active(1)`.

To stop the action from being executed, the management application can delete the entry by setting `clmgmtLicenseActionRowStatus` to `destroy(6)` when `clmgmtLicenseActionState` is `pending(2)`.

The status of action execution can be known by querying `clmgmtLicenseActionState`. If the action is still in `pending(2)` or in `inProgress(3)` state, the management application need to check back again after few seconds. Once the action completes and status of the action is `failed(6)`, the reason for failure can be retrieved from `clmgmtLicenseActionFailCause`. If the status of the action is `partiallySuccessful(5)`, results of individual licenses can be queried from `clmgmtLicenseActionResultTable`.

Not all objects in the entry are needed to execute every action. Below is the list of actions and the required objects that are needed to be set for executing that action.

### 1. Installing a license

The following MIB objects need to be set for installing a license

- a. `clmgmtLicenseActionTransferProtocol`

- b. clmgmtLicenseServerAddressType
  - c. clmgmtLicenseServerAddress
  - d. clmgmtLicenseServerUsername
  - e. clmgmtLicenseServerPassword
  - f. clmgmtLicenseFile
  - g. clmgmtLicenseStore
  - h. clmgmtLicenseStopOnFailure
  - i. clmgmtLicenseAcceptEULA
  - j. clmgmtLicenseAction

clmgmtLicenseActionEntPhysicalIndex need not be set explicitly for license installs. License itself identifies the device where the license needs to be installed.

clmgmtLicenseStore need to be set to store the licenses in a non-default license store. But, if a license file has more than one license and licenses need to be installed on multiple devices (for example to multiple members within a stack), then value of clmgmtLicenseStore is ignored and the licenses will be installed in default license stores of the respective devices.

## 2. Clearing a license

The following MIB objects need to be set for clearing a license

- a. clmgmtLicenseActionEntPhysicalIndex
- b. clmgmtLicenseActionLicenseIndex
- c. clmgmtLicenseStore
- d. clmgmtLicenseAction

## 3. Revoking a license

The following MIB objects need to be set for revoking a license

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicensePermissionTicketFile
- g. clmgmtLicenseRehostTicketFile
- h. clmgmtLicenseStopOnFailure
- i. clmgmtLicenseAction

## 4. Regenerate last rehost ticket

The following

MIB objects need to be set for regenerating last rehost ticket

- a. clmgmtLicenseActionTransferProtocol

- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicensePermissionTicketFile
- g. clmgmtLicenseRehostTicketFile
- h. clmgmtLicenseStopOnFailure
- i. clmgmtLicenseAction

5. Save all licenses to a backup storage

The following MIB objects need to be set for storing all licenses to a backup store

- a. clmgmtLicenseActionEntPhysicalIndex
- b. clmgmtLicenseActionTransferProtocol
- c. clmgmtLicenseServerAddressType
- d. clmgmtLicenseServerAddress
- e. clmgmtLicenseServerUsername
- f. clmgmtLicenseServerPassword
- g.

clmgmtLicenseBackupFile

- h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be accepted for installing.

The following MIB objects need to be set exporting required EULAs

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicenseFile
- g. clmgmtLicenseEULAFile
- h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol is set to local(2), the following objects need not be set.

- a. clmgmtLicenseServerAddressType
- b. clmgmtLicenseServerAddress
- c. clmgmtLicenseServerUsername
- d. clmgmtLicenseServerPassword

Entry can be deleted

except when clmgmtLicenseAction is set

to pending(2). All entries are volatile and are cleared on agent reset.";

smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1";



```

leaf clmgmtLicenseActionIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
  "This object uniquely identifies a row in
  clmgmtLicenseActionTable. The management application should choose
  this value by reading clmgmtNextFreeLicenseActionIndex
  while creating an entry in this table. If an entry already
  exists with this index, the creation of the entry will not
  continue and error will be returned. The management application
  should read the value of clmgmtNextFreeLicenseActionIndex
  again and retry with the new value for this object.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.1";
}

```

```

leaf clmgmtLicenseActionEntPhysicalIndex
{
  type entity-mib:PhysicalIndexOrZero;
  description
  "This object represents the entPhysicalIndex of the device
  where the action is being executed. This object is mainly
  used in devices where one device is acting as a master and
  rest of the devices as slaves. The master device is
  responsible for SNMP communication with the management
  application. Examples include stackable switches, devices
  with route processor and line card configuration. If this
  object is not set, the license action will be executed on
  the master device. Note: This object need not be set if
  there is a stand alone device";
  smiv2:defval "0";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.2";
}

```

```

leaf clmgmtLicenseActionTransferProtocol {
  type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
  description
  "This object represents the transfer protocol to be used
  when copying files as specified in the following objects.
  1. clmgmtLicenseFile
  2. clmgmtLicensePermissionTicketFile
  3. clmgmtLicenseRehostTicketFile
  4. clmgmtLicenseBackupFile

```

Note: This object need not be set if the all the files

```

    required for the action are in device's local file system.";
    smiv2:defval "none";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.3";
}

```

```

leaf clmgmtLicenseServerAddressType {
    type inet-address:InetAddressType;
    description
        "This object indicates the transport type of the
        address contained in clmgmtLicenseServerAddress object.
        This must be set when clmgmtLicenseActionTransferProtocol
        is not none(1) or local(2).";
    smiv2:defval
"unknown";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.4";
}

```

```

leaf clmgmtLicenseServerAddress {
    type inet-address:InetAddress;
    description
        "This object indicates the ip address of the server from
        which the files must be read or written to if
        clmgmtLicenseActionTransferProtocol is not none(1) or
        local(2).

```

All bits as 0s or 1s for clmgmtLicenseServerAddress are not allowed.

```

    The format of this address depends on the value of the
    clmgmtLicenseServerAddressType object";
    smiv2:defval "";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.5";
}

```

```

leaf clmgmtLicenseServerUsername {
    type snmp-framework:SnmpAdminString {
        length "0..96";
    }
    description
        "This object indicates the
remote user name for accessing
        files via ftp, rcp, sftp or scp protocols. This object must
        be set when the clmgmtLicenseActionTransferProtocol is
        ftp(4), rcp(5), scp(7) or sftp(8). If
        clmgmtLicenseActionTransferProtocol is rcp(5), the remote

```

```

    username is sent as the server username in an rcp command
    request sent by the system to a remote rcp server.";
    smiv2:defval "";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.6";
}

```

```

leaf clmgmtLicenseServerPassword {
  type snmp-framework:SnmpAdminString {
    length "0..96";
  }
  description
    "This object indicates the password used by ftp, sftp or
    scp for copying a file to/from an ftp/sftp/scp server.
    This object must be set when the
    clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
    or sftp(8). Reading it returns

```

```

a zero-length string for
  security reasons.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.7";
}

```

```

leaf clmgmtLicenseFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object represents the location of the license file
    on the server identified by clmgmtLicenseServerAddress. This
    object MUST be set to a valid value before or concurrently
    with setting the value of the clmgmtLicenseAction object to
    install(2). For other operations, the value of this
    object is not considered, it is irrelevant.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.8";
}

```

```

leaf clmgmtLicenseStore {
  type uint32;
  description
    "This object represents the clmgmtLicenseStoreIndex
of the
  license store to use within the device. The license store
  can be a local disk or flash. A device can have more than
  one license stores. If this object is not set, the license

```

```

    will be stored in the default license store as exposed by
    clmgmtDefaultLicenseStore object.";
    smiv2:defaultval "0";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.9";
}

```

```

leaf clmgmtLicenseActionLicenseIndex {
  type cisco-license-mgmt-mib:ClmgmtLicenseIndexOrZero;
  description
    "This object indicates the the license index of the license
    that is the subject of this action. This is used for
    identifying a license for performing actions specific to
    that license. This object need to be set only if
    clmgmtLicenseAction is set to clear(4). The value of this
    object is same as the clmgmtLicenseIndex
object in
    clmgmtLicenseInfoEntry for license that is subject of this
    action.";
    smiv2:defaultval "0";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.10";
}

```

```

leaf clmgmtLicensePermissionTicketFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object indicates the file name of the permission
    ticket. This object need to be set only if
    clmgmtLicenseAction is set to processPermissionTicket(4)
    or regenerateLastRehostTicket(5) actions. The permission
    ticket is obtained from Cisco licensing portal to revoke
    a license. The management application must set this object
    to valid value before invoking the action.";
    smiv2:defaultval "";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.11";
}

```

```

leaf clmgmtLicenseRehostTicketFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object indicates the file where the rehost ticket

```

```

generated by the device need to be exported to. The rehost
ticket is generated as a result of processPermissionTicket
and regenerateLastRehostTicket actions. After generating
the rehost ticket, the device exports the rehost ticket
contents to this file. This object need to be set only
if clmgmtLicenseAction is set to processPermissionTicket(4)
or regenerateLastRehostTicket(5) actions.";
smiv2:defval "";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.12";
}

leaf clmgmtLicenseBackupFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object indicates
the file where all the licenses in
the device need to be backed up. This object need to be set
only if clmgmtLicenseAction is set to backup(6) and the
management application must set the value of this object
to valid value before invoking action.";
smiv2:defval "";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.13";
}

leaf clmgmtLicenseStopOnFailure {
  type boolean;
  description
    "This object indicates whether the license action should
stop if the action on a license fails. This object is
applicable only if there are more than one licenses
involved in an action.";
smiv2:defval "false";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.14";
}

leaf clmgmtLicenseAction {
  type enumeration {
    enum "noOp" {
value "1";
    }
    enum "install" {
value "2";

```

```

}
enum "clear" {
  value "3";
}
enum "processPermissionTicket" {
  value "4";
}
enum "regenerateLastRehostTicket" {
  value "5";
}
enum "backup" {
  value "6";
}
enum "generateEULA" {
  value "7";
}
}
description
"This object indicates the the command/action to be executed.

```

| Command                        | Remarks                                                                                                                |
|--------------------------------|------------------------------------------------------------------------------------------------------------------------|
| -----                          | -----                                                                                                                  |
| noOp(1)                        | No operation will be performed.                                                                                        |
| install(2)                     | Installs the license.                                                                                                  |
| clear(3)                       | Clears the license.                                                                                                    |
| processPermissionTicket(4)     | Processes thee permission ticket and generates and exports rehost ticket.                                              |
| regenerateLastRehostTicket(5)  | Generates and exports the last generated rehost ticket.                                                                |
| backup(6)                      | Backs up all the licenses installed currently onto a backup store.                                                     |
| generateEULA(7)                | Checks whether the licenses in the license file need EULA acceptance and uploads the needed EULA contents to a file."; |
| smiv2:defval "noOp";           |                                                                                                                        |
| smiv2:max-access "read-write"; |                                                                                                                        |

```
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.15";  
}
```

```
leaf clmgmtLicenseActionState {  
  type cisco-license-mgmt-mib:ClmgmtLicenseActionState;  
  description  
    "This object indicates the state of this license action.";  
  smiv2:max-access "read-only";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.16";  
}
```

```
leaf clmgmtLicenseJobQPosition {  
  type uint32;  
  description  
    "This object represents the position of the action  
    in the license action job queue that is maintained  
    internally. Only actions in pending(2) state will  
    be put in the queue until they are executed. By  
    reading this object, the management application can make  
    intelligent decision on whether to execute another  
    action that it is planning on. For example, if there  
    is already a license clear action in the queue in  
    pending(2) state, management application can choose to
```

```
defer its license back up action to a later time. This  
  object will return a value of 0 if the action is not in  
  pending(2) state.";  
  smiv2:max-access "read-only";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.17";  
}
```

```
leaf clmgmtLicenseActionFailCause {  
  type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;  
  description  
    "This object indicates the reason for this license action  
    failure. The value of this object is valid only when  
    clmgmtLicenseActionState is failed(6).";  
  smiv2:max-access "read-only";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.18";  
}
```

```
leaf clmgmtLicenseActionStorageType {  
  type snmpv2-tc:StorageType;  
  description  
    "This object indicates the storage type for this conceptual  
    row. Conceptual rows having the value 'permanent' need not  
    allow write-access to any columnar objects in the row.";
```

```
smiv2:defval "volatile";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.19";
}
```

```
leaf clmgmtLicenseActionRowStatus {
  type snmpv2-tc:RowStatus;
  description
    "This object indicates the the status of this table entry.
    Once the entry status is set to active(1), the associated
    entry cannot be modified until the action completes
    (clmgmtLicenseConfigCommandStatus is set to a value
    other than inProgress(3)). Once the action completes
    the only operation possible after this is to delete
    the row. It is recommended that the management application
    should delete entries in this table after reading
    the result. In order to prevent old entries from
    clogging the table, entries will be aged out, but an
    entry will never be deleted within 5 minutes of
    completion";
```

```
smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.20";
}
```

```
leaf clmgmtLicenseAcceptEULA {
  type boolean;
  description
    "This object indicates whether the End User License Agreement
    needed for installing the licenses is accepted.

    true(1) - EULA is read and accepted
    false(2) - EULA is not accepted

    Management application should set this object to true(1) when
    installing licenses that need EULA acceptance.";
  smiv2:defval "false";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.21";
}
```

```
leaf clmgmtLicenseEULAFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
    "This object indicates the file where all the End User License
    Agreements (EULAs) need to be exported to. This object need to
```



```

    be set only if clmgmtLicenseAction is set to generateEULA(7) and
    the management application must set the value of this object to
    valid value before invoking action.";
    smiv2:defval "";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.22";
  }
}
}

container clmgmtLicenseActionResultTable {
  description
  "This table contains results of license action if the
  license action involves multiple licenses. Entries in this
  table are not created for actions where there is
  only license that is subject of the action. For
  example, if there are 3 licenses in a license file
  when executing license install action, 3 entries will
  be created in this table, one for each license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3";

  list clmgmtLicenseActionResultEntry {
    key "clmgmtLicenseActionIndex clmgmtLicenseNumber";
    description
    "An entry in clmgmtLicenseActionResultTable. Each entry
    contains result of the action for a single license.
    These entries are created immediately after action
    execution when the action involves multiple licenses.
    These entries get automatically deleted when the
    corresponding entry in clmgmtLicenseActionTable
    is deleted.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1";

    leaf clmgmtLicenseActionIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseActionTable/cisco-license-mgmt-mib:clmgmtLicenseActionEntry/cisco-license-mgmt-
mib:clmgmtLicenseActionIndex";
      }
    }

    leaf clmgmtLicenseNumber {
      type uint32 {
        range "1..4294967295";
      }
      description
      "This object indicates the sequence number of this license
      in the list of licenses on which the action

```

is executed.

For example, if there are 3 licenses in a license file when executing license install action, this object will have values 1, 2 and 3 respectively as ordered in the license file.";

```
smiv2:max-access "not-accessible";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.1";
}
```

```
leaf clmgmtLicenseIndivActionState {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
  description
    "This object indicates the state of action on this
    individual license.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.2";
}
```

```
leaf clmgmtLicenseIndivActionFailCause {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
  description
    "This object indicates the reason for action failure on this
    individual license";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.3";
}
}
```

```
container clmgmtLicenseStoreInfoTable {
  description
    "This table contains information about all the license
    stores allocated on the device.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1";
```

```
list clmgmtLicenseStoreInfoEntry {
  key "entPhysicalIndex clmgmtLicenseStoreIndex";
  description
    "An entry in clmgmtLicenseStoreInfoTable. Each entry
    contains information about a license store allocated
    on the device";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1";
```

```
leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}
```

```

}

leaf clmgmtLicenseStoreIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
  "This object uniquely identifies a license store within
  the device.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.1";
}

leaf clmgmtLicenseStoreName {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
  "This object indicates the name of the license store
  within the device. It is a file in device's local file
  system i.e., either on a local disk or flash or some
  other storage media. For example, the value of this
  object can be 'disk1:lic_store_1.txt' or
  'flash:lic_store_2.txt";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.2";
}

leaf clmgmtLicenseStoreTotalSize {
  type uint32;
  units "bytes";
  description
  "This object indicates the total number of bytes that are
  allocated to the license store.";
  smiv2:max-access "read-only";
  smiv2:oid
"1.3.6.1.4.1.9.9.543.1.2.1.1.3";
}

leaf clmgmtLicenseStoreSizeRemaining {
  type uint32;
  units "bytes";
  description
  "This object indicates the number of bytes still remaining
  to be used for new license installations in the license
  store.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.4";
}

```

```

    }
  }
}

container clmgmtLicenseDeviceInfoTable {
  description
  "This table contains objects that provide licensing related
  information at the device level. Entries will exist
  only for entities that support licensing. For example,
  if it is a stand alone device and supports licensing,
  then there will be only one entry in this table. If
  it is stackable switch then there will be multiple
  entries with one entry for each device in the stack.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2";

  list
  clmgmtLicenseDeviceInfoEntry {
    key "entPhysicalIndex";
    description
    "An entry in clmgmtLicenseDeviceInfoTable. Each entry
    contains device level licensing information for a device.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1";

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtDefaultLicenseStore {
      type uint32 {
        range "1..4294967295";
      }
      description
      "This object indicates the clmgmtLicenseStoreIndex of
      default store in the device. There will be only one
      default license store per device. If no license store
      is specified during license install, this default license
      store will be used.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1.1";
    }
  }
}

container clmgmtLicenseInfoTable {
  description

```

```

    "This table contains information about all the licenses
    installed on the device.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3";

    list clmgmtLicenseInfoEntry {
        key "entPhysicalIndex clmgmtLicenseStoreUsed clmgmtLicenseIndex";
        description
            "An entry in clmgmtLicenseInfoTable. Each entry contains
            information about a license installed on the device. This
            entry gets created when a license is installed successfully.
            Management application can not create these entries directly, but
            will do so indirectly by executing license install action.
            Some of these entries may already exist that correspond to
            demo licenses even before management application installs any
            licenses.";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1";

        leaf entPhysicalIndex {
            type leafref {
                path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
                mib:entPhysicalIndex";
            }
        }

        leaf clmgmtLicenseStoreUsed {
            type uint32 {
                range "1..4294967295";
            }
            description
                "This object represents the license store that is used for
                storing this license. This object will have the same value
                as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
                of the license store used.";
            smiv2:max-access "not-accessible";
            smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.1";
        }

        leaf clmgmtLicenseIndex {
            type cisco-license-mgmt-mib:ClmgmtLicenseIndex;
            description
                "This object uniquely identifies a license within
                the device.";
            smiv2:max-access "not-accessible";
            smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.2";
        }

        leaf clmgmtLicenseFeatureName {
            type snmp-framework:SnmpAdminString

```

```

{
    length "0..128";
}
description
    "This object indicates the name of the feature that is
    using or can use this license. A license can be used by
    only one feature. Examples of feature name are: 'IPBASE',
    'ADVIPSERVICE'. ";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.3";
}

```

```

leaf clmgmtLicenseFeatureVersion {
    type snmp-framework:SnmpAdminString {
        length "0..128";
    }
    description
        "This object indicates the version of the feature that is
        using or can use this license. Examples of feature version
        are: '1.0', '2.0'";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.4";
}

```

```

leaf clmgmtLicenseType {
    type enumeration {
        enum "demo" {
            value "1";
        }
        enum "extension"
    {
        value "2";
    }
        enum "gracePeriod" {
            value "3";
        }
        enum "permanent" {
            value "4";
        }
        enum "paidSubscription" {
            value "5";
        }
        enum "evaluationSubscription" {
            value "6";
        }
        enum "extensionSubscription" {
            value "7";
        }
    }
}

```

```

enum "evalRightToUse" {
  value "8";
}
enum "rightToUse" {
  value "9";
}
enum "permanentRightToUse" {
  value "10";
}
}

```

description

"This object identifies type of license. Licenses may have validity period defined in terms of time duration that the license is valid for or it may be defined in terms of actual calendar dates. Subscription licenses are licenses that have validity period

defined in terms of calendar dates.

demo(1) - demo(evaluation license) license.

extension(2) - Extension(expiring) license.

gracePeriod(3) - Grace period license.

permanent(4) - permanent license, the license has no expiry date.

paidSubscription(5) - Paid subscription licenses are the licenses

which are purchased by customers. These licenses have a start date and end date associated with them.

evaluationSubscription(6)-Evaluation subscription licenses are the trial licenses. These licenses are node locked and it can be obtained only once for an UDI. They are valid

based on calendar days. These licenses

have a start date and an end date associated with them and are issued once per UDI.

extensionSubscription(7)- Extension subscription licenses are similar to evaluation subscription licenses but these licenses are issued based on customer request. There are no restrictions on the number of licenses available for a UDI.

evalRightToUse(8) - Evaluation Right to use (RTU) license.

rightToUse(9) - Right to use (RTU) license.

permanentRightToUse(10) ? Right To Use license right after it is configured and is valid for the lifetime of

the product.

This is a Right To Use license which is not in evaluation mode for a limited time.";

```
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.5";
}
```

```
leaf clmgmtLicenseCounted {
  type boolean;
  description
    "This object indicates whether the license is counted
    license.
    true(1) - counted license
    false(2) - uncounted license";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.6";
}
```

```
leaf clmgmtLicenseValidityPeriod {
  type uint32;
  units "seconds";
  description
    "This object indicates the time period the license is valid for.
    This object is applicable only if clmgmtLicenseType is demo(1),
    or extension(2) or gracePeriod(3) or evalRightToUse(8). The
    object will return
    0 for other license types.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.7";
}
```

```
leaf clmgmtLicenseValidityPeriodRemaining {
  type uint32;
  units "seconds";
  description
    "This object indicates the time period remaining before the
    license expires or transitions to rightToUse(9) license. This
    object is applicable only if clmgmtLicenseType is demo(1), or
    extension(2) or gracePeriod(3) or evalRightToUse(8). The object
    will contain 0 for other license types.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.8";
}
```

```
leaf clmgmtLicenseExpiredPeriod {
  type uint32;
  units "seconds";
  description
```



"This object indicates the elapsed time period since the license expired. This object is applicable only if clmgmtLicenseType is demo(1), or extension(2) or gracePeriod(3). Also, this value of this object will be valid only after the license expires. The object will return 0 for other license types or before the license expiry.";

```
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.9";
}
```

```
leaf clmgmtLicenseMaxUsageCount {
  type uint32;
  description
    "This object indicates the maximum number of entities that
    can use this license. This object is applicable only if
    clmgmtLicenseCounted is true(1). The entity that is being
    counted can be anything and it depends on the licensable
    feature.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.10";
}
```

```
leaf clmgmtLicenseUsageCountRemaining {
  type uint32;
  description
    "This object indicates the number of entities that can
    still
    use this license. This object is applicable only
    if clmgmtLicenseCounted is true(1).";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.11";
}
```

```
leaf clmgmtLicenseEULAStatus {
  type boolean;
  description
    "This object indicates whether the user accepted
    End User License Agreement for this license.

    true(1) - EULA accpeted
    false(2) - EULA not accepted";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.12";
}
```

```
leaf clmgmtLicenseComments {
  type snmp-framework:SnmpAdminString {
```

```

length "0..255";
}
description
"This object represents the user modifiable comments
about the license. This object is initially populated
with comments from the license file.";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.13";
}

```

```

leaf clmgmtLicenseStatus {
type enumeration {
enum "inactive" {
value "1";
}
enum "notInUse" {
value "2";
}
enum "inUse" {
value "3";
}
enum "expiredInUse" {
value "4";
}
enum "expiredNotInUse" {
value "5";
}
enum "usageCountConsumed" {
value "6";
}
}
}

```

description  
"This object represents status of the license.

inactive(1) - license is installed, but  
not active.

notInUse(2) - license is installed and  
available for use.

inUse(3) - the license is being used (by  
a feature).

expiredInUse(4)  
- license is expired but still  
being held by the feature.

expiredNotInUse(5) - license is expired and not being  
held by any feature.

usageCountConsumed(6) - number of entities using this  
licenses has reached the allowed  
limit, no new entities are allowed

```

        to use this license.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.14";
}

leaf clmgmtLicenseStartDate {
    type snmpv2-tc:DateAndTime;
    description
        "This object indicates the start date for a subscription
        license. It is optional for subscription licenses to have a
        start date associated with them, they may only have an end
        date associated with them. This object may be applicable only

when clmgmtLicenseType is paidSubscription(5),
    evaluationSubscription(6) or extensionSubscription (7).
    The object will contain an octet string of length 0 when it is
    not applicable.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.15";
}

leaf clmgmtLicenseEndDate {
    type snmpv2-tc:DateAndTime;
    description
        "This object indicates the end date for a subscription license.
        This object is applicable only when clmgmtLicenseType is
        paidSubscription(5), evaluationSubscription(6) or
        extensionSubscription (7). The object will contain an octet
        string of length 0 when it is not applicable.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.16";
}

leaf clmgmtLicensePeriodUsed {
    type uint32;
    units "seconds";
    description
        "This
object indicates the time period used for the
    Right to use (RTU) licenses. This object is applicable for all
    RTU licenses.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.17";
}
}
}

container clmgmtLicensableFeatureTable {

```

```

description
"This table contains list of licensable features in the
image. All the licensable features will have an entry each
in this table irrespective of whether they are using any
licenses currently. Entries in this table are created by
the agent one for each licensable feature in the image.
These entries remain in the table permanently and can not
be deleted. Management application can not create or delete
entries from this table.";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4";

list clmgmtLicensableFeatureEntry {
  key "entPhysicalIndex clmgmtFeatureIndex";
  description
  "An entry
in clmgmtLicensableFeatureTable. Each entry represents
  a licensable feature.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1";

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type uint32 {
      range "1..4294967295";
    }
    description
    "This object uniquely identifies a licensable feature in
the device.";
    smiv2:max-access "not-accessible";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.1";
  }

  leaf clmgmtFeatureName {
    type snmp-framework:SnmpAdminString {
      length "0..128";
    }
    description
    "This object indicates the name of the licensable feature
in the device. Examples of feature names are: 'IPBASE',
'ADVIPSERVICE'";
    smiv2:max-access
"read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.2";
  }
}

```

```
}
```

```
leaf clmgmtFeatureVersion {  
  type snmp-framework:SnmpAdminString {  
    length "0..32";  
  }  
  description  
  "This object indicates the version of the licensable  
  feature in the device. Examples of feature versions  
  are: '1.0' or '2.0';  
  smiv2:max-access "read-only";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.3";  
}
```

```
leaf clmgmtFeatureValidityPeriodRemaining {  
  type uint32;  
  units "seconds";  
  description  
  "This object indicates the time period remaining before  
  the feature's license expires or transitions. This object is  
  applicable only if clmgmtLicenseType of the license used by  
  this feature is demo(1), or extension(2) or gracePeriod(3) or  
  evalRightToUse(8).
```

```
  The object will contain 0 if  
other types of license is used  
  or if the feature does not use any license. If the  
  feature is using multiple licenses, this period will  
  represent the cumulative period remaining from all the  
  licenses used by this feature.";  
  smiv2:max-access "read-only";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.4";  
}
```

```
leaf clmgmtFeatureWhatIsCounted {  
  type snmp-framework:SnmpAdminString {  
    length "0..128";  
  }  
  description  
  "This object represents the entity that is being counted  
  by this feature. Examples of entities are IP Phones, number  
  of sessions etc. This object is only applicable for  
  features that use counting licenses. For other features,  
  this object will return empty string.";  
  smiv2:max-access "read-only";  
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.5";  
}
```

```

leaf clmgmtFeatureStartDate {
    type snmpv2-tc:DateAndTime;
    description
        "This object indicates the license start date of the feature.
        This object is applicable if at least one of the licenses used
        for this feature has a valid start date. The start date will
        be the earliest of the valid start dates of all the licenses
        used for this feature. If none of the licenses used for this
        feature have a valid start date then this object will contain an
        octet string of length 0.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.6";
}

leaf clmgmtFeatureEndDate {
    type snmpv2-tc:DateAndTime;
    description
        "This object indicates the license end date of the feature.
        This object is applicable if at least one of the licenses used
        for this feature has a valid end date. The end date will
        be the latest of the valid end dates
of all the licenses
        used for this feature. If none of the licenses used for this
        feature have a valid end date then this object will contain an
        octet string of length 0.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.7";
}

leaf clmgmtFeaturePeriodUsed {
    type uint32;
    units "seconds";
    description
        "This object indicates the license period used for the feature.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.8";
}
}
}

container clmgmtDevCredExportActionTable {
    description
        "A table for triggering device credentials export action.
        Management application must create this entry to trigger the
        export of device credentials from the device to a file.

        Once the request completes, the management application should

```

retrieve the values of the objects of interest, and then delete the entry. In order to prevent old entries from clogging the table, entries will be aged out, but an entry will never be deleted within 5 minutes of completion.";  
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2";

```
list clmgmtDevCredExportActionEntry {  
  key "clmgmtDevCredExportActionIndex";  
  description  
  "An entry for each device credential export action that  
  is being executed or was executed recently. The management  
  application triggers the export by creating an entry in this  
  table. This can be done in the following 2 methods
```

#### 1. CREATE-AND-GO method

Management application sets `clmgmtDevCredExportActionStatus` to `createAndGo(4)` and all other required objects to valid values in a single SNMP SET request. If all the values are valid, the device creates the entry and executes the action. If

the SET request fails, the entry will not be created.

#### 2. CREATE-AND-WAIT method

Management application sets `clmgmtDevCredExportActionStatus` to `createAndWait(5)` to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting `clmgmtDevCredExportActionStatus` to `active(1)`.

To stop the action from being executed, the management application can delete the entry by setting `clmgmtDevCredExportActionStatus` to `destroy(6)` when `clmgmtDevCredCommandState` is `pending(2)`.

The status of action execution can be known by querying

`clmgmtDevCredCommandState`. If the action is still in `pending(2)` or `inProgress(3)`, the management application need to check back again after few seconds. Once the action completes and if status of the action is `failed(6)`, the reason for failure can be retrieved from `clmgmtDevCredCommandFailCause`.

Entry can be deleted except when `clmgmtLicenseAction` is set to `inProgress(3)`. All entries in this table are volatile

```
and are cleared on agent reset.";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1";
```

```
leaf clmgmtDevCredExportActionIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
    "This object uniquely identifies a row in
    clmgmtDevCredExportActionTable. The management application
    chooses this value by reading
    clmgmtNextFreeDevCredExportActionIndex while creating an
    entry in this table.
```

```
If an entry already exists with this
  index, the creation of the entry will not continue and
  error will be returned. The management application should
  read the value of clmgmtNextFreeDevCredExportActionIndex
  again and retry with the new value for this object.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.1";
}
```

```
leaf clmgmtDevCredEntPhysicalIndex {
  type entity-mib:PhysicalIndexOrZero;
  description
    "This object represents the entPhysicalIndex of the device
    for which the device credentials are being retrieved. This
    object is mainly used in devices where one device is acting
    as a master and rest of the devices as slaves. The master
    device is responsible for SNMP communication with the
    manager. Examples include stackable switches, devices with
    router processor and line cards.
```

```
Note: This object need not be set if it is a stand alone
  device";
```

```
smiv2:defval "0";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.2";
}
```

```
leaf clmgmtDevCredTransferProtocol {
  type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
  description
    "This object indicates the transfer protocol to be used when
    copying files as specified in the following objects.
    1. clmgmtDevCredExportFile
    .";
  smiv2:defval "none";
```



```
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.3";
}
```

```
leaf clmgmtDevCredServerAddressType {
  type inet-address:InetAddressType;
  description
    "This object indicates the transport type of the
    address contained in clmgmtDevCredServerAddress object.
    This must be set when clmgmtDevCredTransferProtocol
    is not none(1) or local(2).";
  smiv2:defval "unknown";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.4";
}
```

```
leaf clmgmtDevCredServerAddress {
  type inet-address:InetAddress;
  description
    "This object indicates the the ip address of the server
    from which the files must be read or written to if
    clmgmtDevCredTransferProtocol is not none(1) or local(2).

    All bits as 0s or 1s for clmgmtDevCredServerAddress are not
    allowed.

    The format of this address depends on the value of the
    clmgmtDevCredServerAddressType object";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.5";
}
```

```
leaf clmgmtDevCredServerUsername {
  type snmp-framework:SnmpAdminString {
    length "0..96";
  }
}
```

```
description
  "This object indicates the remote user name for accessing
  files via ftp, rcp, sftp or scp protocols. This object
  must be set when the clmgmtDevCredTransferProtocol is
  ftp(4), rcp(5), scp(7) or sftp(8). If
  clmgmtDevCredTransferProtocol is rcp(5), the remote
  username is sent as the server username in an rcp command
  request sent by the system to a remote rcp server.";
  smiv2:defval "";
  smiv2:max-access "read-write";
```

```

smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.6";
}

leaf clmgmtDevCredServerPassword {
  type snmp-framework:SnmpAdminString {
    length "0..96";
  }
  description
  "This object indicates the password used by ftp, sftp or
  scp for copying a file to/from an ftp/sftp/scp server.
  This object must be set when the
  clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
  sftp(8). Reading it returns a zero-length string for
  security reasons.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.7";
}

```

```

leaf clmgmtDevCredExportFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
  "This object represents file where device credentials needs
  to be exported to.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.8";
}

```

```

leaf clmgmtDevCredCommand {
  type enumeration {
    enum "noOp" {
      value "1";
    }
    enum "getDeviceCredentials" {
      value "2";
    }
  }
  description
  "This object indicates the the command to be executed.

```

| Command | Remarks                         |
|---------|---------------------------------|
| noOp(1) | No operation will be performed. |

```

    getDeviceCredentials(2)    Exports device credentials";
    smiv2:defval "noOp";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.9";
}

```

```

leaf clmgmtDevCredCommandState {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
  description
    "This object indicates the state of the action that is
    executed as a result of setting clmgmtDevCredRowStatus
    to active(1).";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.10";
}

```

```

leaf clmgmtDevCredCommandFailCause {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "unknownError" {
      value "2";
    }
    enum "transferProtocolNotSupported"
  {
    value "3";
  }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidFile" {
      value "6";
    }
  }
  description
    "This object indicates the the reason for device
    credentials export operation failure.

```

The value of this object is valid only when  
clmgmtDevCredCommandState is failed(6).

none(1) - action execution has not started yet.

If the action is completed and the  
action is successful, then also

```

        none(1) is returned to indicate that
        there are no errors.
    unknownError(2) - reason for failure is unknown,
        operation failed, no
operation is
        performed
    transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
        given is not supported.
    fileServerNotReachable(4) - file server is not reachable.
    unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
        valid
    invalidFile(6) - The target file specified is not valid.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.11";
}

```

```

leaf clmgmtDevCredStorageType {
    type snmpv2-tc:StorageType;
    description
        "This object indicates the storage type for this conceptual
        row. Conceptual rows having the value 'permanent' need not
        allow write-access to any columnar objects in the row.";
    smiv2:defval "volatile";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.12";
}

```

```

leaf clmgmtDevCredRowStatus {
    type snmpv2-tc:RowStatus;
    description
        "This object indicates the the status of this table entry.
        Once the entry status is set to active(1), the associated
        entry cannot be modified until the action completes
        (clmgmtDevCredCommandStatus is set to a value
        other than inProgress(3)). Once the action completes
        the only operation possible after this is to delete
        the row.

```

```

        clmgmtDevCredExportFile is a mandatory object to be
        set when creating this entry.";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.13";
}

```

```

}
}
}
}

```

```

notification clmgmtLicenseExpired {

```

```

description
  "This notification is sent, when a feature license
  expires. This notification will be sent continuously
  every week even after the expiry to alert the
management
  application.";
smiv2:oid "1.3.6.1.4.1.9.9.543.0.1";

container object-1 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

```

```

    }
  }

  leaf clmgmtFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
    }
  }
}

notification clmgmtLicenseExpiryWarning {
  description
  "This notification is sent when a license is about to
  expire. This notification will go out multiple times.
  First notification goes out when expiry day is 4 weeks
  ahead, second notification when expiry day is 3 weeks
  ahead, third notification
  when expiry day is 2 weeks
  ahead. This notification will go out daily in the
  last week of license expiry.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.2";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }
}

```

```

    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }
  }

```

```

leaf clmgmtFeatureValidityPeriodRemaining {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
  }
}

```

```

notification clmgmtLicenseUsageCountExceeded {
  description
  "This notification is sent when clmgmtLicenseUsageCountRemaining
  has reached clmgmtLicenseMaxUsageCount for a counting license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.3";
}

```

```

container object-1 {

```

```

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}

```

```

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
}

```

```

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }
}

```

```

  leaf clmgmtLicenseFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
    }
  }
}

```



```

}

container object-2 {

    leaf entPhysicalIndex {
        type leafref
    {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
        }
    }
}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {

```

```

    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseMaxUsageCount {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
    }
  }
}

container object-4 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureWhatIsCounted {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
    }
  }
}

```

```

}

container object-5 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseComments {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
        }
    }
}

notification clmgmtLicenseUsageCountAboutToExceed
{
    description
    "This notification is sent when clmgmtLicenseUsageCountRemaining
has reached 80% of clmgmtLicenseMaxUsageCount for a counting
license. This is a warning notification to the management
application that very soon the maximum count will be reached
and after that the device will not allow new entities to
make use of this license.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.4";
}

```

```

container object-1 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {

            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseFeatureName {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
        }
    }
}

container object-2 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-

```

```

mib:clmgmtLicenseStoreUsed";
    }

}

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
        }
    }
}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseMaxUsageCount {

```

```

    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
    }
  }
}

container object-4 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseUsageCountRemaining {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseUsageCountRemaining";
    }
  }
}

container object-5 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

```

```

    }
  }

  leaf clmgmtFeatureIndex {
    type leafref
  {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

  leaf clmgmtFeatureWhatIsCounted {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
    }
  }
}

  container object-6 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {

```

```

    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
  }
}
}
}

```

```

notification clmgmtLicenseInstalled {
  description
    "This notification is sent when a license is installed
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.5";

```

```

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
  }

```

```

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }
  }

```

```

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }
  }

```

```

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }
}

```



```

container object-2 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
        }
    }
}

container object-3 {

    leaf entPhysicalIndex {
        type
leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-

```

```

mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
}

leaf clmgmtLicenseIndex {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
}

leaf clmgmtLicenseType {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
    }
}
}

container
object-4 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }
}

```

```

leaf clmgmtLicenseComments {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
  }
}

```

```

notification clmgmtLicenseCleared {
  description
    "This notification is sent when a license is cleared
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.6";
}

```

```

container object-1 {

```

```

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}

```

```

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
}

```

```

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }
}

```

```

  leaf clmgmtLicenseFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
    }
  }
}

```

```

}
}

container object-2 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
    }

    leaf clmgmtLicenseIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
    }

    leaf clmgmtLicenseFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
        }
    }
}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtLicenseStoreUsed {
        type leafref {

```

```
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
  }
}
```

```
leaf clmgmtLicenseIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}
```

```
leaf clmgmtLicenseType {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
  }
}
```

```
container object-4 {
```

```
  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}
```

```
  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
}
```

```
  leaf clmgmtLicenseIndex {
    type leafref {
      path
"/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }
}
```

```

leaf clmgmtLicenseComments {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
  }
}

```

```

notification clmgmtLicenseRevoked {
  description
    "This notification is sent when a license is revoked
successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.7";
}

```

```

container object-1 {

```

```

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}

```

```

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }
}

```

```

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }
}

```

```

  leaf clmgmtLicenseFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
    }
  }
}

```

```

    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {

      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {

```

```

    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseType {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
    }
  }
}

container object-4 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }
}

```



```

leaf clmgmtLicenseComments {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
  }
}

notification clmgmtLicenseEULAAccepted {
  description
  "This
notification is sent when a user accepts End User
License Agreement (EULA) for a license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.8";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {

```

```

type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
}
}

leaf clmgmtFeatureIndex {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
}

leaf clmgmtFeatureVersion {
    type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
    }
}
}

notification clmgmtLicenseNotEnforced {
    description
    "This notification is sent when a license does not
    exist for a feature, but the feature is a mandatory
    feature and it should run. This notification will be
    sent out periodically
    to indicate that there is no
    license installed for this feature and it needs to
    be done as soon as possible.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.9";

    container object-1 {

        leaf entPhysicalIndex {
            type leafref {
                path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
            }
        }

        leaf clmgmtFeatureIndex {
            type leafref {
                path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-

```

```

mib:clmgmtFeatureIndex";
    }
}

    leaf clmgmtFeatureName {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
        }
    }
}

    container object-2 {

        leaf
entPhysicalIndex {
            type leafref {
                path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
            }
        }

        leaf clmgmtFeatureIndex {
            type leafref {
                path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
            }
        }

        leaf clmgmtFeatureVersion {
            type leafref {
                path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
            }
        }
    }

notification clmgmtLicenseSubscriptionExpiryWarning {
    description
    "This notification is sent when a subscription license of a
feature is about to expire. This notification will be sent as
per the following
schedule:
    Once a week for the last eight weeks

```

Once a day for the last week  
Once a hour for the last day";  
smiv2:oid "1.3.6.1.4.1.9.9.543.0.10";

container object-1 {

```
leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}
```

```
leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}
```

```
leaf clmgmtFeatureName {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
  }
}
```

container object-2 {

```
leaf
entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}
```

```
leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}
```

```

leaf clmgmtFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
  }
}

```

```

container object-3 {

```

```

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}

```

```

  leaf
clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

```

```

  leaf clmgmtFeatureEndDate {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
    }
  }
}

```

```

notification clmgmtLicenseSubscriptionExtExpiryWarning {
  description
  "This notification is sent when the subscription license end
date of a feature is reached but extension period is left. This
notification will be sent once a day after the license end date
is reached.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.11";
}

```

```

container object-1 {

```

```

  leaf entPhysicalIndex {

```

```

    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {

      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
    }
  }
}

```

```

}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
    }

    leaf clmgmtFeatureEndDate {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
        }
    }
}

notification clmgmtLicenseSubscriptionExpired {
    description
    "This notification will be sent after a subscription license
of a feature completely expires. It will be sent once a day
after the license has completely expired";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.12";

    container object-1 {

        leaf entPhysicalIndex {
            type leafref {
                path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
            }
        }

        leaf clmgmtFeatureIndex {
            type leafref {
                path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-

```

```

mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
}

    leaf clmgmtFeatureName {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
        }
    }
}

container object-2 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
    }

    leaf clmgmtFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
        }
    }
}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }
}

```



```

leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

leaf clmgmtFeatureEndDate {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
  }
}

notification clmgmtLicenseEvalRTUTransitionWarning {
  description
  "This notification is sent when Evaluation to Right to use (RTU)
license transition is about to happen. The first notification
will be sent 10 days before the transition and second
notification will be sent 5 days before the transition.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.13";
}

container object-1 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-

```

```

mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
}

container object-2 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
    }

    leaf clmgmtFeatureVersion {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
        }
    }
}

container object-3 {

    leaf entPhysicalIndex {
        type leafref {
            path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
    }

    leaf clmgmtFeatureIndex {
        type leafref {
            path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
    }
}

```

```

leaf clmgmtFeatureValidityPeriodRemaining {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
  }
}
}
}
}

```

```

notification clmgmtLicenseEvalRTUTransition {
  description
  "This notification is sent, when a feature license transitions
  from a evaluation to a
  Right to use (RTU) license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.14";
}

```

```

container object-1 {

```

```

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
}

```

```

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }
}

```

```

  leaf clmgmtFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
  }
}
}

```

```

container object-2 {

```

```

  leaf entPhysicalIndex {
    type leafref {

```

```

    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

leaf clmgmtFeatureIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
  }
}

leaf clmgmtFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
  }
}
}

smiv2:alias "ciscoLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.543";
}

smiv2:alias "ciscoLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.0";
}

smiv2:alias "ciscoLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1";
}

smiv2:alias "clmgmtLicenseConfiguration" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";
}

smiv2:alias "clmgmtLicenseInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2";
}

smiv2:alias "clmgmtLicenseDeviceInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
}

smiv2:alias "clmgmtLicenseNotifObjects" {

```

```

smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";
}

smiv2:alias "ciscoLicenseMgmtMIBConform" {
smiv2:oid "1.3.6.1.4.1.9.9.543.2";
}

smiv2:alias "ciscoLicenseMgmtCompliances" {
smiv2:oid "1.3.6.1.4.1.9.9.543.2.1";
}

smiv2:alias "ciscoLicenseMgmtGroups" {
smiv2:oid "1.3.6.1.4.1.9.9.543.2.2";
}

}
-- *****
-- CISCO-IMAGE-LICENSE-MGMT-MIB.my: Cisco MIB to manage image level on
-- Cisco devices.
--
-- August 2007, Ganesan Rajam
--
-- Copyright (c) 2006-2007 by Cisco Systems Inc.
-- All rights reserved.
--
-- *****

```

CISCO-IMAGE-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS

```

OBJECT-TYPE,
MODULE-IDENTITY,
Unsigned32,
NOTIFICATION-TYPE
    FROM SNMPv2-SMI
MODULE-COMPLIANCE,
OBJECT-GROUP,
NOTIFICATION-GROUP
    FROM SNMPv2-CONF
TEXTUAL-CONVENTION,
TruthValue
    FROM SNMPv2-TC
SnmAdminString
    FROM SNMP-FRAMEWORK-MIB
entPhysicalIndex
    FROM ENTITY-MIB
ciscoMgmt
    FROM CISCO-SMI;

```

ciscoImageLicenseMgmtMIB MODULE-IDENTITY

LAST-UPDATED "200710160000Z"

ORGANIZATION "Cisco Systems Inc."

CONTACT-INFO

"Cisco Systems  
Customer Service

Postal: 170 W Tasman Drive

San Jose, CA 95134

USA

Tel: +1 800 553 -NETS

E-mail: cs-snmp@cisco.com"

DESCRIPTION

"The MIB module for managing the running image level of a Cisco device. Cisco's licensing mechanism provides flexibility to run a device on a chosen image level.

This mechanism is referred to as image level licensing.

Image level licensing leverages the universal image based licensing solution.

The image level licensing mechanism works as follows -

A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license and brings up the appropriate software features or subsystems.

The user can configure the image level with which the device has to boot. The system will verify whether the appropriate license is available for

the configured image

level. The image level for the next boot will be determined based on the availability of the license. The following scenarios explain some use-cases of image level licensing:

Scenario 1:

- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features that are part of the base advsecurity license.
- Customer upgrades to advservicesk9 license.
- The next boot level is set to advservicesk9.
- The device will run advsecurityk9 feature until the next reboot. After reboot the device will run advservicesk9 features.

Scenario 2:

- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity license on the device.
- This device will run all features that are part of the base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA) before using this MIB to configure the image level.

This MIB should be used in conjunction with CISCO-LICENSE-MGMT-MIB module to achieve the image level licensing functionality.

This MIB module defines objects which provides the different image levels supported by the device and the license required to enable a particular image level. It also defines objects to let the user configure the required image level. The MIB module contains notification which will be triggered when the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export the EULA and to configure the required license.

This MIB module is defined generically so it can be used for both stand-alone as well as stackable devices. The

entPhysicalIndex imported from ENTITY-MIB is used to identify the device uniquely."

REVISION "200710160000Z"

DESCRIPTION

"Initial version of this MIB module."

::= { ciscoMgmt 640 }

ciscoImageLicenseMgmtMIBNotifs OBJECT IDENTIFIER

::= { ciscoImageLicenseMgmtMIB 0 }

ciscoImageLicenseMgmtMIBObjects OBJECT IDENTIFIER

::= { ciscoImageLicenseMgmtMIB 1 }

ciscoImageLicenseMgmtMIBConform OBJECT IDENTIFIER

::= { ciscoImageLicenseMgmtMIB 2 }

BootImageLevel ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This textual convention is used to define the image level.

If the device is running at advipservices image level, then the boot image level will be 'advipservices'."

SYNTAX OCTET STRING (SIZE (0..255))

LicenseNameList ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"This textual convention is used to define the list of license names.

If multiple licenses

are present then this string will contain all the licenses separated by the ',' character.

If the license required to run a device at advipservices image level is advipservices and advsecurity, then the license name list will be 'advipservices,advsecurity'."

SYNTAX OCTET STRING (SIZE (0..255))

-- Table for executing license management actions.

cilmBootImageLevelTable OBJECT-TYPE

SYNTAX SEQUENCE OF CilmBootImageLevelEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"A table that contains the configuration information of current and next boot image level. This table contains entries for each software module running in an image loaded in the device. The software module is identified by cilmModuleName and the device is identified by entPhysicalIndex."

::= { ciscoImageLicenseMgmtMIBObjects 1 }

cilmBootImageLevelEntry

OBJECT-TYPE

SYNTAX CilmBootImageLevelEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in the table for each module containing the list of objects that define the configuration of next boot level. The following information is specified by the objects present in the table.



- Current image level.
- Configured image level for the next boot.
- Actual image level for the next boot.
- License store index for the current license.
- License index of the current license.
- License store index for the next boot license.
- License index of the next boot license."

```
INDEX      {
            entPhysicalIndex,
            cilmModuleName
          }
 ::= { cilmBootImageLevelTable 1 }
```

```
CilmBootImageLevelEntry ::= SEQUENCE {
  cilmModuleName          SnmpAdminString,
  cilmCurrentImageLevel
  BootImageLevel,
  cilmConfiguredBootImageLevel BootImageLevel,
  cilmNextBootImageLevel   BootImageLevel,
  cilmCurrentLicenseStoreIndex Unsigned32,
  cilmCurrentLicenseIndex  Unsigned32,
  cilmNextBootLicenseStoreIndex Unsigned32,
  cilmNextBootLicenseIndex Unsigned32
}
```

cilmModuleName OBJECT-TYPE

SYNTAX SnmpAdminString

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object is used as one of the two indices in cilmBootImageLevelTable. This object indicates the module name of the software package. There can be multiple modules in an image performing specific functionality. For example, in a wireless image there can be two modules - a base image module and a wireless module."

```
::= { cilmBootImageLevelEntry 1 }
```

cilmCurrentImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-only

STATUS

current

DESCRIPTION

"This object indicates the current image level that the module is running."

```
::= { cilmBootImageLevelEntry 2 }
```

cilmConfiguredBootImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object indicates the configured image level of the module for the next boot.

Note: The configured next boot image level may not be the actual next boot image level. The actual next boot image level is denoted by cilmNextBootImageLevel which is determined based on the license availability."

::= { cilmBootImageLevelEntry 3 }

cilmNextBootImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the next boot image level. The next boot image level can be different from configured level. The next boot image level is determined based on the availability of required license."

::= { cilmBootImageLevelEntry 4 }

cilmCurrentLicenseStoreIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license store index where the currently used license is stored. This object has the same value as clmgmtLicenseStoreIndex object and uniquely identifies an entry in clmgmtLicenseStoreInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed and device is running base image."

::= { cilmBootImageLevelEntry 5 }

cilmCurrentLicenseIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license index of the currently used license. This object has the same value as clmgmtLicenseIndex

and

uniquely identifies an entry in clmgmtLicenseInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license index can be '0' if no license is installed and device is running base image."

::= { cilmBootImageLevelEntry 6 }

cilmNextBootLicenseStoreIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license store index where the next boot license is stored. This object has the same value as clmgmtLicenseStoreIndex object and uniquely identifies an entry in clmgmtLicenseStoreInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed for the next boot."

::= { cilmBootImageLevelEntry 7 }

cilmNextBootLicenseIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license index of the next boot license. This object has the same value as clmgmtLicenseIndex and uniquely identifies an entry in clmgmtLicenseInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license index can be '0' if no license is installed for the next boot."

::= { cilmBootImageLevelEntry 8 }

cilmImageLevelToLicenseMapTable OBJECT-TYPE

SYNTAX SEQUENCE OF CilmImageLevelToLicenseMapEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains the mapping between different image levels of each modules in the image and the license required to run the modules at a particular

image level. This table can be used to identify the different image levels and the appropriate licenses required for each."

```
::= { ciscoImageLicenseMgmtMIBObjects 2 }
```

cilmImageLevelToLicenseMapEntry OBJECT-TYPE

SYNTAX CilmImageLevelToLicenseMapEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in the table containing the following information.

- The image levels at the which the modules can be run.
- The license required to the run a module at a particular image level.
- The priority of the license."

```
INDEX {  
    entPhysicalIndex,  
    cilmModuleName,  
    cilmImageLicenseMapIndex  
}
```

```
::= { cilmImageLevelToLicenseMapTable 1 }
```

CilmImageLevelToLicenseMapEntry ::= SEQUENCE {

```
    cilmImageLicenseMapIndex Unsigned32,  
    cilmImageLicenseImageLevel BootImageLevel,  
    cilmImageLicenseName LicenseNameList,  
    cilmImageLicensePriority Unsigned32
```

}

cilmImageLicenseMapIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This is a running index used to identify an entry of this table."

```
::= { cilmImageLevelToLicenseMapEntry 1 }
```

cilmImageLicenseImageLevel OBJECT-TYPE

SYNTAX BootImageLevel

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the image level at which a module can be run. A module can be run at different image levels. An entry will be created

in this table for every module and image level combination."

::= { cilmImageLevelToLicenseMapEntry 2 }

cilmImageLicenseName OBJECT-TYPE

SYNTAX LicenseNameList

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the list of licenses needed to be installed for the module to run at the image level mentioned by cilmImageLicenseImageLevel object of this entry."

::= { cilmImageLevelToLicenseMapEntry 3 }

cilmImageLicensePriority OBJECT-TYPE

SYNTAX Unsigned32

(1..255)

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the priority of the image level mentioned by cilmImageLicenseImageLevel object of this entry. The image level with the highest priority license will be considered as the default level in the absence of next boot image level configuration. For example if there are three licenses l1, l2 and l3 in the ascending order of priority, then by default l1 will be the level at which the module will be running. If the next boot level is configured then the configuration will override the priority. The highest priority license supports a feature set which is a super set of all other licenses."

::= { cilmImageLevelToLicenseMapEntry 4 }

-- Global Objects

cilmEULAAccepted OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object when set to TRUE means that the user has accepted the END USER LICENSE AGREEMENT. This object has to be set to TRUE by the user before using the objects in the cilmBootImageLevelTable to configure

```

    the license."
    DEFVAL      { false }
    ::= { ciscoImageLicenseMgmtMIBObjects 3 }
-- Notification control

cilmNotifCntl OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIBObjects 4 }

cilmImageLevelChangedNotif OBJECT-TYPE
    SYNTAX      TruthValue
    MAX-ACCESS  read-write
    STATUS      current
    DESCRIPTION
        "Specify whether or not a notification should be
        generated on the detection of change in next boot
        image level.

        If set to TRUE, cilmBootImageLevelChanged notification
        will be generated. It is the responsibility of the
        management entity to ensure that the SNMP administrative
        model is configured in such a way as to allow the
        notification to be delivered."
    REFERENCE
        "See also RFC3413 for explanation that notifications
        are under the ultimate control of the MIB module in
        this document."
    DEFVAL      { false }
    ::= { cilmNotifCntl 1 }

-- Notifications

cilmBootImageLevelChanged NOTIFICATION-TYPE
    OBJECTS      {
        cilmCurrentImageLevel,
        cilmConfiguredBootImageLevel
    }
    STATUS      current
    DESCRIPTION
        "This notification is triggered when next boot image level
        is changed in the management entity. The current and
        configured image level are indicated by cilmCurrentImageLevel
        and cilmConfiguredBootImageLevel objects respectively."
    ::= { ciscoImageLicenseMgmtMIBNotifs 1 }
-- Conformance

cilmModuleCompliances OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIBConform 1 }

```

```
cilmModuleGroups OBJECT IDENTIFIER
 ::= { ciscoImageLicenseMgmtMIBConform 2 }
```

```
cilmModuleCompliance MODULE-COMPLIANCE
 STATUS      current
 DESCRIPTION
  "Compliance statement for Cisco Image level license mgmt MIB."
 MODULE      -- this module
 MANDATORY-GROUPS {
     cilmAdminGroup,
     cilmNotifGroup
 }

```

```
GROUP      cilmOperGroup
 DESCRIPTION
  "This group is mandatory for all devices where
  multiple license are supported."
 ::= { cilmModuleCompliances 1 }
```

-- Units of Conformance

```
cilmAdminGroup OBJECT-GROUP
 OBJECTS     {
     cilmCurrentImageLevel,
     cilmConfiguredBootImageLevel,
     cilmNextBootImageLevel,
     cilmCurrentLicenseStoreIndex,
     cilmCurrentLicenseIndex,
     cilmNextBootLicenseStoreIndex,
     cilmNextBootLicenseIndex,
     cilmEULAAccepted,
     cilmImageLevelChangedNotif
 }
 STATUS      current
 DESCRIPTION
  "Objects for performing license set operation for setting
  next boot level."
 ::= { cilmModuleGroups 1 }
```

```
cilmOperGroup OBJECT-GROUP
 OBJECTS     {
     cilmImageLicenseImageLevel,
     cilmImageLicenseName,
     cilmImageLicensePriority
 }

```

```
STATUS      current
DESCRIPTION
  "Objects for getting current image level configuration data."
 ::= { cilmModuleGroups 2 }
```

```
cilmNotifGroup NOTIFICATION-GROUP
```

```
NOTIFICATIONS { cilmBootImageLevelChanged }
STATUS      current
DESCRIPTION
  "Objects for getting current image level configuration data."
 ::= { cilmModuleGroups 3 }
```

```
END
```

```
-- *****
-- CISCO-LICENSE-MGMT-MIB.my: Cisco MIB to manage licenses on
-- Cisco devices
--
-- July 2006, Sunil Gudurvalmiki
--
-- Copyright (c) 2006, 2008, 2011-2012 by Cisco Systems Inc.
-- All rights reserved.
--
-- *****
```

```
CISCO-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN
```

```
IMPORTS
```

```
  OBJECT-TYPE,
  MODULE-IDENTITY,
  Unsigned32,
  NOTIFICATION-TYPE
    FROM SNMPv2-SMI
  MODULE-COMPLIANCE,
  OBJECT-GROUP,
  NOTIFICATION-GROUP
    FROM SNMPv2-CONF
  TEXTUAL-CONVENTION,
  TruthValue,
  RowStatus,
  StorageType,
  DateAndTime
    FROM SNMPv2-TC
  SnmpAdminString
    FROM SNMP-FRAMEWORK-MIB
  entPhysicalIndex,
  PhysicalIndexOrZero
    FROM ENTITY-MIB
  InetAddressType,
```



InetAddress  
FROM INET-ADDRESS-MIB  
ciscoMgmt  
FROM CISCO-SMI;

ciscoLicenseMgmtMIB MODULE-IDENTITY

LAST-UPDATED "201204190000Z"  
ORGANIZATION "Cisco Systems Inc."  
CONTACT-INFO

"Cisco Systems  
Customer Service

Postal: 170 W Tasman Drive

San Jose, CA 95134

USA

Tel: +1 800 553 -NETS

E-mail: cs-snmp@cisco.com"

DESCRIPTION

"The MIB module for managing licenses on the system.  
The licensing mechanism provides flexibility to  
enforce licensing for various features in the system.

The following text introduces different concepts and  
terms those are necessary to understand the MIB definition  
and to perform license management.

UDI

Universal Device Identifier that uniquely identifies a  
device. It comprises of product ID, version ID and serial  
number of the device.

NODE LOCKED LICENSE:

Node locked licenses are locked to one of the device  
identifiers in the system. For example, the license  
can be locked to the UDI value of one of the devices  
in the system. Locking a license to an UDI guarantees  
that the license will not be moved to a device with a  
different UDI.

NON-NODE LOCKED LICENSE:

Non-node locked licenses are not locked to any device  
identifier. They can be used on other similar devices.

#### METERED LICENSE:

Metered licenses are valid for limited period of time and they expire after that. This period is the usage period of a license and it is not based on real time clock, but system clock.

#### EULA:

End User License Agreement.

#### EVALUATION LICENSE:

Evaluation licenses are non-node locked metered licenses which are valid only for a limited period. They are used only when there are no permanent, extension or grace period licenses for a feature. User

will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

#### RIGHT TO USE (RTU) LICENSE:

Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU) license and is valid for the lifetime of the product. User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

#### EXTENSION LICENSE:

Extension licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. User will have to accept an

EULA as part of installation of extension license.

#### GRACE PERIOD LICENSE:

Grace period licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal as part of the permission ticket to rehost a license. These licenses are installed on the device as part of the rehost operation. User will have to accept an EULA as part of the rehost operation for this type of license. Details on permission ticket, rehost operations are provided further down in this description clause.

#### PERMANENT LICENSE:

Permanent licenses are node locked licenses that have no usage period associated with them. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. Once these licenses are installed, they will provide needed permission for the feature/image across different versions.

#### COUNTED LICENSE:

Counted licenses limit the number of similar entities that can use the license. For example, a counted license when used by a feature can limit the number of IP phones that can connect or the number of tunnels that can be created.

#### UNCOUNTED LICENSE:

Uncounted licenses do not limit the number of similar entities that can use the licenses.

License can be enforced at the image level or at the feature level and this MIB module supports both.

#### IMAGE LEVEL LICENSING:

A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license and brings up the appropriate software features or subsystems.

#### FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

#### LICENSE LINE:

A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single feature within it. A line has all the necessary fields and attributes that make it a valid,

non-tamper able and complete license.

#### LICENSE FILE:

File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

#### DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

#### REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

#### PERMISSION TICKET:

Permission ticket is a document generated by Cisco licensing portal that allows a device to rehost its licenses.

#### REHOST TICKET:

Rehost ticket is document generated by a device after it has applied a permission ticket. The rehost ticket is a proof of revocation.

#### LICENSING PORTAL:

Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

#### STEPS TO INSTALL A LICENSE:

To install a license, the management application

1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the license file, uses device credentials to identify

the device

3. Executes the license install action.

#### STEPS TO CLEAR A LICENSE:

To clear a license, the management application

1. Identifies the license to be cleared using license index.
2. Executes the license clear action.

#### STEPS TO REHOST A LICENSE:

To rehost a license, the management application

1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of

the new device to identify the device, gets license file.

6. Executes the license install action on the new device.

#### STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

#### STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup action.

#### STEPS TO GENERATE

## & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module also defines MIB objects to know if a device supports licensing, retrieve device credentials, retrieve information on license stores in the device.

It also defines MIB objects to expose management information associated with the licenses installed on the device, with the licensable features in the software image.

This MIB module also defines various notifications that will be triggered to asynchronously notify the management application of any critical events.

This MIB module is defined generically so it can be implemented on stand alone devices or stack of devices. In stack of devices, one device in the stack acts as master agent and rest are slave agents. Each device in the stack has its own UDI. The master agent receives requests on behalf of all the devices in the stack including itself and delegates it to other devices as needed. It also collects responses from other devices and sends them to the management application. Examples of such devices include stackable switches, devices with route processor and line cards. On the other hand, stand alone device is a single device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to identify the device uniquely. It is specified as the index

or one of the index for tables in this MIB as needed."

REVISION "201204190000Z"

DESCRIPTION

"This version of the MIB adds support for Permanent Right to use (RTU) licensing. The revisions are:

- o Updated clmgmtLicenseType object to support the following new types of license:

permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION "201104190000Z"

DESCRIPTION

"This version of the MIB adds support for Right to use (RTU) licensing. The revisions are:

- o Added RTU license definition to MIB description above.
- o Updated clmgmtLicenseType object to support the following new types of license:
  - evalRightToUse
  - rightToUse
- o Added following objects to clmgmtLicenseInfoTable
  - clmgmtLicensePeriodUsed
- o Added following objects to clmgmtLicensableFeatureTable
  - clmgmtFeaturePeriodUsed
- o Added the following notifications
  - clmgmtLicenseEvalRTUTransitionWarning
  - clmgmtLicenseEvalRTUTransition
- o Added the following conformance groups
  - clmgmtLicenseRTUGroup
  - clmgmtLicenseRTUUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION "200811210000Z"

DESCRIPTION

"This version of the MIB adds support for subscription licensing. Subscription licenses provide software enforcement for a licensed feature for a fixed calendar period. The revisions are:

- o Updated clmgmtLicenseType object to support the following three new types of licenses:
  - paidSubscription
  - evaluationSubscription
  - extensionSubscription
- o Added following objects to clmgmtLicenseInfoTable
  - clmgmtLicenseStartDate
  - clmgmtLicenseEndDate
- o Added following objects to clmgmtLicensableFeatureTable
  - clmgmtFeatureStartDate
  - clmgmtFeatureEndDate
- o Added the following notifications
  - clmgmtLicenseSubscriptionExpiryWarning
  - clmgmtLicenseSubscriptionExtExpiryWarning
  - clmgmtLicenseSubscriptionExpired
- o Added the following conformance groups

clmgmtLicenseSubscriptionGroup  
clmgmtLicenseSubscriptionUsageNotifGroup  
The new module compliance is ciscoLicenseMgmtComplianceRev1."  
REVISION "200610030000Z"  
DESCRIPTION  
"Initial version of this MIB module."  
::= { ciscoMgmt 543 }

ciscoLicenseMgmtMIBNotifs OBJECT IDENTIFIER  
::= { ciscoLicenseMgmtMIB 0 }

ciscoLicenseMgmtMIBObjects OBJECT IDENTIFIER  
::= { ciscoLicenseMgmtMIB 1 }

ciscoLicenseMgmtMIBConform OBJECT IDENTIFIER  
::= { ciscoLicenseMgmtMIB 2 }

clmgmtLicenseConfiguration OBJECT IDENTIFIER  
::= { ciscoLicenseMgmtMIBObjects 1 }

clmgmtLicenseInformation  
OBJECT IDENTIFIER  
::= { ciscoLicenseMgmtMIBObjects 2 }

clmgmtLicenseDeviceInformation OBJECT IDENTIFIER  
::= { ciscoLicenseMgmtMIBObjects 3 }

clmgmtLicenseNotifObjects OBJECT IDENTIFIER  
::= { ciscoLicenseMgmtMIBObjects 4 }

ClmgmtLicenseIndex ::= TEXTUAL-CONVENTION  
STATUS current  
DESCRIPTION  
"A unique value, for each license in the managed system.  
It is not necessary to have values assigned contiguously.  
The value for each license must remain constant  
at least from one re-initialization of the entity's  
network management system to the next re-initialization"  
SYNTAX Unsigned32 (1..4294967295)

ClmgmtLicenseIndexOrZero ::= TEXTUAL-CONVENTION  
STATUS current  
DESCRIPTION  
"This textual convention is an extension of the ClmgmtLicenseIndex  
convention. The latter defines a greater than zero value  
used to identify a license in the managed system.



This

extension permits the additional value of zero. The value zero is object-specific and must therefore be defined as part of the description of any object which uses this syntax. Examples of the usage of zero might include situations where license was not present or unknown."

SYNTAX      Unsigned32

ClmgmtLicenseTransferProtocol ::= TEXTUAL-CONVENTION

STATUS      current

DESCRIPTION

"The transfer protocol that should be used for copying files when performing license management. When the protocol is set to local(2), local file system (flash or disk) is used. Different agents may support different transfer protocols and the management application is expected to some how determine which protocol is supported and use."

SYNTAX      INTEGER {  
              none(1),  
              local(2),  
              tftp(3),  
              ftp(4),  
              rcp(5),  
              http(6),  
              scp(7),  
              sftp(8)  
              }

ClmgmtLicenseActionState ::= TEXTUAL-CONVENTION

STATUS      current

DESCRIPTION

"The state of license action execution.

- none(1)            - action is not yet scheduled to be executed.
- pending(2)        - All the required parameters for the action are set and the action is scheduled to be executed.
- inProgress(3)    - action execution has started and is in progress.
- successful(4)    - action has completed successfully.
- partiallySuccessful(5) - action has completed, but was partially successful. Management application can query additional MIB

objects to know what is successful  
and what has failed. These additional  
objects are listed in the  
description of the corresponding  
action tables.

failed(6) - action has failed."  
SYNTAX INTEGER {  
none(1),  
pending(2),  
inProgress(3),  
successful(4),  
partiallySuccessful(5),  
failed(6)  
}

ClmgmtLicenseActionFailCause ::= TEXTUAL-CONVENTION

STATUS current

DESCRIPTION

"Reason for license action failure. Defines error codes for  
all the license actions.

none(1) - action execution has not  
started yet. If the action  
is  
completed and the action  
is successful, then also  
none(1) is returned to  
indicate that there are no  
errors.

generalFailure(2) - General licensing failure.  
This will be used for resource  
unavailability failures.  
Ex: Lack of memory.

transferProtocolNotSupported(3) - protocol selected is not  
supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not  
valid

invalidLicenseFilePath(6) - The license file path is not  
accessible.

invalidLicenseFile(7) - Contents of license file are  
not valid.

invalidLicenseLine(8) - License string in the license  
file is not valid.

licenseAlreadyExists(9) - Management application is trying

to install a license that already exists.

licenseNotValidForDevice(10) - This license is not valid for the device/entPhysicalIndex specified.

invalidLicenseCount(11) - Invalid count for this counted license.

invalidLicensePeriod(12) - Validity period is invalid for this expiring license.

licenseInUse(13) - License file is in use by a feature/image.

invalidLicenseStore(14) - License store is not valid.

licenseStorageFull(15) - There is no more space in the license storage.

invalidPermissionTicketFile(16) - The permission ticket file path is not accessible.

invalidPermissionTicket(17) - The permission ticket file contents are not valid.

invalidRehostTicketFile(18) - The rehost ticket file path is not accessible.

invalidRehostTicket(19) - The rehost ticket file contents are not valid.

invalidLicenseBackupFile(20) - License backup store path is not accessible.

licenseClearInProgress(21) - When license clear action is in progress, license backup action is not permitted to avoid race conditions. This error code is sent back in response to a license backup action when a license clear action is in progress or in pending state. Try again in few seconds.

invalidLicenseEULAFile(22) - EULA file path is not accessible."

SYNTAX INTEGER {

- none(1),
- generalFailure(2),
- transferProtocolNotSupported(3),
- fileServerNotReachable(4),
- unrecognizedEntPhysicalIndex(5),
- invalidLicenseFilePath(6),
- invalidLicenseFile(7),
- invalidLicenseLine(8),
- licenseAlreadyExists(9),
- licenseNotValidForDevice(10),

```

invalidLicenseCount(11),

invalidLicensePeriod(12),
licenseInUse(13),
invalidLicenseStore(14),
licenseStorageFull(15),
invalidPermissionTicketFile(16),
invalidPermissionTicket(17),
invalidRehostTicketFile(18),
invalidRehostTicket(19),
invalidLicenseBackupFile(20),
licenseClearInProgress(21),
invalidLicenseEULAFile(22)
}

```

clmgmtNextFreeLicenseActionIndex OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object contains appropriate value for clmgmtLicenseActionIndex that can be used to create an entry in clmgmtLicenseActionTable. The management application should read this object first and then use this as the value

for clmgmtLicenseActionIndex to avoid collisions

when creating entries in clmgmtLicenseActionTable.

Following this approach does not guarantee collision free

row creation, but will reduce the probability. The

collision will happen if two management applications read this

object at the same time and attempt to create an entry

with this value at the same time. In this case, the

management application whose request is processed after the first

request will get an error and the process of reading this object

and entry creation needs to be repeated."

::= { clmgmtLicenseConfiguration 1 }

-- Table for executing license management actions.

clmgmtLicenseActionTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicenseActionEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"A table for invoking license management actions. Management application must create a row

in this table to trigger any of

the license management actions. The following are different

actions that can be executed using this table.

1. install
2. clear
3. processPermissionTicket
4. regenerateLastRehostTicket
5. backup
6. generateEULA

Refer to the description of `clmgmtLicenseAction` for more information on what these actions do on the device.

Once the request completes, the management application should retrieve the values of the objects of interest, and then delete the entry. In order to prevent old entries from clogging the table, entries will be aged out, but an entry will never be deleted within 5 minutes of completion."

```
::= { clmgmtLicenseConfiguration 2 }
```

`clmgmtLicenseActionEntry` OBJECT-TYPE

SYNTAX `ClmgmtLicenseActionEntry`

MAX-ACCESS `not-accessible`

STATUS `current`

DESCRIPTION

"An

entry for each action that is being executed or was executed recently. The management application executes an action by creating this entry. This can be done in the following 2 methods

#### 1. CREATE-AND-GO method

Management application sets `clmgmtLicenseActionRowStatus` to `createAndGo(4)` and all other required objects to valid values in a single SNMP SET request. If all the values are valid, the device creates the entry and executes the action. If the SET request fails, the entry will not be created.

#### 2. CREATE-AND-WAIT method

Management application sets `clmgmtLicenseActionRowStatus` to `createAndWait(5)` to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting `clmgmtLicenseActionRowStatus` to `active(1)`.

To stop the action from being executed, the management application can delete the entry by setting `clmgmtLicenseActionRowStatus` to `destroy(6)` when `clmgmtLicenseActionState` is `pending(2)`.

The status of action execution can be known by querying `clmgmtLicenseActionState`. If the action is still in `pending(2)` or in `InProgress(3)` state, the management application need to check back again after few seconds. Once the action completes and status of the action is `failed(6)`, the reason for failure can be retrieved from `clmgmtLicenseActionFailCause`. If the status of the action is `partiallySuccessful(5)`, results of individual licenses can be queried from `clmgmtLicenseActionResultTable`.

Not all objects in the entry are needed to execute every action. Below is the list of actions and the required objects that are needed to be set for executing that action.

#### 1. Installing a license

The following MIB objects need to be set for installing a license

- a. `clmgmtLicenseActionTransferProtocol`
- b. `clmgmtLicenseServerAddressType`
- c. `clmgmtLicenseServerAddress`
- d. `clmgmtLicenseServerUsername`
- e. `clmgmtLicenseServerPassword`
- f. `clmgmtLicenseFile`
- g. `clmgmtLicenseStore`
- h. `clmgmtLicenseStopOnFailure`
- i. `clmgmtLicenseAcceptEULA`
- j. `clmgmtLicenseAction`

`clmgmtLicenseActionEntPhysicalIndex` need not be set explicitly for license installs. License itself identifies the device where the license needs to be installed.

`clmgmtLicenseStore` need to be set to store the licenses in a non-default license store. But, if a license file has more than one license and licenses need to be installed on multiple devices (for example to multiple members with in a stack), then value of `clmgmtLicenseStore` is ignored and the licenses will be installed in default license stores of the respective devices.

#### 2. Clearing a license

The following MIB objects need to be set for clearing a license

- a. clmgmtLicenseActionEntPhysicalIndex
- b. clmgmtLicenseActionLicenseIndex
- c. clmgmtLicenseStore
- d. clmgmtLicenseAction

### 3. Revoking a license

The following MIB objects need to be set for revoking a license

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicensePermissionTicketFile
- g. clmgmtLicenseRehostTicketFile
- h. clmgmtLicenseStopOnFailure
- i. clmgmtLicenseAction

### 4. Regenerate last rehost ticket

The following MIB objects need to be set for regenerating last rehost ticket

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicensePermissionTicketFile
- g. clmgmtLicenseRehostTicketFile
- h. clmgmtLicenseStopOnFailure
- i. clmgmtLicenseAction

### 5. Save all licenses to a backup storage

The following MIB objects need to be set for storing all licenses to a backup store

- a. clmgmtLicenseActionEntPhysicalIndex
- b. clmgmtLicenseActionTransferProtocol
- c. clmgmtLicenseServerAddressType
- d. clmgmtLicenseServerAddress
- e. clmgmtLicenseServerUsername
- f. clmgmtLicenseServerPassword
- g. clmgmtLicenseBackupFile
- h. clmgmtLicenseAction

### 6. Generate and export EULA if the licenses need EULA to be accepted for installing.

The following MIB objects need to be set exporting required EULAs

- a. clmgmtLicenseActionTransferProtocol
- b. clmgmtLicenseServerAddressType
- c. clmgmtLicenseServerAddress
- d. clmgmtLicenseServerUsername
- e. clmgmtLicenseServerPassword
- f. clmgmtLicenseFile
- g. clmgmtLicenseEULAFile
- h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol is set to local(2), the following objects need not be set.

- a. clmgmtLicenseServerAddressType
  
- b. clmgmtLicenseServerAddress
- c. clmgmtLicenseServerUsername
- d. clmgmtLicenseServerPassword

Entry can be deleted except when clmgmtLicenseAction is set to pending(2). All entries are volatile and are cleared on agent reset."

```
INDEX      { clmgmtLicenseActionIndex }
 ::= { clmgmtLicenseActionTable 1 }
```

```
ClmgmtLicenseActionEntry ::= SEQUENCE {
    clmgmtLicenseActionIndex      Unsigned32,
    clmgmtLicenseActionEntPhysicalIndex PhysicalIndexOrZero,
    clmgmtLicenseActionTransferProtocol ClmgmtLicenseTransferProtocol,
    clmgmtLicenseServerAddressType InetAddressType,
    clmgmtLicenseServerAddress    InetAddress,
    clmgmtLicenseServerUsername   SnmpAdminString,
    clmgmtLicenseServerPassword   SnmpAdminString,
    clmgmtLicenseFile             SnmpAdminString,
    clmgmtLicenseStore            Unsigned32,
    clmgmtLicenseActionLicenseIndex
ClmgmtLicenseIndexOrZero,
    clmgmtLicensePermissionTicketFile SnmpAdminString,
    clmgmtLicenseRehostTicketFile    SnmpAdminString,
    clmgmtLicenseBackupFile          SnmpAdminString,
    clmgmtLicenseStopOnFailure       TruthValue,
    clmgmtLicenseAction              INTEGER,
    clmgmtLicenseActionState         ClmgmtLicenseActionState,
    clmgmtLicenseJobQPosition        Unsigned32,
    clmgmtLicenseActionFailCause     ClmgmtLicenseActionFailCause,
    clmgmtLicenseActionStorageType   StorageType,
    clmgmtLicenseActionRowStatus     RowStatus,
    clmgmtLicenseAcceptEULA          TruthValue,
```



```
    clmgmtLicenseEULAFile      SnmpAdminString
}
```

#### clmgmtLicenseActionIndex OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

#### DESCRIPTION

"This object uniquely identifies a row in  
clmgmtLicenseActionTable.

The management application should choose

this value by reading clmgmtNextFreeLicenseActionIndex  
while creating an entry in this table. If an entry already  
exists with this index, the creation of the entry will not  
continue and error will be returned. The management application  
should read the value of clmgmtNextFreeLicenseActionIndex  
again and retry with the new value for this object."

::= { clmgmtLicenseActionEntry 1 }

#### clmgmtLicenseActionEntPhysicalIndex OBJECT-TYPE

SYNTAX PhysicalIndexOrZero

MAX-ACCESS read-create

STATUS current

#### DESCRIPTION

"This object represents the entPhysicalIndex of the device  
where the action is being executed. This object is mainly  
used in devices where one device is acting as a master and  
rest of the devices as slaves. The master device is  
responsible for SNMP communication with the management  
application. Examples

include stackable switches, devices

with route processor and line card configuration. If this  
object is not set, the license action will be executed on  
the master device. Note: This object need not be set if  
there is a stand alone device"

DEFVAL { 0 }

::= { clmgmtLicenseActionEntry 2 }

#### clmgmtLicenseActionTransferProtocol OBJECT-TYPE

SYNTAX ClmgmtLicenseTransferProtocol

MAX-ACCESS read-create

STATUS current

#### DESCRIPTION

"This object represents the transfer protocol to be used  
when copying files as specified in the following objects.

1. clmgmtLicenseFile
2. clmgmtLicensePermissionTicketFile
3. clmgmtLicenseRehostTicketFile

#### 4. clmgmtLicenseBackupFile

Note: This object need not be set if the all the files required for the action are in device's local file system."

DEFVAL { none }  
::= { clmgmtLicenseActionEntry 3 }

#### clmgmtLicenseServerAddressType

##### OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-create

STATUS current

##### DESCRIPTION

"This object indicates the transport type of the address contained in clmgmtLicenseServerAddress object. This must be set when clmgmtLicenseActionTransferProtocol is not none(1) or local(2)."

DEFVAL { unknown }  
::= { clmgmtLicenseActionEntry 4 }

#### clmgmtLicenseServerAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-create

STATUS current

##### DESCRIPTION

"This object indicates the ip address of the server from which the files must be read or written to if clmgmtLicenseActionTransferProtocol is not none(1) or local(2).

All bits as 0s or 1s for clmgmtLicenseServerAddress are not allowed.

The format of this address depends on the value of the clmgmtLicenseServerAddressType object"

DEFVAL { "" }  
::= { clmgmtLicenseActionEntry 5 }

#### clmgmtLicenseServerUsername OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

##### DESCRIPTION

"This object indicates the remote user name for accessing files via ftp, rcp, sftp or scp protocols. This object must be set when the clmgmtLicenseActionTransferProtocol is ftp(4), rcp(5), scp(7) or sftp(8). If

clmgmtLicenseActionTransferProtocol is rcp(5), the remote username is sent as the server username in an rcp command request sent by the system to a remote rcp server."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 6 }

#### clmgmtLicenseServerPassword OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

#### DESCRIPTION

"This object indicates the password used by ftp, sftp or scp for copying a file to/from an ftp/sftp/scp server.

This object must be set when the clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7) or sftp(8). Reading it returns a zero-length string for security reasons."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 7 }

#### clmgmtLicenseFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

#### DESCRIPTION

"This object represents the location of the license file on the server identified by clmgmtLicenseServerAddress. This object MUST be set to a valid value before or concurrently with setting the value of the clmgmtLicenseAction object to install(2). For other operations, the value of this object is not considered, it is irrelevant."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 8 }

#### clmgmtLicenseStore OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-create

STATUS current

#### DESCRIPTION

"This object represents the clmgmtLicenseStoreIndex of the license store to use within the device. The license store can be a local disk or flash. A device can have more than one license stores. If this object is not set, the license will be stored in the default license store as exposed by clmgmtDefaultLicenseStore object."

DEFVAL { 0 }

::= { clmgmtLicenseActionEntry 9 }

clmgmtLicenseActionLicenseIndex OBJECT-TYPE

SYNTAX ClmgmtLicenseIndexOrZero

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the license index of the license that is the subject of this action. This is used for identifying a license for performing actions specific to that license. This object need to be set only if clmgmtLicenseAction is set to clear(4). The value of this object is same as the clmgmtLicenseIndex

object in

clmgmtLicenseInfoEntry for license that is subject of this action."

DEFVAL { 0 }

::= { clmgmtLicenseActionEntry 10 }

clmgmtLicensePermissionTicketFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file name of the permission ticket. This object need to be set only if clmgmtLicenseAction is set to processPermissionTicket(4) or regenerateLastRehostTicket(5) actions. The permission ticket is obtained from Cisco licensing portal to revoke a license. The management application must set this object to valid value before invoking the action."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 11 }

clmgmtLicenseRehostTicketFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file where the rehost ticket generated by the device need to be exported to. The rehost ticket is generated as a result of processPermissionTicket and regenerateLastRehostTicket actions. After generating the rehost ticket, the device exports the rehost ticket contents to this file. This object need to be set only if clmgmtLicenseAction is set to processPermissionTicket(4) or regenerateLastRehostTicket(5) actions."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 12 }

clmgmtLicenseBackupFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file where all the licenses in the device need to be backed up. This object need to be set only if clmgmtLicenseAction is set to backup(6) and the management application must set the

value of this object

to valid value before invoking action."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 13 }

clmgmtLicenseStopOnFailure OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates whether the license action should stop if the action on a license fails. This object is applicable only if there are more than one licenses involved in an action."

DEFVAL { false }

::= { clmgmtLicenseActionEntry 14 }

clmgmtLicenseAction OBJECT-TYPE

SYNTAX INTEGER {

noOp(1),

install(2),

clear(3),

processPermissionTicket(4),

regenerateLastRehostTicket(5),

backup(6),

generateEULA(7)

}

MAX-ACCESS read-create

STATUS

current

DESCRIPTION

"This object indicates the the command/action to be executed.

| Command | Remarks                         |
|---------|---------------------------------|
| -----   | -----                           |
| noOp(1) | No operation will be performed. |

install(2)                Installs the license.

clear(3)                Clears the license.

processPermissionTicket(4)    Processes the permission ticket and generates and exports rehost ticket.

regenerateLastRehostTicket(5)    Generates and exports the last generated rehost ticket.

backup(6)                Backs up all the licenses installed currently onto a backup store.

generateEULA(7)  
     Checks whether the licenses in the license file need EULA acceptance and uploads the needed EULA contents to a file."

DEFVAL        { noOp }  
 ::= { clmgmtLicenseActionEntry 15 }

clmgmtLicenseActionState OBJECT-TYPE  
 SYNTAX        ClmgmtLicenseActionState  
 MAX-ACCESS    read-only  
 STATUS        current  
 DESCRIPTION  
     "This object indicates the state of this license action."  
 ::= { clmgmtLicenseActionEntry 16 }

clmgmtLicenseJobQPosition OBJECT-TYPE  
 SYNTAX        Unsigned32  
 MAX-ACCESS    read-only  
 STATUS        current  
 DESCRIPTION  
     "This object represents the position of the action in the license action job queue that is maintained internally. Only actions in pending(2) state will be put in the queue until they are executed. By reading this object, the management application can make intelligent decision on whether to execute another action that it is planning on. For example, if there is already a license clear action in the queue in pending(2) state, management application can choose to

defer its license back up action to a later time. This object will return a value of 0 if the action is not in pending(2) state."

::= { clmgmtLicenseActionEntry 17 }

#### clmgmtLicenseActionFailCause OBJECT-TYPE

SYNTAX ClmgmtLicenseActionFailCause

MAX-ACCESS read-only

STATUS current

#### DESCRIPTION

"This object indicates the reason for this license action failure. The value of this object is valid only when clmgmtLicenseActionState is failed(6)."

::= { clmgmtLicenseActionEntry 18 }

#### clmgmtLicenseActionStorageType OBJECT-TYPE

SYNTAX StorageType

MAX-ACCESS read-create

STATUS current

#### DESCRIPTION

"This object indicates the storage type for this conceptual row. Conceptual rows having the value 'permanent' need not allow write-access to any columnar objects in the row."

DEFVAL { volatile }

::= { clmgmtLicenseActionEntry 19 }

#### clmgmtLicenseActionRowStatus OBJECT-TYPE

SYNTAX RowStatus

MAX-ACCESS read-create

STATUS current

#### DESCRIPTION

"This object indicates the the status of this table entry. Once the entry status is set to active(1), the associated entry cannot be modified until the action completes (clmgmtLicenseConfigCommandStatus is set to a value other than inProgress(3)). Once the action completes the only operation possible after this is to delete the row. It is recommended that the management application should delete entries in this table after reading the result. In order to prevent old entries from clogging the table, entries

will be aged out, but an

entry will never be deleted within 5 minutes of completion"

::= { clmgmtLicenseActionEntry 20 }

#### clmgmtLicenseAcceptEULA OBJECT-TYPE

SYNTAX TruthValue  
MAX-ACCESS read-create  
STATUS current

DESCRIPTION

"This object indicates whether the End User License Agreement needed for installing the licenses is accepted.

true(1) - EULA is read and accepted

false(2) - EULA is not accepted

Management application should set this object to true(1) when installing licenses that need EULA acceptance."

DEFVAL { false }

::= { clmgmtLicenseActionEntry 21 }

clmgmtLicenseEULAFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the file where all the End User License Agreements (EULAs) need to be exported to. This object need to

be set only if clmgmtLicenseAction is set to generateEULA(7) and the management application must set the value of this object to valid value before invoking action."

DEFVAL { "" }

::= { clmgmtLicenseActionEntry 22 }

-- License action results table.

clmgmtLicenseActionResultTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicenseActionResultEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains results of license action if the license action involves multiple licenses. Entries in this table are not created for actions where there is only license that is subject of the action. For example, if there are 3 licenses in a license file when executing license install action, 3 entries will be created in this table, one for each license."

::= { clmgmtLicenseConfiguration 3 }

clmgmtLicenseActionResultEntry OBJECT-TYPE

SYNTAX



```

    ClmgmtLicenseActionResultEntry
MAX-ACCESS    not-accessible
STATUS        current
DESCRIPTION
    "An entry in clmgmtLicenseActionResultTable. Each entry
    contains result of the action for a single license.
    These entries are created immediately after action
    execution when the action involves multiple licenses.
    These entries get automatically deleted when the
    corresponding entry in clmgmtLicenseActionTable
    is deleted."
INDEX         {
                clmgmtLicenseActionIndex,
                clmgmtLicenseNumber
            }
 ::= { clmgmtLicenseActionResultTable 1 }

ClmgmtLicenseActionResultEntry ::= SEQUENCE {
    clmgmtLicenseNumber      Unsigned32,
    clmgmtLicenseIndivActionState ClmgmtLicenseActionState,
    clmgmtLicenseIndivActionFailCause ClmgmtLicenseActionFailCause
}

```

```

clmgmtLicenseNumber OBJECT-TYPE
SYNTAX         Unsigned32 (1..4294967295)
MAX-ACCESS    not-accessible
STATUS        current
DESCRIPTION
    "This object indicates the sequence number of this license
    in the list of licenses on which the action is executed.
    For example, if there are 3 licenses in a license file
    when executing license install action, this object will
    have values 1, 2 and 3 respectively as ordered in the
    license file."
 ::= { clmgmtLicenseActionResultEntry 1 }

```

```

clmgmtLicenseIndivActionState OBJECT-TYPE
SYNTAX         ClmgmtLicenseActionState
MAX-ACCESS    read-only
STATUS        current
DESCRIPTION
    "This object indicates the state of action on this
    individual license."
 ::= { clmgmtLicenseActionResultEntry 2 }

```

```

clmgmtLicenseIndivActionFailCause OBJECT-TYPE
SYNTAX         ClmgmtLicenseActionFailCause
MAX-ACCESS    read-only

```

STATUS current  
DESCRIPTION  
"This object indicates the reason for action failure  
on this  
individual license"  
::= { clmgmtLicenseActionResultEntry 3 }

-- License Store Info Table

clmgmtLicenseStoreInfoTable OBJECT-TYPE  
SYNTAX SEQUENCE OF ClmgmtLicenseStoreInfoEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION  
"This table contains information about all the license  
stores allocated on the device."  
::= { clmgmtLicenseInformation 1 }

clmgmtLicenseStoreInfoEntry OBJECT-TYPE  
SYNTAX ClmgmtLicenseStoreInfoEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION  
"An entry in clmgmtLicenseStoreInfoTable. Each entry  
contains information about a license store allocated  
on the device"  
INDEX {  
entPhysicalIndex,  
clmgmtLicenseStoreIndex  
}  
::= { clmgmtLicenseStoreInfoTable 1 }

ClmgmtLicenseStoreInfoEntry ::= SEQUENCE {  
clmgmtLicenseStoreIndex  
Unsigned32,  
clmgmtLicenseStoreName SnmpAdminString,  
clmgmtLicenseStoreTotalSize Unsigned32,  
clmgmtLicenseStoreSizeRemaining Unsigned32  
}

clmgmtLicenseStoreIndex OBJECT-TYPE  
SYNTAX Unsigned32 (1..4294967295)  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION  
"This object uniquely identifies a license store within  
the device."

```
::= { clmgmtLicenseStoreInfoEntry 1 }
```

clmgmtLicenseStoreName OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the name of the license store within the device. It is a file in device's local file system i.e., either on a local disk or flash or some other storage media. For example, the value of this object can be 'disk1:lic\_store\_1.txt' or 'flash:lic\_store\_2.txt'"

```
::= { clmgmtLicenseStoreInfoEntry  
2 }
```

clmgmtLicenseStoreTotalSize OBJECT-TYPE

SYNTAX Unsigned32

UNITS "bytes"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the total number of bytes that are allocated to the license store."

```
::= { clmgmtLicenseStoreInfoEntry 3 }
```

clmgmtLicenseStoreSizeRemaining OBJECT-TYPE

SYNTAX Unsigned32

UNITS "bytes"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the number of bytes still remaining to be used for new license installations in the license store."

```
::= { clmgmtLicenseStoreInfoEntry 4 }
```

-- License Device Info Table

clmgmtLicenseDeviceInfoTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicenseDeviceInfoEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains objects that provide licensing related information"

at the device level. Entries will exist only for entities that support licensing. For example, if it is a stand alone device and supports licensing, then there will be only one entry in this table. If it is stackable switch then there will be multiple entries with one entry for each device in the stack."

```
::= { clmgmtLicenseInformation 2 }
```

```
clmgmtLicenseDeviceInfoEntry OBJECT-TYPE
SYNTAX      ClmgmtLicenseDeviceInfoEntry
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION
    "An entry in clmgmtLicenseDeviceInfoTable. Each entry
    contains device level licensing information for a device."
INDEX       { entPhysicalIndex }
::= { clmgmtLicenseDeviceInfoTable 1 }
```

```
ClmgmtLicenseDeviceInfoEntry ::= SEQUENCE {
    clmgmtDefaultLicenseStore Unsigned32
}
```

```
clmgmtDefaultLicenseStore OBJECT-TYPE
SYNTAX      Unsigned32 (1..4294967295)
MAX-ACCESS  read-only
STATUS      current
DESCRIPTION
    "This object indicates the clmgmtLicenseStoreIndex of
    default store in the device. There will be only one
    default license store per device. If no license store
    is specified during license install, this default license
    store will be used."
::= { clmgmtLicenseDeviceInfoEntry 1 }
```

-- License Info Table

```
clmgmtLicenseInfoTable OBJECT-TYPE
SYNTAX      SEQUENCE OF ClmgmtLicenseInfoEntry
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION
    "This table contains information about all the licenses
    installed on the device."
::= { clmgmtLicenseInformation 3 }
```

```
clmgmtLicenseInfoEntry OBJECT-TYPE
```

SYNTAX ClmgmtLicenseInfoEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"An entry in clmgmtLicenseInfoTable. Each entry contains information about a license installed on the device. This entry gets created when

a license is installed successfully.

Management application can not create these entries directly, but will do so indirectly by executing license install action.

Some of these entries may already exist that correspond to demo licenses even before management application installs any licenses."

```
INDEX {
    entPhysicalIndex,
    clmgmtLicenseStoreUsed,
    clmgmtLicenseIndex
}
```

```
::= { clmgmtLicenseInfoTable 1 }
```

```
ClmgmtLicenseInfoEntry ::= SEQUENCE {
    clmgmtLicenseStoreUsed      Unsigned32,
    clmgmtLicenseIndex          ClmgmtLicenseIndex,
    clmgmtLicenseFeatureName    SnmpAdminString,
    clmgmtLicenseFeatureVersion SnmpAdminString,
    clmgmtLicenseType           INTEGER,
    clmgmtLicenseCounted        TruthValue,
    clmgmtLicenseValidityPeriod Unsigned32,
    clmgmtLicenseValidityPeriodRemaining Unsigned32,
    clmgmtLicenseExpiredPeriod  Unsigned32,
    clmgmtLicenseMaxUsageCount  Unsigned32,
    clmgmtLicenseUsageCountRemaining Unsigned32,
    clmgmtLicenseEULAStatus      TruthValue,
    clmgmtLicenseComments       SnmpAdminString,
    clmgmtLicenseStatus          INTEGER,
    clmgmtLicenseStartDate       DateAndTime,
    clmgmtLicenseEndDate         DateAndTime,
    clmgmtLicensePeriodUsed      Unsigned32
}
```

clmgmtLicenseStoreUsed OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object represents the license store that is used for storing this license. This object will have the same value as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry

of the license store used."  
 ::= { clmgmtLicenseInfoEntry  
 1 }

clmgmtLicenseIndex OBJECT-TYPE

SYNTAX ClmgmtLicenseIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object uniquely identifies a license within  
 the device."

::= { clmgmtLicenseInfoEntry 2 }

clmgmtLicenseFeatureName OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..128))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the name of the feature that is  
 using or can use this license. A license can be used by  
 only one feature. Examples of feature name are: 'IPBASE',  
 'ADVIPSERVICE'."

::= { clmgmtLicenseInfoEntry 3 }

clmgmtLicenseFeatureVersion OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..128))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the version of the feature that is  
 using or can use this license. Examples of feature version  
 are: '1.0', '2.0'"

::= { clmgmtLicenseInfoEntry 4 }

clmgmtLicenseType OBJECT-TYPE

SYNTAX INTEGER {  
 demo(1),  
 extension(2),  
 gracePeriod(3),  
 permanent(4),  
 paidSubscription(5),  
 evaluationSubscription(6),  
 extensionSubscription(7),  
 evalRightToUse(8),  
 rightToUse(9),  
 permanentRightToUse(10)  
 }

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object identifies type of license. Licenses may have validity period defined in terms of time duration that the license is valid for or it may be defined in terms of actual calendar dates. Subscription licenses are licenses that have validity period defined in terms of calendar dates.

demo(1)

- demo(evaluation license) license.

extension(2) - Extension(expiring) license.

gracePeriod(3) - Grace period license.

permanent(4) - permanent license, the license has no expiry date.

paidSubscription(5) - Paid subscription licenses are the licenses

which are purchased by customers. These licenses have a start date and end date associated with them.

evaluationSubscription(6)-Evaluation subscription licenses are the trial licenses. These licenses are node locked and it can be obtained only once for an UDI. They are valid based on calendar days. These licenses have a start date and an end date

associated with them and are issued once per UDI.

extensionSubscription(7)- Extension subscription licenses are similar to evaluation subscription licenses but these licenses are issued based on customer request. There are no restrictions on the number of licenses available for a UDI.

evalRightToUse(8) - Evaluation Right to use (RTU) license.

rightToUse(9) - Right to use (RTU) license.

permanentRightToUse(10) ? Right To Use license right after it is configured and is valid for the lifetime of the product.  
This is a Right To Use license which is not in evaluation mode for a limited time."

::=

{ clmgmtLicenseInfoEntry 5 }

clmgmtLicenseCounted OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-only

STATUS current  
DESCRIPTION  
"This object indicates whether the license is counted  
license.  
true(1) - counted license  
false(2) - uncounted license"  
::= { clmgmtLicenseInfoEntry 6 }

clmgmtLicenseValidityPeriod OBJECT-TYPE  
SYNTAX Unsigned32  
UNITS "seconds"  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"This object indicates the time period the license is valid for.  
This object is applicable only if clmgmtLicenseType is demo(1),  
or extension(2) or gracePeriod(3) or evalRightToUse(8). The  
object will return 0 for other license types."  
::= { clmgmtLicenseInfoEntry 7 }

clmgmtLicenseValidityPeriodRemaining OBJECT-TYPE  
SYNTAX Unsigned32  
UNITS "seconds"  
MAX-ACCESS read-only  
STATUS  
current  
DESCRIPTION  
"This object indicates the time period remaining before the  
license expires or transitions to rightToUse(9) license. This  
object is applicable only if clmgmtLicenseType is demo(1), or  
extension(2) or gracePeriod(3) or evalRightToUse(8). The object  
will contain 0 for other license types."  
::= { clmgmtLicenseInfoEntry 8 }

clmgmtLicenseExpiredPeriod OBJECT-TYPE  
SYNTAX Unsigned32  
UNITS "seconds"  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"This object indicates the elapsed time period since the license  
expired. This object is applicable only if clmgmtLicenseType  
is demo(1), or extension(2) or gracePeriod(3). Also, this  
value of this object will be valid only after the license  
expires. The object will return 0 for other license types  
or before the license expiry."  
::= { clmgmtLicenseInfoEntry 9 }



clmgmtLicenseMaxUsageCount

OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the maximum number of entities that can use this license. This object is applicable only if clmgmtLicenseCounted is true(1). The entity that is being counted can be anything and it depends on the licensable feature."

::= { clmgmtLicenseInfoEntry 10 }

clmgmtLicenseUsageCountRemaining OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the number of entities that can still use this license. This object is applicable only if clmgmtLicenseCounted is true(1)."

::= { clmgmtLicenseInfoEntry 11 }

clmgmtLicenseEULAStatus OBJECT-TYPE

SYNTAX TruthValue

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates whether the user accepted

End User License Agreement for this license.

true(1) - EULA accepted

false(2) - EULA not accepted"

::= { clmgmtLicenseInfoEntry 12 }

clmgmtLicenseComments OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"This object represents the user modifiable comments about the license. This object is initially populated with comments from the license file."

::= { clmgmtLicenseInfoEntry 13 }

clmgmtLicenseStatus OBJECT-TYPE

SYNTAX INTEGER {

```
        inactive(1),
        notInUse(2),
        inUse(3),
        expiredInUse(4),
        expiredNotInUse(5),
        usageCountConsumed(6)
    }
```

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object represents status of the license.

inactive(1) - license is installed, but not active.

notInUse(2) - license is installed and available for use.

inUse(3) - the license is being used (by a feature).

expiredInUse(4) - license is expired but still being held by the feature.

expiredNotInUse(5) - license is expired and not being held by any feature.

usageCountConsumed(6) - number of entities using this licenses has reached the allowed limit, no new entities are allowed to use this license."

::= { clmgmtLicenseInfoEntry 14 }

clmgmtLicenseStartDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object

indicates the start date for a subscription

license. It is optional for subscription licenses to have a start date associated with them, they may only have an end date associated with them. This object may be applicable only when clmgmtLicenseType is paidSubscription(5), evaluationSubscription(6) or extensionSubscription (7).

The object will contain an octet string of length 0 when it is not applicable."

::= { clmgmtLicenseInfoEntry 15 }

clmgmtLicenseEndDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

#### DESCRIPTION

"This object indicates the end date for a subscription license. This object is applicable only when clmgmtLicenseType is paidSubscription(5), evaluationSubscription(6) or extensionSubscription (7). The object will contain an octet string of length 0 when it is not applicable."

```
::= { clmgmtLicenseInfoEntry
16 }
```

#### clmgmtLicensePeriodUsed OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS current

#### DESCRIPTION

"This object indicates the time period used for the Right to use (RTU) licenses. This object is applicable for all RTU licenses."

```
::= { clmgmtLicenseInfoEntry 17 }
```

-- Licensable features information table.

#### clmgmtLicensableFeatureTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtLicensableFeatureEntry

MAX-ACCESS not-accessible

STATUS current

#### DESCRIPTION

"This table contains list of licensable features in the image. All the licensable features will have an entry each in this table irrespective of whether they are using any licenses currently. Entries in this table are created by the agent one for each licensable feature in the image. These entries remain in the table permanently and can not

be deleted. Management application can not create or delete entries from this table."

```
::= { clmgmtLicenseInformation 4 }
```

#### clmgmtLicensableFeatureEntry OBJECT-TYPE

SYNTAX ClmgmtLicensableFeatureEntry

MAX-ACCESS not-accessible

STATUS current

#### DESCRIPTION

"An entry in clmgmtLicensableFeatureTable. Each entry represents a licensable feature."

```
INDEX {
entPhysicalIndex,
```

```

        clmgmtFeatureIndex
    }
 ::= { clmgmtLicensableFeatureTable 1 }

ClmgmtLicensableFeatureEntry ::= SEQUENCE {
    clmgmtFeatureIndex      Unsigned32,
    clmgmtFeatureName       SnmpAdminString,
    clmgmtFeatureVersion    SnmpAdminString,
    clmgmtFeatureValidityPeriodRemaining Unsigned32,
    clmgmtFeatureWhatIsCounted SnmpAdminString,
    clmgmtFeatureStartDate  DateAndTime,
    clmgmtFeatureEndDate    DateAndTime,
    clmgmtFeaturePeriodUsed Unsigned32
}

```

```

clmgmtFeatureIndex OBJECT-TYPE
SYNTAX      Unsigned32 (1..4294967295)
MAX-ACCESS  not-accessible
STATUS      current
DESCRIPTION
    "This object uniquely identifies a licensable feature in
    the device."
 ::= { clmgmtLicensableFeatureEntry 1 }

```

```

clmgmtFeatureName OBJECT-TYPE
SYNTAX      SnmpAdminString (SIZE (0..128))
MAX-ACCESS  read-only
STATUS      current
DESCRIPTION
    "This object indicates the name of the licensable feature
    in the device. Examples of feature names are: 'IPBASE',
    'ADVIPSERVICE'"
 ::= { clmgmtLicensableFeatureEntry 2 }

```

```

clmgmtFeatureVersion OBJECT-TYPE
SYNTAX      SnmpAdminString (SIZE (0..32))
MAX-ACCESS  read-only
STATUS      current
DESCRIPTION
    "This object indicates the version of the licensable
    feature in the device. Examples
of feature versions
    are: '1.0' or '2.0'"
 ::= { clmgmtLicensableFeatureEntry 3 }

```

```

clmgmtFeatureValidityPeriodRemaining OBJECT-TYPE
SYNTAX      Unsigned32

```

UNITS "seconds"  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION

"This object indicates the time period remaining before the feature's license expires or transitions. This object is applicable only if clmgmtLicenseType of the license used by this feature is demo(1), or extension(2) or gracePeriod(3) or evalRightToUse(8).

The object will contain 0 if other types of license is used or if the feature does not use any license. If the feature is using multiple licenses, this period will represent the cumulative period remaining from all the licenses used by this feature."

::= { clmgmtLicensableFeatureEntry 4 }

clmgmtFeatureWhatIsCounted OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE  
(0..128))

MAX-ACCESS read-only  
STATUS current

DESCRIPTION

"This object represents the entity that is being counted by this feature. Examples of entities are IP Phones, number of sessions etc. This object is only applicable for features that use counting licenses. For other features, this object will return empty string."

::= { clmgmtLicensableFeatureEntry 5 }

clmgmtFeatureStartDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license start date of the feature. This object is applicable if at least one of the licenses used for this feature has a valid start date. The start date will be the earliest of the valid start dates of all the licenses used for this feature. If none of the licenses used for this feature have a valid start date then this object will contain an

octet string of length 0."

::= { clmgmtLicensableFeatureEntry 6 }

clmgmtFeatureEndDate OBJECT-TYPE

SYNTAX DateAndTime

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license end date of the feature.  
This object is applicable if at least one of the licenses used for this feature has a valid end date. The end date will be the latest of the valid end dates of all the licenses used for this feature. If none of the licenses used for this feature have a valid end date then this object will contain an octet string of length 0."

::= { clmgmtLicensableFeatureEntry 7 }

clmgmtFeaturePeriodUsed OBJECT-TYPE

SYNTAX Unsigned32

UNITS "seconds"

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the license period used for the feature."

::= { clmgmtLicensableFeatureEntry 8 }

--

MIB objects for exporting device credentials

clmgmtNextFreeDevCredExportActionIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object contains appropriate value for clmgmtDevCredExportActionIndex that can be used to create an entry in clmgmtDevCredExportActionTable. The management application should read this object first and then use this as the value for clmgmtDevCredExportActionIndex to avoid collisions when creating entries in clmgmtDevCredExportActionTable. Following this approach does not guarantee collision free row creation, but will reduce the probability. The collision will happen if two management applications read this object at the same time and attempt to create an entry with this value at the same time. In this case, the management application whose request is processed after the first request

will get an error and the

process of reading this object and entry creation needs to be repeated."

::= { clmgmtLicenseDeviceInformation 1 }

-- Table for triggering action to export device credentials.

## clmgmtDevCredExportActionTable OBJECT-TYPE

SYNTAX SEQUENCE OF ClmgmtDevCredExportActionEntry

MAX-ACCESS not-accessible

STATUS current

### DESCRIPTION

"A table for triggering device credentials export action.

Management application must create this entry to trigger the export of device credentials from the device to a file.

Once the request completes, the management application should retrieve the values of the objects of interest, and then delete the entry. In order to prevent old entries from clogging the table, entries will be aged out, but an entry will never be deleted within 5 minutes of completion."

::= { clmgmtLicenseDeviceInformation 2 }

## clmgmtDevCredExportActionEntry

### OBJECT-TYPE

SYNTAX ClmgmtDevCredExportActionEntry

MAX-ACCESS not-accessible

STATUS current

### DESCRIPTION

"An entry for each device credential export action that is being executed or was executed recently. The management application triggers the export by creating an entry in this table. This can be done in the following 2 methods

#### 1. CREATE-AND-GO method

Management application sets clmgmtDevCredExportActionStatus to createAndGo(4) and all other required objects to valid values in a single SNMP SET request. If all the values are valid, the device creates the entry and executes the action. If the SET request fails, the entry will not be created.

#### 2. CREATE-AND-WAIT method

Management application sets clmgmtDevCredExportActionStatus to createAndWait(5) to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting clmgmtDevCredExportActionStatus to active(1).

To stop the action from being executed, the management application can delete the entry by setting clmgmtDevCredExportActionStatus

to destroy(6) when clmgmtDevCredCommandState is pending(2).

The status of action execution can be known by querying clmgmtDevCredCommandState. If the action is still in pending(2) or inProgress(3), the management application need to check back again after few seconds. Once the action completes and if status of the action is failed(6), the reason for failure can be retrieved from clmgmtDevCredCommandFailCause.

Entry can be deleted except when clmgmtLicenseAction is set to inProgress(3). All entries in this table are volatile and are cleared on agent reset."

```
INDEX      { clmgmtDevCredExportActionIndex }
::= { clmgmtDevCredExportActionTable 1 }
```

```
ClmgmtDevCredExportActionEntry ::= SEQUENCE {
    clmgmtDevCredExportActionIndex Unsigned32,
    clmgmtDevCredEntPhysicalIndex  PhysicalIndexOrZero,
    clmgmtDevCredTransferProtocol  ClmgmtLicenseTransferProtocol,
    clmgmtDevCredServerAddressType InetAddressType,
    clmgmtDevCredServerAddress     InetAddress,
    clmgmtDevCredServerUsername    SnmpAdminString,
    clmgmtDevCredServerPassword    SnmpAdminString,
    clmgmtDevCredExportFile        SnmpAdminString,
    clmgmtDevCredCommand           INTEGER,
    clmgmtDevCredCommandState      ClmgmtLicenseActionState,
    clmgmtDevCredCommandFailCause  INTEGER,
    clmgmtDevCredStorageType
    StorageType,
    clmgmtDevCredRowStatus         RowStatus
}
```

clmgmtDevCredExportActionIndex OBJECT-TYPE

SYNTAX Unsigned32 (1..4294967295)

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This object uniquely identifies a row in clmgmtDevCredExportActionTable. The management application chooses this value by reading clmgmtNextFreeDevCredExportActionIndex while creating an entry in this table. If an entry already exists with this index, the creation of the entry will not continue and error will be returned. The management application should read the value of clmgmtNextFreeDevCredExportActionIndex again and retry with the new value for this object."

```
::= { clmgmtDevCredExportActionEntry 1 }
```



clmgmtDevCredEntPhysicalIndex OBJECT-TYPE

SYNTAX PhysicalIndexOrZero

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents the entPhysicalIndex of the device for which the device credentials are being retrieved. This object is mainly used in devices where one device is acting as a master and rest of the devices as slaves. The master device is responsible for SNMP communication with the manager. Examples include stackable switches, devices with router processor and line cards.

Note: This object need not be set if it is a stand alone device"

DEFVAL { 0 }

::= { clmgmtDevCredExportActionEntry 2 }

clmgmtDevCredTransferProtocol OBJECT-TYPE

SYNTAX ClmgmtLicenseTransferProtocol

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the transfer protocol to be used when copying files as specified in the following objects.

1. clmgmtDevCredExportFile

."

DEFVAL { none }

::= { clmgmtDevCredExportActionEntry

3 }

clmgmtDevCredServerAddressType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the transport type of the address contained in clmgmtDevCredServerAddress object.

This must be set when clmgmtDevCredTransferProtocol is not none(1) or local(2)."

DEFVAL { unknown }

::= { clmgmtDevCredExportActionEntry 4 }

clmgmtDevCredServerAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-create

STATUS current

## DESCRIPTION

"This object indicates the the ip address of the server from which the files must be read or written to if clmgmtDevCredTransferProtocol is not none(1) or local(2).

All bits as 0s or 1s for clmgmtDevCredServerAddress are not allowed.

The format of this address depends on the value of the clmgmtDevCredServerAddressType

object"

DEFVAL { "" }

::= { clmgmtDevCredExportActionEntry 5 }

## clmgmtDevCredServerUsername OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

## DESCRIPTION

"This object indicates the remote user name for accessing files via ftp, rcp, sftp or scp protocols. This object must be set when the clmgmtDevCredTransferProtocol is ftp(4), rcp(5), scp(7) or sftp(8). If clmgmtDevCredTransferProtocol is rcp(5), the remote username is sent as the server username in an rcp command request sent by the system to a remote rcp server."

DEFVAL { "" }

::= { clmgmtDevCredExportActionEntry 6 }

## clmgmtDevCredServerPassword OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..96))

MAX-ACCESS read-create

STATUS current

## DESCRIPTION

"This object indicates the password used by ftp, sftp or scp for copying a file to/from an ftp/sftp/scp server.

This object must be set when the clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or sftp(8). Reading it returns a zero-length string for security reasons."

DEFVAL { "" }

::= { clmgmtDevCredExportActionEntry 7 }

## clmgmtDevCredExportFile OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE (0..255))

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object represents file where device credentials needs to be exported to."

::= { clmgmtDevCredExportActionEntry 8 }

clmgmtDevCredCommand OBJECT-TYPE

SYNTAX INTEGER {  
noOp(1),  
getDeviceCredentials(2)  
}

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the command to be executed.

| Command | Remarks |
|---------|---------|
|---------|---------|

|       |  |
|-------|--|
| ----- |  |
|-------|--|

|       |  |
|-------|--|
| ----- |  |
|-------|--|

|         |                                 |
|---------|---------------------------------|
| noOp(1) | No operation will be performed. |
|---------|---------------------------------|

|                         |                             |
|-------------------------|-----------------------------|
| getDeviceCredentials(2) | Exports device credentials" |
|-------------------------|-----------------------------|

DEFVAL { noOp }

::= { clmgmtDevCredExportActionEntry 9 }

clmgmtDevCredCommandState OBJECT-TYPE

SYNTAX ClmgmtLicenseActionState

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the state of the action that is executed as a result of setting clmgmtDevCredRowStatus to active(1)."

::= { clmgmtDevCredExportActionEntry 10 }

clmgmtDevCredCommandFailCause OBJECT-TYPE

SYNTAX INTEGER {  
none(1),  
unknownError(2),  
transferProtocolNotSupported(3),  
fileServerNotReachable(4),  
unrecognizedEntPhysicalIndex(5),  
invalidFile(6)

}

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object indicates the the reason for device credentials export operation failure.

The value of this object is valid only when clmgmtDevCredCommandState is failed(6).

none(1) - action execution has not started yet.

If the action is completed and the action is successful, then also none(1) is returned to indicate that there are no errors.

unknownError(2) - reason for failure is unknown, operation failed, no operation is performed

transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol given is not supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex

is not

valid

invalidFile(6) - The target file specified is not valid."

::= { clmgmtDevCredExportActionEntry 11 }

clmgmtDevCredStorageType OBJECT-TYPE

SYNTAX StorageType

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the storage type for this conceptual row. Conceptual rows having the value 'permanent' need not allow write-access to any columnar objects in the row."

DEFVAL { volatile }

::= { clmgmtDevCredExportActionEntry 12 }

clmgmtDevCredRowStatus OBJECT-TYPE

SYNTAX RowStatus

MAX-ACCESS read-create

STATUS current

DESCRIPTION

"This object indicates the the status of this table entry. Once the entry status is set to active(1), the associated entry cannot be modified until the action completes (clmgmtDevCredCommandStatus is set to a value other than

inProgress(3)). Once the action completes

the only operation possible after this is to delete the row.

clmgmtDevCredExportFile is a mandatory object to be set when creating this entry."  
::= { clmgmtDevCredExportActionEntry 13 }

-- Objects for enabling/disabling notifications

clmgmtLicenseUsageNotifEnable OBJECT-TYPE  
SYNTAX TruthValue  
MAX-ACCESS read-write  
STATUS current  
DESCRIPTION  
"This object indicates whether the device should generate the notifications related to usage of licenses. This object enables/disables sending following notifications:  
clmgmtLicenseExpired  
clmgmtLicenseExpiryWarning  
clmgmtLicenseUsageCountExceeded  
clmgmtLicenseUsageCountAboutToExceed  
clmgmtLicenseSubscriptionExpiryWarning  
clmgmtLicenseSubscriptionExtExpiryWarning  
clmgmtLicenseSubscriptionExpired  
clmgmtLicenseEvalRTUTransitionWarning  
clmgmtLicenseEvalRTUTransition"  
DEFVAL { true }  
::= { clmgmtLicenseNotifObjects 1 }

clmgmtLicenseDeploymentNotifEnable OBJECT-TYPE  
SYNTAX TruthValue  
MAX-ACCESS read-write  
STATUS current  
DESCRIPTION  
"This object indicates whether the device should generate notifications related to license deployment. This object enables/disables sending following notifications:  
clmgmtLicenseInstalled  
clmgmtLicenseCleared  
clmgmtLicenseRevoked  
clmgmtLicenseEULAAccepted"  
DEFVAL { true }  
::= { clmgmtLicenseNotifObjects 2 }

clmgmtLicenseErrorNotifEnable OBJECT-TYPE  
SYNTAX TruthValue  
MAX-ACCESS read-write  
STATUS current  
DESCRIPTION

"This object indicates whether the device should generate notifications related to error conditions in enforcing licensing. This object enables/disables sending following notifications:

```
    clmgmtLicenseNotEnforced"
DEFVAL      { true }
::= { clmgmtLicenseNotifObjects 3 }
```

-- Notifications

clmgmtLicenseExpired NOTIFICATION-TYPE

```
OBJECTS      {
    clmgmtFeatureName,
    clmgmtFeatureVersion
}
```

STATUS current

DESCRIPTION

"This notification is sent, when a feature license expires. This notification will be sent continuously every week even after the expiry to alert the management application."

```
::= { ciscoLicenseMgmtMIBNotifs 1 }
```

clmgmtLicenseExpiryWarning NOTIFICATION-TYPE

```
OBJECTS      {
    clmgmtFeatureName,
    clmgmtFeatureVersion,
    clmgmtFeatureValidityPeriodRemaining
}
```

STATUS current

DESCRIPTION

"This notification is sent when a license is about to

expire. This notification will go out multiple times.

First notification goes out when expiry day is 4 weeks ahead, second notification when expiry day is 3 weeks ahead, third notification when expiry day is 2 weeks ahead. This notification will go out daily in the last week of license expiry."

```
::= { ciscoLicenseMgmtMIBNotifs 2 }
```

clmgmtLicenseUsageCountExceeded NOTIFICATION-TYPE

```
OBJECTS      {
    clmgmtLicenseFeatureName,
    clmgmtLicenseFeatureVersion,
    clmgmtLicenseMaxUsageCount,
    clmgmtFeatureWhatIsCounted,
}
```

```
        clmgmtLicenseComments
    }
STATUS    current
DESCRIPTION
    "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached clmgmtLicenseMaxUsageCount for a counting license."
::= { ciscoLicenseMgmtMIBNotifs 3 }
```

#### clmgmtLicenseUsageCountAboutToExceed NOTIFICATION-TYPE

```
OBJECTS    {
    clmgmtLicenseFeatureName,
    clmgmtLicenseFeatureVersion,
    clmgmtLicenseMaxUsageCount,
    clmgmtLicenseUsageCountRemaining,
    clmgmtFeatureWhatIsCounted,
    clmgmtLicenseComments
}
STATUS    current
DESCRIPTION
    "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached 80% of clmgmtLicenseMaxUsageCount for a counting
    license. This is a warning notification to the management
    application that very soon the maximum count will be reached
    and after that the device will not allow new entities to
    make use of this license."
::= { ciscoLicenseMgmtMIBNotifs 4 }
```

#### clmgmtLicenseInstalled NOTIFICATION-TYPE

```
OBJECTS    {
    clmgmtLicenseFeatureName,
    clmgmtLicenseFeatureVersion,

    clmgmtLicenseType,
    clmgmtLicenseComments
}
STATUS    current
DESCRIPTION
    "This notification is sent when a license is installed
    successfully."
::= { ciscoLicenseMgmtMIBNotifs 5 }
```

#### clmgmtLicenseCleared NOTIFICATION-TYPE

```
OBJECTS    {
    clmgmtLicenseFeatureName,
    clmgmtLicenseFeatureVersion,
    clmgmtLicenseType,
    clmgmtLicenseComments
}
```

STATUS current  
DESCRIPTION  
"This notification is sent when a license is cleared successfully."  
::= { ciscoLicenseMgmtMIBNotifs 6 }

clmgmtLicenseRevoked NOTIFICATION-TYPE

OBJECTS {  
    clmgmtLicenseFeatureName,  
    clmgmtLicenseFeatureVersion,  
    clmgmtLicenseType,  
    clmgmtLicenseComments  
}  
STATUS current  
DESCRIPTION  
"This notification is sent when a license is revoked successfully."  
::= { ciscoLicenseMgmtMIBNotifs 7 }

clmgmtLicenseEULAAccepted NOTIFICATION-TYPE

OBJECTS {  
    clmgmtFeatureName,  
    clmgmtFeatureVersion  
}  
STATUS current  
DESCRIPTION  
"This notification is sent when a user accepts End User License Agreement (EULA) for a license."  
::= { ciscoLicenseMgmtMIBNotifs 8 }

clmgmtLicenseNotEnforced NOTIFICATION-TYPE

OBJECTS {  
    clmgmtFeatureName,  
    clmgmtFeatureVersion  
}  
STATUS current  
DESCRIPTION  
"This notification is sent when a license does not exist for a feature, but the feature is a mandatory feature and it should run. This notification will be sent out periodically to indicate that there is no

license installed for this feature and it needs to be done as soon as possible."  
::= { ciscoLicenseMgmtMIBNotifs 9 }

clmgmtLicenseSubscriptionExpiryWarning NOTIFICATION-TYPE



```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion,
            clmgmtFeatureEndDate
        }
STATUS     current
DESCRIPTION
    "This notification is sent when a subscription license of a
    feature is about to expire. This notification will be sent as
    per the following schedule:
    Once a week for the last eight weeks
    Once a day for the last week
    Once a hour for the last day"
::= { ciscoLicenseMgmtMIBNotifs 10 }
```

#### clmgmtLicenseSubscriptionExtExpiryWarning NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion,
            clmgmtFeatureEndDate
        }
STATUS     current
DESCRIPTION
    "This notification is sent when the subscription license end
    date of a feature is reached but extension period is left. This
    notification will be sent once a day after the license end date
    is reached."
::= { ciscoLicenseMgmtMIBNotifs 11 }
```

#### clmgmtLicenseSubscriptionExpired NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion,
            clmgmtFeatureEndDate
        }
STATUS     current
DESCRIPTION
    "This notification will be sent after a subscription license
    of a feature completely expires. It will be sent once a day
    after the license has completely expired"
::= { ciscoLicenseMgmtMIBNotifs 12 }
```

#### clmgmtLicenseEvalRTUTransitionWarning NOTIFICATION-TYPE

```
OBJECTS    {
            clmgmtFeatureName,
            clmgmtFeatureVersion,
            clmgmtFeatureValidityPeriodRemaining
        }
```

```

    }
STATUS      current
DESCRIPTION
    "This notification is sent when Evaluation to Right to use (RTU)
    license transition is about to happen. The first notification
    will be sent 10 days before the transition and second
    notification will be sent 5 days before the transition."
::= { ciscoLicenseMgmtMIBNotifs 13 }

```

```

clmgmtLicenseEvalRTUTransition NOTIFICATION-TYPE

```

```

OBJECTS      {
                clmgmtFeatureName,
                clmgmtFeatureVersion
            }
STATUS      current
DESCRIPTION
    "This notification is sent, when a feature license transitions
    from a evaluation to a Right to use (RTU) license."
::= { ciscoLicenseMgmtMIBNotifs 14 }

```

```

-- Conformance

```

```

ciscoLicenseMgmtCompliances OBJECT IDENTIFIER

```

```

::= { ciscoLicenseMgmtMIBConform 1 }

```

```

ciscoLicenseMgmtGroups OBJECT IDENTIFIER

```

```

::= { ciscoLicenseMgmtMIBConform 2 }

```

```

ciscoLicenseMgmtCompliance

```

```

MODULE-COMPLIANCE

```

```

STATUS      deprecated

```

```

DESCRIPTION

```

```

    "Compliance statement for Cisco license mgmt MIB."

```

```

MODULE      -- this module

```

```

MANDATORY-GROUPS {

```

```

    clmgmtLicenseDeploymentGroup,
    clmgmtLicenseDeviceInformationGroup,
    clmgmtLicenseInformationGroup,
    clmgmtLicensableFeatureInformationGroup,
    clmgmtLicenseDevCredGroup,
    clmgmtLicenseNotificationEnableGroup,
    clmgmtLicenseUsageNotifGroup,
    clmgmtLicenseDeploymentNotifGroup,
    clmgmtLicenseErrorNotifGroup

```

```

}

```

```

GROUP      clmgmtLicenseStoreInformationGroup

```

```

DESCRIPTION

```

```
"This group is mandatory for all devices where
multiple license stores are supported."
::= { ciscoLicenseMgmtCompliances 1 }
```

ciscoLicenseMgmtComplianceRev1 MODULE-COMPLIANCE

```
STATUS      current
DESCRIPTION
  "Compliance statement for Cisco license mgmt MIB."
MODULE      -- this module
MANDATORY-GROUPS {
  clmgmtLicenseDeploymentGroup,
  clmgmtLicenseDeviceInformationGroup,
  clmgmtLicenseInformationGroup,
  clmgmtLicensableFeatureInformationGroup,
  clmgmtLicenseDevCredGroup,
  clmgmtLicenseNotificationEnableGroup,
  clmgmtLicenseUsageNotifGroup,
  clmgmtLicenseDeploymentNotifGroup,
  clmgmtLicenseErrorNotifGroup
}
```

```
GROUP      clmgmtLicenseStoreInformationGroup
DESCRIPTION
  "This group is mandatory for all devices where
multiple license stores are supported."
```

```
GROUP      clmgmtLicenseSubscriptionGroup
DESCRIPTION
  "This object group is mandatory for all devices
that
support subscription licensing."
```

```
GROUP      clmgmtLicenseSubscriptionUsageNotifGroup
DESCRIPTION
  "This notification group is mandatory for all devices that
support subscription licensing."
```

```
GROUP      clmgmtLicenseRTUGroup
DESCRIPTION
  "This object group is mandatory for all devices that
support Right to Use (RTU) licensing."
```

```
GROUP      clmgmtLicenseRTUUsageNotifGroup
DESCRIPTION
  "This notification group is mandatory for all devices that
support Right to use (RTU) licensing."
::= { ciscoLicenseMgmtCompliances 2 }
```

-- Units of Conformance

clmgmtLicenseDeploymentGroup OBJECT-GROUP

```
OBJECTS    {
    clmgmtNextFreeLicenseActionIndex,
    clmgmtLicenseActionEntPhysicalIndex,
    clmgmtLicenseActionTransferProtocol,
    clmgmtLicenseServerAddressType,
    clmgmtLicenseServerAddress,
    clmgmtLicenseServerUsername,
    clmgmtLicenseServerPassword,
    clmgmtLicenseFile,
    clmgmtLicenseStore,
    clmgmtLicenseActionLicenseIndex,
    clmgmtLicensePermissionTicketFile,
    clmgmtLicenseRehostTicketFile,
    clmgmtLicenseBackupFile,
    clmgmtLicenseStopOnFailure,
    clmgmtLicenseAction,
    clmgmtLicenseActionState,
    clmgmtLicenseJobQPosition,
    clmgmtLicenseActionFailCause,
    clmgmtLicenseActionStorageType,
    clmgmtLicenseActionRowStatus,
    clmgmtLicenseIndivActionState,
    clmgmtLicenseIndivActionFailCause,
    clmgmtLicenseAcceptEULA,
    clmgmtLicenseEULAFile
}
```

```
STATUS     current
```

DESCRIPTION

"A collection of objects for performing license deployment  
i.e., license installation, clear and revoke"

```
::= { ciscoLicenseMgmtGroups 1 }
```

clmgmtLicenseStoreInformationGroup OBJECT-GROUP

```
OBJECTS    {
    clmgmtLicenseStoreName,
    clmgmtLicenseStoreTotalSize,
    clmgmtLicenseStoreSizeRemaining
}
```

```
STATUS     current
```

DESCRIPTION

"A collection of objects that provide information about  
license storages in the device."

```
::= { ciscoLicenseMgmtGroups 2 }
```

clmgmtLicenseDeviceInformationGroup OBJECT-GROUP  
OBJECTS { clmgmtDefaultLicenseStore }  
STATUS current  
DESCRIPTION  
"A collection of objects that provide information about  
device level licensing support information in the device."  
::= { ciscoLicenseMgmtGroups 3 }

clmgmtLicenseInformationGroup OBJECT-GROUP  
OBJECTS {  
clmgmtLicenseFeatureName,  
clmgmtLicenseFeatureVersion,  
clmgmtLicenseType,  
clmgmtLicenseCounted,  
clmgmtLicenseValidityPeriod,  
clmgmtLicenseValidityPeriodRemaining,  
clmgmtLicenseExpiredPeriod,  
clmgmtLicenseMaxUsageCount,  
clmgmtLicenseUsageCountRemaining,  
clmgmtLicenseEULAStatus,  
clmgmtLicenseComments,  
clmgmtLicenseStatus  
}  
STATUS current  
DESCRIPTION  
"A collection of objects that provide information about  
licenses and its state."  
::= { ciscoLicenseMgmtGroups 4 }

clmgmtLicensableFeatureInformationGroup OBJECT-GROUP  
OBJECTS {  
clmgmtFeatureName,  
clmgmtFeatureVersion,  
  
clmgmtFeatureValidityPeriodRemaining,  
clmgmtFeatureWhatIsCounted  
}  
STATUS current  
DESCRIPTION  
"A collection of objects that provide information about  
licensable features in the software image."  
::= { ciscoLicenseMgmtGroups 5 }

clmgmtLicenseDevCredGroup OBJECT-GROUP  
OBJECTS {  
clmgmtNextFreeDevCredExportActionIndex,  
clmgmtDevCredEntPhysicalIndex,  
clmgmtDevCredTransferProtocol,

```
    clmgmtDevCredServerAddressType,  
    clmgmtDevCredServerAddress,  
    clmgmtDevCredServerUsername,  
    clmgmtDevCredServerPassword,  
    clmgmtDevCredExportFile,  
    clmgmtDevCredCommand,  
    clmgmtDevCredCommandState,  
    clmgmtDevCredCommandFailCause,
```

```
    clmgmtDevCredStorageType,  
    clmgmtDevCredRowStatus
```

```
  }
```

```
STATUS    current
```

```
DESCRIPTION
```

```
  "A collection of objects for exporting device credentials  
  from the device."
```

```
::= { ciscoLicenseMgmtGroups 6 }
```

```
clmgmtLicenseNotificationEnableGroup OBJECT-GROUP
```

```
OBJECTS    {
```

```
    clmgmtLicenseUsageNotifEnable,  
    clmgmtLicenseDeploymentNotifEnable,  
    clmgmtLicenseErrorNotifEnable
```

```
  }
```

```
STATUS    current
```

```
DESCRIPTION
```

```
  "A collection of objects for controlling  
  (enabling/disabling) license notifications to a management  
  application."
```

```
::= { ciscoLicenseMgmtGroups 7 }
```

```
clmgmtLicenseUsageNotifGroup NOTIFICATION-GROUP
```

```
NOTIFICATIONS {
```

```
    clmgmtLicenseExpired,  
    clmgmtLicenseExpiryWarning,  
    clmgmtLicenseUsageCountExceeded,
```

```
    clmgmtLicenseUsageCountAboutToExceed
```

```
  }
```

```
STATUS    current
```

```
DESCRIPTION
```

```
  "A collection of notifications related to license usage."
```

```
::= { ciscoLicenseMgmtGroups 8 }
```

```
clmgmtLicenseDeploymentNotifGroup NOTIFICATION-GROUP
```

```
NOTIFICATIONS {
```

```
    clmgmtLicenseInstalled,  
    clmgmtLicenseCleared,
```

```

        clmgmtLicenseRevoked,
        clmgmtLicenseEULAAccepted
    }
STATUS    current
DESCRIPTION
    "A collection of notifications related to license deployment."
::= { ciscoLicenseMgmtGroups 9 }

clmgmtLicenseErrorNotifGroup NOTIFICATION-GROUP
NOTIFICATIONS { clmgmtLicenseNotEnforced }
STATUS    current
DESCRIPTION
    "A collection of notifications related to license errors."
::= { ciscoLicenseMgmtGroups 10 }

clmgmtLicenseSubscriptionGroup OBJECT-GROUP
OBJECTS    {
        clmgmtLicenseStartDate,
        clmgmtLicenseEndDate,
        clmgmtFeatureStartDate,
        clmgmtFeatureEndDate
    }
STATUS    current
DESCRIPTION
    "A collection of objects that provide information specific to
    subscription licenses."
::= { ciscoLicenseMgmtGroups 11 }

clmgmtLicenseSubscriptionUsageNotifGroup NOTIFICATION-GROUP
NOTIFICATIONS {
        clmgmtLicenseSubscriptionExpiryWarning,
        clmgmtLicenseSubscriptionExtExpiryWarning,
        clmgmtLicenseSubscriptionExpired
    }
STATUS    current
DESCRIPTION
    "A collection of notifications related to usage of subscription
    licenses."
::= { ciscoLicenseMgmtGroups 12 }

clmgmtLicenseRTUGroup OBJECT-GROUP
OBJECTS    {
        clmgmtLicensePeriodUsed,
        clmgmtFeaturePeriodUsed
    }
}
STATUS    current
DESCRIPTION

```

```

    "A collection of objects that provide information specific to
    Right to use (RTU) licenses."
 ::= { ciscoLicenseMgmtGroups 13 }

clmgmtLicenseRTUUsageNotifGroup NOTIFICATION-GROUP
NOTIFICATIONS {
    clmgmtLicenseEvalRTUTransitionWarning,
    clmgmtLicenseEvalRTUTransition
}
STATUS current
DESCRIPTION
    "A collection of notifications related to Right to use (RTU)
    licenses."
 ::= { ciscoLicenseMgmtGroups 14 }

END

--%DNP% MLC -Edit MLC

--%DNP% MTF -TRUE MTF
/*
* Generated by nsc --mib2yang-std
* Source: newjuniper/JUNIPER-LICENSE-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
* smidump -f yang JUNIPER-LICENSE-MIB
*
* Do not edit. Edit the source file instead!
*/

module JUNIPER-LICENSE-MIB {

    namespace "urn:ietf:params:xml:ns:yang:smiv2:JUNIPER-LICENSE-MIB";
    prefix "juniper-license";

    import SNMPv2-TC {
        prefix "snmpv2-tc";
    }

    import ietf-yang-smiv2 {
        prefix "smiv2";
    }

    organization
        "Juniper Networks, Inc.";

```



```

contact
  "Juniper Technical Assistance Center
  Juniper Networks, Inc.
  1133 Innovation Way
  Sunnyvale, CA 94089
  E-mail: support@juniper.net";

description
  "Implementation of enterprise specific MIB
  for license commands and configuration.";

revision 2019-06-17 {
  description
    "Deprecated jnxLicenseKeys.";
}

revision 2016-12-15 {
  description
    "Added OID jnxLicenseKeyType and Trap jnxLicenseExpired";
}

revision 2010-07-09
{
  description
    "Initial version.";
}

container JUNIPER-LICENSE-MIB {
  config false;

  container jnxLicenseSettings {
    smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2";

    leaf jnxLicenseRenewBeforExpiration {
      type int32;
      description
        "License renew lead time before expiration in days.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2.1";
    }

    leaf jnxLicenseRenewInterval {
      type int32;
      description
        "License checking interval in hours.";
      smiv2:max-access "read-only";
    }
  }
}

```

```

    smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2.2";
  }

  leaf jnxLicenseAutoUpdate {
    type snmpv2-tc:DisplayString;
    description
      "License auto update URL of a license server.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2.3";
  }
}

container jnxLicenseInstallTable {
  description
    "This table contains installed
feature license information.";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1";

  list jnxLicenseInstallEntry {
    key "jnxLicenseId";
    smiv2:implied "jnxLicenseId";
    description
      "A row of giving installed feature license information.";
    smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1";

    leaf jnxLicenseId {
      type snmpv2-tc:DisplayString;
      description
        "Installed feature licenses Id.";
      smiv2:max-access "not-accessible";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.1";
    }

    leaf jnxLicenseVersion {
      type int32;
      description
        "License Version information";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.2";
    }

    leaf jnxLicenseDeviceId {
      type snmpv2-tc:DisplayString;
      description
        "License Device Id ";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.3";
    }
  }
}

```

```

}

leaf jnxLicenseType {
  type enumeration {
    enum "invalid" {
      value "0";
    }
    enum "count-down" {
      value "1";
    }
    enum "date-based" {
      value "2";
    }
    enum "permanent" {
      value "3";
    }
  }
  description
  "License type information";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.4";
}

```

```

leaf jnxLicenseKeys {
  type binary;
  status deprecated;
  description
  "***** THIS OBJECT IS DEPRECATED *****"
  "This object is deprecated,
  it displays all the license keys
  in the system.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.5";
}

```

```

leaf jnxLicenseKeyType {
  type enumeration
{
  enum "commercial" {
    value "1";
  }
  enum "trial" {
    value "2";
  }
  enum "demo" {
    value "3";
  }
  enum "emergency" {

```

```

    value "4";
  }
  enum "lab" {
    value "5";
  }
  enum "education" {
    value "6";
  }
}
description
  "License key type";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.6";
}
}
}

```

```

container jnxLicenseFeatureListTable {
  description
    "list of features supporting Licensing.";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2";
}

```

```

list jnxLicenseFeatureListEntry {
  key "jnxLicenseFeatureId";
  description
    "A row of licensed features.";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1";
}

```

```

leaf jnxLicenseFeatureId {
  type int32;
  description
    "Feature Id to point an entry in this table";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.1";
}

```

```

leaf jnxLicenseFeatureName {
  type snmpv2-tc:DisplayString;
  description
    "Feature Name";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.2";
}

```

```

leaf jnxLicenseFeatureDescr {
  type snmpv2-tc:DisplayString;
  description
    "Feature Name";
}

```

```

smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.3";
}

leaf jnxLicenseFeatureLicenseId {
  type snmpv2-tc:DisplayString;
  description
    "Feature License Id";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.4";
}

leaf jnxLicenseFeatureLicenseUsed {
  type int32;
  description

  "Licenses Used";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.5";
}

leaf jnxLicenseFeatureLicenseInstalled {
  type int32;
  description
    "Licenses Installed";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.6";
}

leaf jnxLicenseFeatureLicenseNeeded {
  type int32;
  description
    "Licenses Needed";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.7";
}
}
}

notification jnxLicenseGraceExpired {
  description
    "The SNMP trap that is generated when the license grace period for
    feature identified by jnxLicenseFeatureName is expired";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.1";

  container object-1 {

```

```
leaf jnxLicenseFeatureId {
  type leafref {
    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
  }
}
```

```
leaf jnxLicenseFeatureName {
  type leafref {
    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
  }
}
}
```

```
notification jnxLicenseGraceAboutToExpire {
  description
  "The SNMP trap that is generated when the license grace period for
  feature identified by jnxLicenseFeatureName is about to expire";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.2";
```

```
container object-1 {
```

```
leaf jnxLicenseFeatureId {
  type leafref {
    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
  }
}
```

```
leaf jnxLicenseFeatureName {
  type leafref {
    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
  }
}
}
```

```
notification jnxLicenseAboutToExpire {
  description
  "The SNMP trap that is generated when the license period for
  feature identified by jnxLicenseFeatureName is about to expire";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.3";
```

```
container object-1 {
```

```

leaf jnxLicenseFeatureId {
  type leafref {
    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
  }
}

```

```

leaf jnxLicenseFeatureName {
  type leafref {
    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
  }
}
}
}

```

```
notification jnxLicenseInfringeCumulative
```

```
{
  description
  "The SNMP trap that is generated when the feature is used more
  times than as specified in number of licenses allowed for feature
  as identified by jnxLicenseFeatureName";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.4";

```

```
  container object-1 {
```

```

    leaf jnxLicenseFeatureId {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
      }
    }
  }

```

```

    leaf jnxLicenseFeatureName {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
      }
    }
  }
}

```

```
notification jnxLicenseInfringeSingle {
```

```
  description
  "The SNMP trap that is generated when the license for feature
  identified by jnxLicenseFeatureName is not valid i.e. either
  expired or
  not available.";

```

```

smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.5";

container object-1 {

    leaf jnxLicenseFeatureId {
        type leafref {
            path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
        }
    }

    leaf jnxLicenseFeatureName {
        type leafref {
            path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
        }
    }
}

notification jnxLicenseKeyExpired {
    description
    "The SNMP trap that is generated when the license for feature
    identified by jnxLicenseFeatureName is not valid i.e. either expired or
    not available.";
    smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.6";

    container object-1 {

        leaf jnxLicenseFeatureId {
            type leafref {
                path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
            }
        }

        leaf jnxLicenseFeatureName {
            type leafref {
                path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
            }
        }
    }

    container object-2 {

        leaf jnxLicenseFeatureId {
            type leafref {

```



```

    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
  }
}

leaf jnxLicenseFeatureLicenseId {
  type leafref {
    path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureLicenseId";
  }
}

container object-3
{

  leaf jnxLicenseId {
    type leafref {
      path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseInstallTable/juniper-
license:jnxLicenseInstallEntry/juniper-license:jnxLicenseId";
    }
  }

  leaf jnxLicenseKeyType {
    type leafref {
      path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseInstallTable/juniper-
license:jnxLicenseInstallEntry/juniper-license:jnxLicenseKeyType";
    }
  }
}

smiv2:alias "jnxLicenseMIB" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1";
}

smiv2:alias "jnxLicenseNotifications" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0";
}

smiv2:alias "jnxLicenseObjects" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1";
}

smiv2:alias "jnxLicenseInstallObjects" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1";
}

```

```

smiv2:alias "jnxLicenseSettings" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2";
}

}

module openconfig-license {

  yang-version "1";

  namespace "http://openconfig.net/yang/license";

  prefix "oc-license";

  import openconfig-extensions { prefix oc-ext; }

  organization "OpenConfig working group";

  contact
    "OpenConfig working group
    www.openconfig.net";

  description
    "This module defines configuration and operational
    state data for licenses.";

  oc-ext:openconfig-version "0.2.0";

  revision "2020-04-22" {
    description
      "Make license-data a union of a string or binary.";
    reference "0.2.0";
  }

  revision "2020-01-07" {
    description
      "Initial revision";
    reference "0.1.0";
  }

  // OpenConfig specific extensions for module metadata.
  oc-ext:regexp-posix;
  oc-ext:catalog-organization "openconfig";
  oc-ext:origin "openconfig";

  grouping license-config {
    description
      "Configuration data for license";
  }

```

```

leaf license-id {
  type string;
  description
    "License ID. A string that uniquely identifies
the license. The
  platform should list all the licenses it supports being activated.";
}

leaf license-data {
  type union {
    type binary;
    type string;
  }
  description
    "The contents of the licence (if required) - which may be
supplied as a binary blob, or a simple string value. If this
value is considered sensitive, it may be read as an empty value.";
}

leaf active {
  type boolean;
  default false;
  description
    "The activation state of the license.";
}

}

grouping license-state {
  description
    "State data for license";

  leaf description {
    type string;
    description
      "The license description.";
  }

  leaf issue-date {
    type uint64;
    description
      "The date and time at which the license was issued, expressed as the
number of nanoseconds since the Unix Epoch
(January 1, 1970, 00:00 UTC).";
  }

  leaf expiration-date

```

```

{
  type uint64;
  description
    "The date and time at which the license will expire, expressed as the
    number of nanoseconds since the Unix Epoch
    (January 1, 1970, 00:00 UTC). Zero if it does not expire.";
}

leaf in-use {
  type boolean;
  description
    "The license is in use. Different from active. This states that the
    license is effectively being used in addition to being active. If
    license for feature X was activated but feature X is not being used,
    then this should be false.";
}

leaf expired {
  type boolean;
  description
    "The license has expired.";
}

leaf valid {
  type boolean;
  description
    "The license is valid. Can be activated in the system or platform.";
}
}

grouping licenses-top {
  description
    "Top-level grouping for licenses.";

  container licenses {
    description
      "Enclosing container for list of licenses";

    list license {
      key "license-id";
      description
        "List of licenses.";

      leaf license-id {
        type leafref {
          path "../config/license-id";
        }
      }
    }
  }
}

```

```

    description
      "Reference to license id list key";
  }

  container config {
    description
      "Configuration data for license";

    uses license-config;
  }

  container state {

    config false;

    description
      "Operational state data for license.";

    uses license-config;
    uses license-state;
  }
}

grouping license-top {
  description
    "Top-level for the license model";

  container license {
    description
      "Container for license model";

    uses licenses-top;

  }
}

/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-IMAGE-LICENSE-MGMT-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*   smidump -f yang CISCO-IMAGE-LICENSE-MGMT-MIB

```

```
*  
* Do not edit. Edit the source file instead!  
*/
```

```
module CISCO-IMAGE-LICENSE-MGMT-MIB {  
  
    namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-IMAGE-LICENSE-MGMT-MIB";  
    prefix "cisco-image-license-mgmt-mib";  
  
    import ENTITY-MIB {  
        prefix "entity-mib";  
    }  
  
    import SNMP-FRAMEWORK-MIB {  
        prefix "snmp-framework";  
    }  
  
    import ietf-yang-smiv2 {  
        prefix "smiv2";  
    }  
  
    organization  
        "Cisco Systems Inc.";  
  
    contact  
        "Cisco Systems  
        Customer Service  
        Postal: 170 W Tasman Drive  
        San Jose, CA 95134  
        USA  
        Tel: +1 800 553 -NETS  
        E-mail: cs-snmp@cisco.com";  
  
    description  
        "The MIB module for managing the running image level  
        of a Cisco device. Cisco's licensing mechanism provides  
        flexibility to run a device on a chosen image  
        level.  
        This mechanism is referred to as image level licensing.  
        Image level licensing leverages the universal image  
        based licensing solution.  
  
        The image level licensing mechanism works as follows -  
  
        A universal image that contains all levels of software  
        packages is loaded on to the device. At boot time, the  
        device determines the highest level of license and brings  
        up the appropriate software features or subsystems.
```

The user can configure the image level with which the device has to boot. The system will verify whether the appropriate license is available for the configured image level. The image level for the next boot will be determined based on the availability of the license. The following scenarios explain some use-cases of image level licensing:

Scenario 1:

- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features

that are part of the

base advsecurity license.

- Customer upgrades to advservicesk9 license.
- The next boot level is set to advservicesk9.
- The device will run advsecurityk9 feature until the next reboot. After reboot the device will run advservicesk9 features.

Scenario 2:

- Customer selects advservicesk9 based image.
- Manufacturing installs advservices and advsecurity license on the device.
- This device will run all features that are part of the base advservices license.
- No upgrades available for advservices license.

The user has to accept the End User License Agreement(EULA) before using this MIB to configure the image level.

This MIB should be used in conjunction with CISCO-LICENSE-MGMT-MIB module to achieve the image level licensing functionality.

This MIB module defines objects which provides the different image levels supported by the device and the license required

to enable a particular image level. It also defines objects to let the user configure the required image level. The MIB module contains notification which will be triggered when the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export the EULA and to configure the required license.

This MIB module is defined generically so it can be used for both stand-alone as well as stackable devices. The entPhysicalIndex imported from ENTITY-MIB is used to identify

```

the device uniquely.";

revision 2007-10-16 {
  description
    "Initial version of this MIB module.";
}

typedef BootImageLevel {
  type binary {
    length "0..255";
  }
  description
    "This textual convention is used to define
    the image level.

    If the device is running at advipservices
    image level, then the boot image level will
    be 'advipservices.'.";
}

typedef LicenseNameList
{
  type binary {
    length "0..255";
  }
  description
    "This textual convention is used to define
    the list of license names. If multiple licenses
    are present then this string will contain all
    the licenses seperated by the ',' character.

    If the license required to run a device at
    advipservices image level is advipservices and
    advsecurity, then the license name list will be
    'advipservices,advsecurity.'.";
}

container CISCO-IMAGE-LICENSE-MGMT-MIB {
  config false;

  container ciscoImageLicenseMgmtMIBObjects {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1";

    leaf cilmEULAAccepted {
      type boolean;
      description
        "This object when set to TRUE means that the user has

```



```
    accepted the END USER LICENSE AGREEMENT. This object
    has to be set to TRUE by the user before using the
    objects in the cilmBootImageLevelTable to configure
    the license.";
    smiv2:defval
"false";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.3";
  }
}
```

```
container cilmNotifCntl {
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";
```

```
  leaf cilmImageLevelChangedNotif {
    type boolean;
    description
      "Specify whether or not a notification should be
      generated on the detection of change in next boot
      image level.
```

```
      If set to TRUE, cilmBootImageLevelChanged notification
      will be generated. It is the responsibility of the
      management entity to ensure that the SNMP administrative
      model is configured in such a way as to allow the
      notification to be delivered.";
```

```
    reference
      "See also RFC3413 for explanation that notifications
      are under the ultimate control of the MIB module in
      this document.";
    smiv2:defval "false";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.4.1";
  }
}
```

```
container cilmBootImageLevelTable {
  description
    "A table that contains the configuration information of
    current and next boot image level. This table contains
    entries for each software module running in an image
    loaded in the device. The software module is identified by
    cilmModuleName and the device is identified by
    entPhysicalIndex.";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1";
```

```
  list cilmBootImageLevelEntry {
    key "entPhysicalIndex cilmModuleName";
```

description

"An entry in the table for each module containing the list of objects that define the configuration of next boot level. The following information is specified by the objects present in the table.

- Current image level.
- Configured image level for the next boot.
- Actual image level for the next boot.
- License store index for the current license.
- License index of the current license.
- License store index for the next boot license.
- License index of the next boot license.";

smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1";

```
leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}
```

```
leaf cilmModuleName {
  type snmp-framework:SnmpAdminString;
  description
    "This object is used as one of the two indices in
    cilmBootImageLevelTable. This object indicates the module
    name of the software package. There can be multiple
    modules in an image performing specific functionality.
    For example, in a wireless image there can be two modules
    - a base image module and a wireless module.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.1";
}
```

```
leaf cilmCurrentImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
    "This object indicates the current image level that
    the module is running.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.2";
}
```

```
leaf cilmConfiguredBootImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
    "This object indicates the configured image level
```

of the module for the next boot.

Note: The configured next boot image level may not be the actual next boot image level. The actual next boot image level is denoted by `cilmNextBootImageLevel` which is determined based on the license availability.";

```
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.3";
}
```

```
leaf cilmNextBootImageLevel {
  type
  cisco-image-license-mgmt-mib:BootImageLevel;
  description
  "This object indicates the next boot image level. The
  next boot image level can be different from configured
  level. The next boot image level is determined based
  on the availability of required license.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.4";
}
```

```
leaf cilmCurrentLicenseStoreIndex {
  type uint32;
  description
  "This object indicates the license store index where the
  currently used license is stored. This object has the same
  value as clmgmtLicenseStoreIndex object and uniquely
  identifies an entry in clmgmtLicenseStoreInfoTable in
  CISCO-LICENSE-MGMT-MIB.
```

Note: The license store index can be '0' if no license is installed and device is running base image.";

```
smiv2:max-access "read-only";
```

```
smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.5";
}
```

```
leaf cilmCurrentLicenseIndex {
  type uint32;
  description
  "This object indicates the license index of the currently used
  license. This object has the same value as clmgmtLicenseIndex and
  uniquely identifies an entry in clmgmtLicenseInfoTable in
  CISCO-LICENSE-MGMT-MIB.
```

Note: The license index can be '0' if no license is installed and device is running base image.";

```
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.6";
}
```

```
leaf cilmNextBootLicenseStoreIndex {
  type uint32;
  description
    "This object indicates the license store index where the
    next boot license is stored. This object has the same
    value as clmgmtLicenseStoreIndex object and uniquely
    identifies an entry in clmgmtLicenseStoreInfoTable in
```

CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed for the next boot.";

```
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.7";
}
```

```
leaf cilmNextBootLicenseIndex {
  type uint32;
  description
    "This object indicates the license index of the next boot
    license. This object has the same value as clmgmtLicenseIndex
    and uniquely identifies an entry in clmgmtLicenseInfoTable in
    CISCO-LICENSE-MGMT-MIB.
```

Note: The license index can be '0' if no license is installed for the next boot.";

```
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.8";
}
}
}
```

```
container cilmImageLevelToLicenseMapTable {
  description
    "This table contains the mapping between different
    image levels of each modules in the
    image and the
    license required to run the modules at a particular
    image level. This table can be used to identify the
    different image levels and the appropriate licenses
    required for each.";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2";
```

```
list cilmImageLevelToLicenseMapEntry {
```

```

key "entPhysicalIndex cilmModuleName cilmImageLicenseMapIndex";
description
  "An entry in the table containing the following
  information.
  - The image levels at the which the modules can be run.
  - The license required to the run a module at a
  particular image level.
  - The priority of the license.";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1";

leaf entPhysicalIndex {
  type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
  }
}

leaf cilmModuleName {
  type leafref {

    path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
  }
}

leaf cilmImageLicenseMapIndex {
  type uint32;
  description
    "This is a running index used to identify an entry
    of this table.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.1";
}

leaf cilmImageLicenseImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
    "This object indicates the image level at which
    a module can be run. A module can be run at
    different image levels. An entry will be created
    in this table for every module and image level
    combination.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.2";
}

leaf cilmImageLicenseName {

```

```

type cisco-image-license-mgmt-mib:LicenseNameList;
description
"This object indicates the list of licenses needed to
be installed for the module to run at the image level
mentioned by cilmImageLicenseImageLevel object of this
entry.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.3";
}

leaf cilmImageLicensePriority {
type uint32 {
range "1..255";
}
description
"This object indicates the priority of the image level
mentioned by cilmImageLicenseImageLevel object of this
entry. The image level with the highest priority license
will be considered as the default level in the absense of
next boot image level configuration. For example if there
are three licenses 11, 12 and 13 in the ascending order of

priority, then by default 11 will be the level at which the
module will be running. If the next boot level is configured
then the configuration will override the priority. The highest
priority license supports a feature set which is a super set of
all other licenses.";
smiv2:max-access "read-only";
smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.4";
}
}
}
}

notification cilmBootImageLevelChanged {
description
"This notification is triggered when next boot image level
is changed in the management entity. The current and
configured image level are indicated by cilmCurrentImageLevel
and cilmConfiguredBootImageLevel objects respectively.";
smiv2:oid "1.3.6.1.4.1.9.9.640.0.1";

container object-1 {

leaf entPhysicalIndex {
type leafref {
path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

```

```

    }
}

leaf cilModuleName {
  type leafref {
    path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
  }
}

leaf cilCurrentImageLevel {
  type leafref {
    path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmCurrentImageLevel";
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf cilModuleName {
    type leafref {
      path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
    }
  }

  leaf cilConfiguredBootImageLevel {
    type leafref {
      path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmConfiguredBootImageLevel";
    }
  }
}

smiv2:alias "ciscoImageLicenseMgmtMIB" {

```

```
    smiv2:oid "1.3.6.1.4.1.9.9.640";
}

smiv2:alias "ciscoImageLicenseMgmtMIBNotifs" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.0";
}

smiv2:alias "ciscoImageLicenseMgmtMIBObjects" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1";
}

smiv2:alias "cilmNotifCntl" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";
}

smiv2:alias "ciscoImageLicenseMgmtMIBConform" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.2";
}

smiv2:alias "cilmModuleCompliances" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.2.1";
}

smiv2:alias "cilmModuleGroups" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.2.2";
}
}
```

```
# People who have agreed to one of the CLAs and can contribute patches.
# The AUTHORS file lists the copyright holders; this file
# lists people. For example, Google employees are listed here
# but not in AUTHORS, because Google holds the copyright.
#
# https://developers.google.com/open-source/cla/individual
# https://developers.google.com/open-source/cla/corporate
#
# Names should be added to this file as:
#   Name <email address>
```

Paul Borman <borman@google.com>

Andrew Fort <afort@arista.com>

Rob Shakir <robjs@google.com>

--

-- Juniper Enterprise Specific MIB: License MIB

--

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--



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--

JUNIPER-LICENSE-MIB DEFINITIONS ::= BEGIN

IMPORTS

MODULE-IDENTITY, OBJECT-TYPE, Unsigned32, TimeTicks, IpAddress,

NOTIFICATION-TYPE

FROM SNMPv2-SMI

jnxLicenseMibRoot

FROM JUNIPER-SMI

DisplayString

FROM SNMPv2-TC;

jnxLicenseMIB MODULE-IDENTITY

LAST-UPDATED "201007090000Z"

ORGANIZATION "Juniper Networks, Inc."

CONTACT-INFO

"Juniper Technical Assistance Center

Juniper Networks, Inc.

1194 N. Mathilda Avenue

Sunnyvale, CA 94089

E-mail: support@juniper.net"

DESCRIPTION

"Implementation of enterprise specific MIB  
for license commands and configuration."

REVISION "201007090000Z" -- Jul 09, 2010

DESCRIPTION

"Initial version."

::= { jnxLicenseMibRoot 1 }

jnxLicenseNotifications OBJECT IDENTIFIER ::= { jnxLicenseMIB 0 }

jnxLicenseObjects OBJECT IDENTIFIER ::= { jnxLicenseMIB 1 }

jnxLicenseInstallObjects OBJECT IDENTIFIER ::= { jnxLicenseObjects 1 }

jnxLicenseSettings OBJECT IDENTIFIER ::= { jnxLicenseObjects 2 }

-- \*\*\*\*\*

-- License table for installed licenses

-- \*\*\*\*\*

jnxLicenseInstallTable OBJECT-TYPE

SYNTAX SEQUENCE OF JnxLicenseInstallEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION "This table contains installed feature license information."

::= { jnxLicenseInstallObjects 1 }

jnxLicenseInstallEntry OBJECT-TYPE  
SYNTAX JnxLicenseInstallEntry  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "A row of giving installed  
feature license information."  
INDEX { IMPLIED jnxLicenseId }  
 ::= { jnxLicenseInstallTable 1 }

JnxLicenseInstallEntry ::= SEQUENCE {  
 jnxLicenseId DisplayString,  
 jnxLicenseVersion INTEGER,  
 jnxLicenseDeviceId DisplayString,  
 jnxLicenseType INTEGER,  
 jnxLicenseKeys OCTET STRING  
 }

jnxLicenseId OBJECT-TYPE  
SYNTAX DisplayString  
MAX-ACCESS not-accessible  
STATUS current  
DESCRIPTION "Installed feature licenses Id."  
 ::= { jnxLicenseInstallEntry 1 }

jnxLicenseVersion OBJECT-TYPE  
SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License Version information"  
 ::= { jnxLicenseInstallEntry 2 }

jnxLicenseDeviceId OBJECT-TYPE  
SYNTAX DisplayString  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License Device Id "  
 ::= { jnxLicenseInstallEntry  
 3 }

jnxLicenseType OBJECT-TYPE  
SYNTAX INTEGER { invalid(0), count-down(1), date-based(2),permanent(3) }  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION "License type information"  
 ::= { jnxLicenseInstallEntry 4 }

jnxLicenseKeys OBJECT-TYPE  
SYNTAX OCTET STRING

```

MAX-ACCESS    read-only
STATUS        current
DESCRIPTION   "License Keys"
::= { jnxLicenseInstallEntry 5 }

-- Feature Listing Table

jnxLicenseFeatureListTable OBJECT-TYPE
SYNTAX        SEQUENCE OF JnxLicenseFeatureListEntry
MAX-ACCESS    not-accessible
STATUS        current
DESCRIPTION   "list of features supporting Licensing."
::= { jnxLicenseInstallObjects 2 }

jnxLicenseFeatureListEntry OBJECT-TYPE
SYNTAX        JnxLicenseFeatureListEntry
MAX-ACCESS    not-accessible
STATUS        current
DESCRIPTION   "A row of licensed features."
INDEX         { jnxLicenseFeatureId
}
::= { jnxLicenseFeatureListTable 1 }

JnxLicenseFeatureListEntry ::= SEQUENCE {
    jnxLicenseFeatureId      INTEGER,
    jnxLicenseFeatureName    DisplayString,
    jnxLicenseFeatureDescr   DisplayString,
    jnxLicenseFeatureLicenseId DisplayString,
    jnxLicenseFeatureLicenseUsed    INTEGER,
    jnxLicenseFeatureLicenseInstalled    INTEGER,
    jnxLicenseFeatureLicenseNeeded    INTEGER
}

jnxLicenseFeatureId OBJECT-TYPE
SYNTAX        INTEGER
MAX-ACCESS    not-accessible
STATUS        current
DESCRIPTION   "Feature Id to point an entry in this table"
::= { jnxLicenseFeatureListEntry 1 }

jnxLicenseFeatureName OBJECT-TYPE
SYNTAX        DisplayString
MAX-ACCESS    read-only
STATUS        current
DESCRIPTION   "Feature Name"
::= { jnxLicenseFeatureListEntry 2 }

jnxLicenseFeatureDescr OBJECT-TYPE

```

SYNTAX  
    DisplayString  
MAX-ACCESS        read-only  
STATUS            current  
DESCRIPTION        "Feature Name"  
::= { jnxLicenseFeatureListEntry 3 }

jnxLicenseFeatureLicenseId OBJECT-TYPE  
SYNTAX            DisplayString  
MAX-ACCESS        read-only  
STATUS            current  
DESCRIPTION        "Feature License Id"  
::= { jnxLicenseFeatureListEntry 4 }

jnxLicenseFeatureLicenseUsed OBJECT-TYPE  
SYNTAX            INTEGER  
MAX-ACCESS        read-only  
STATUS            current  
DESCRIPTION        "Licenses Used"  
::= { jnxLicenseFeatureListEntry 5 }

jnxLicenseFeatureLicenseInstalled OBJECT-TYPE  
SYNTAX            INTEGER  
MAX-ACCESS        read-only  
STATUS            current  
DESCRIPTION        "Licenses Installed"  
::= { jnxLicenseFeatureListEntry 6 }

jnxLicenseFeatureLicenseNeeded OBJECT-TYPE  
SYNTAX            INTEGER  
MAX-ACCESS        read-only  
STATUS            current  
DESCRIPTION  
    "Licenses Needed"  
::= { jnxLicenseFeatureListEntry 7 }

-- \*\*\*\*\*  
-- License configuration parameters  
-- \*\*\*\*\*

jnxLicenseRenewBeforExpiration OBJECT-TYPE  
SYNTAX            INTEGER  
MAX-ACCESS        read-only  
STATUS            current  
DESCRIPTION  
    "License renew lead time before expiration in days."  
::= { jnxLicenseSettings 1 }

jnxLicenseRenewInterval OBJECT-TYPE

SYNTAX INTEGER  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"License checking interval in hours."  
::= { jnxLicenseSettings 2 }

jnxLicenseAutoUpdate OBJECT-TYPE

SYNTAX DisplayString  
MAX-ACCESS read-only  
STATUS current  
DESCRIPTION  
"License auto update URL of a license server."  
::= { jnxLicenseSettings  
3 }

-- \*\*\*\*\*  
-- define branches for jnx license traps  
-- \*\*\*\*\*

jnxLicenseGraceExpired NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }  
STATUS current  
DESCRIPTION  
"The SNMP trap that is generated when the license grace period for  
feature identified by jnxLicenseFeatureName is expired"  
::= { jnxLicenseNotifications 1 }

jnxLicenseGraceAboutToExpire NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }  
STATUS current  
DESCRIPTION  
"The SNMP trap that is generated when the license grace period for  
feature identified by jnxLicenseFeatureName is about to expire"  
::= { jnxLicenseNotifications 2 }

jnxLicenseAboutToExpire NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }  
STATUS current  
DESCRIPTION  
"The SNMP trap that is generated when the license period for  
feature identified by jnxLicenseFeatureName is about to expire"  
::= { jnxLicenseNotifications 3 }

jnxLicenseInfringeCumulative NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }

STATUS current

DESCRIPTION

"The SNMP trap that is generated when the feature is used more times than as specified in number of licenses allowed for feature as identified by jnxLicenseFeatureName"

::= { jnxLicenseNotifications 4 }

jnxLicenseInfringeSingle NOTIFICATION-TYPE

OBJECTS { jnxLicenseFeatureName }

STATUS current

DESCRIPTION

"The SNMP trap that is generated when the license for feature identified by jnxLicenseFeatureName is not valid i.e. either expired or not available."

::= { jnxLicenseNotifications 5 }

END

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```
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```

# 1.398 robot-oam-grpc 0.0.0-20210923091523-4e2f9f7191f9

## 1.398.1 Available under license :

No license file was found, but licenses were detected in source scan.

```
// Licensed under the Apache License, Version 2.0 (the "License");
// you may not use this file except in compliance with the License.
// You may obtain a copy of the License at
// http://www.apache.org/licenses/LICENSE-2.0
// distributed under the License is distributed on an "AS IS" BASIS,
```

Found in path(s):

```
* /opt/cola/permits/1212165166_1681933120.379923/0/oam-grpc-4e2f9f7191f92f92679b0d6728f479cb6cfc776a-
zip/oam-grpc-4e2f9f7191f92f92679b0d6728f479cb6cfc776a/goprotogen/telemetry.pb.go
```

No license file was found, but licenses were detected in source scan.

```
/* -----
* Crosswork CDG Output format - protobuf definitions
*
* September 2019
*
* Copyright (c) 2019 by Cisco Systems, Inc.
*
* Licensed under the Apache License, Version 2.0 (the "License");
* you may not use this file except in compliance with the License.
* You may obtain a copy of the License at
*
* http://www.apache.org/licenses/LICENSE-2.0
*
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```

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- \* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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- \* limitations under the License.
- \* -----
- \*/

Found in path(s):

\* /opt/cola/permits/1212165166\_1681933120.379923/0/oam-grpc-4e2f9f7191f92f92679b0d6728f479cb6cfc776a-  
zip/oam-grpc-4e2f9f7191f92f92679b0d6728f479cb6cfc776a/proto/commands/telemetry.proto

# 1.399 x-crypto 0.0.0-20220314234659-1baeb1ce4c0b

## 1.399.1 Available under license :

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# 1.400 gnupg 2.2.19-3ubuntu2.2

## 1.400.1 Available under license :

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

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

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Version 3, 29 June 2007

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```
# COPYING.other          *- org *-  
#+TITLE: List of code with permissive licenses as used by GnuPG.  
#+STARTUP: showall
```

\* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

-----  
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# 1.401 x-sync 0.0.0-20220722155255-886fb9371eb4

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## 1.402 urllib3 1.26.12

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## 1.403 go.uber.org/atomic 1.10.0

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## 1.404 webencodings 0.5.1

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python-webencodings

=====

This is a Python implementation of the `WHATWG Encoding standard`  
<<http://encoding.spec.whatwg.org/>>`\_.

- \* Latest documentation: <http://packages.python.org/webencodings/>
- \* Source code and issue tracker:  
<https://github.com/gsnedders/python-webencodings>
- \* PyPI releases: <http://pypi.python.org/pypi/webencodings>
- \* License: BSD
- \* Python 2.6+ and 3.3+

In order to be compatible with legacy web content when interpreting something like ``Content-Type: text/html; charset=latin1``, tools need to use a particular set of aliases for encoding labels as well as some overriding rules.

For example, ``US-ASCII`` and ``iso-8859-1`` on the web are actually aliases for ``windows-1252``, and an UTF-8 or UTF-16 BOM takes precedence over any other encoding declaration.

The Encoding standard defines all such details so that implementations do not have to reverse-engineer each other.

This module has  
encoding labels and BOM detection,  
but the actual implementation for encoders and decoders is Python's.

Found in path(s):

```
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/README.rst
```

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```
from setuptools import setup, find_packages
import io
from os import path
import re
```

```
VERSION = re.search("VERSION = '([\^]+)", io.open(
    path.join(path.dirname(__file__), 'webencodings', '__init__.py'),
    encoding='utf-8'
).read().strip()).group(1)
```

```
LONG_DESCRIPTION = io.open(
    path.join(path.dirname(__file__), 'README.rst'),
    encoding='utf-8'
).read()
```

```
setup(
    name='webencodings',
    version=VERSION,
    url='https://github.com/SimonSapin/python-webencodings',
    license='BSD',
    author='Simon Sapin',
    author_email='simon.sapin@exyr.org',
    maintainer='Geoffrey Sneddon',
    maintainer_email='me@gsnedders.com',
    description='Character encoding aliases for legacy web content',
    long_description=LONG_DESCRIPTION,
    classifiers=[
        'Development Status :: 4 - Beta',
        'Intended Audience :: Developers',
        'License :: OSI Approved :: BSD License',
        'Programming Language
:: Python',
        'Programming Language :: Python :: 2',
        'Programming Language :: Python :: 2.6',
```

```

'Programming Language :: Python :: 2.7',
'Programming Language :: Python :: 3',
'Programming Language :: Python :: 3.3',
'Programming Language :: Python :: 3.4',
'Programming Language :: Python :: 3.5',
'Programming Language :: Python :: 3.6',
'Programming Language :: Python :: Implementation :: CPython',
'Programming Language :: Python :: Implementation :: PyPy',
'Topic :: Internet :: WWW/HTTP',
],
packages=find_packages(),
)

```

Found in path(s):

```
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/setup.py
```

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```
"""
```

```
webencodings.mklabels
```

```
~~~~~
```

Regenerate the webencodings.labels module.

```
:copyright: Copyright 2012 by Simon Sapin
```

```
:license: BSD, see LICENSE for details.
```

```
"""
```

```
import json
```

```
try:
```

```
 from urllib import urlopen
```

```
except ImportError:
```

```
 from urllib.request import urlopen
```

```
def assert_lower(string):
```

```
 assert string == string.lower()
```

```
 return string
```

```
def generate(url):
```

```
 parts = ["\
```

```
"""
```

```
webencodings.labels
```

```
~~~~~
```

Map encoding labels to their name.

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"""

# XXX Do not edit!

# This file is automatically generated by mklabels.py

```
LABELS = {
    ""
    labels = [
        (repr(assert_lower(label)).rstrip('u'),
         repr(encoding['name']).rstrip('u'))
         for category in json.loads(urlopen(url).read().decode('ascii'))
         for encoding in category['encodings']
         for label in encoding['labels']]
    max_len = max(len(label) for label, name in labels)
    parts.extend(
        ' %s:%s %s,\n' % (label, ' ' * (max_len - len(label)), name)
        for label, name in labels)
    parts.append('}')
    return ".join(parts)
```

```
if __name__ == '__main__':
```

```
    print(generate('http://encoding.spec.whatwg.org/encodings.json'))
```

Found in path(s):

\* /opt/cola/permits/1401468445\_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/mklabels.py

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\* /opt/cola/permits/1401468445\_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/\_\_init\_\_.py

\* /opt/cola/permits/1401468445\_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/tests.py

\* /opt/cola/permits/1401468445\_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/x\_user\_defined.py

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Metadata-Version: 1.1

Name: webencodings

Version: 0.5.1

Summary: Character encoding aliases for legacy web content

Home-page: <https://github.com/SimonSapin/python-webencodings>

Author: Geoffrey Sneddon

Author-email: [me@gsnedders.com](mailto:me@gsnedders.com)

License: BSD

Description: python-webencodings

=====

This is a Python implementation of the `WHATWG Encoding standard` <<http://encoding.spec.whatwg.org/>>`\_.

\* Latest documentation: <http://packages.python.org/webencodings/>

\* Source code and issue tracker:

<https://github.com/gsnedders/python-webencodings>

\* PyPI releases: <http://pypi.python.org/pypi/webencodings>

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In order to be compatible with legacy web content

when interpreting something like ``Content-Type: text/html; charset=latin1``,

tools need to use a particular set

of aliases for encoding labels

as well as some overriding rules.

For example, ``US-ASCII`` and ``iso-8859-1`` on the web are actually

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over any other encoding declaration.

The Encoding standard defines all such details so that implementations do

not have to reverse-engineer each other.

This module has encoding labels and BOM detection,

but the actual implementation for encoders and decoders is Python's.

Platform: UNKNOWN

Classifier: Development Status :: 4 - Beta

Classifier: Intended Audience :: Developers

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Classifier: Programming Language :: Python

Classifier: Programming Language :: Python :: 2

Classifier: Programming Language :: Python :: 2.6

Classifier: Programming Language :: Python :: 2.7

Classifier: Programming Language :: Python :: 3

Classifier: Programming Language :: Python

:: 3.3

Classifier: Programming Language :: Python :: 3.4

Classifier: Programming Language :: Python :: 3.5

Classifier: Programming Language :: Python :: 3.6  
Classifier: Programming Language :: Python :: Implementation :: CPython  
Classifier: Programming Language :: Python :: Implementation :: PyPy  
Classifier: Topic :: Internet :: WWW/HTTP

Found in path(s):

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\* /opt/cola/permits/1401468445\_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/PKG-INFO

# 1.405 packaging 21.3

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## 1.406 tenacity 8.0.1

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## 1.407 libcrypt 4.4.10-10ubuntu4

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<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

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@(#) \$RCSfile: certdata.txt,v \$

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# 1.412 futures 3.3.0

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## 1.419 html5lib 1.0.1

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## 1.423 pyyaml 6.0

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## 1.425 textfsm 1.1.2

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# 1.427 pcre 10.34-7ubuntu0.1

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-----

Written by: Philip Hazel  
Email local part: ph10  
Email domain: cam.ac.uk

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## THE BASIC LIBRARY FUNCTIONS

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Written by: Philip Hazel  
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## 1.429 audit 2.8.5-2ubuntu6

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## 1.430 util-linux 2.34-0.1ubuntu9.3

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# 1.433 x-crypto 0.0.0-20220926161630- eccd6366d1be

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## 1.434 influxdata-influxdb-client-go 2.2.0

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# 1.435 murmur 1.1.0

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```
/*!
 * jQuery JavaScript Library v3.3.1
 * https://jquery.com/
 *
 * Includes Sizzle.js
 * https://sizzlejs.com/
 *
 * Copyright JS Foundation and other contributors
 * Released under the MIT license
 * https://jquery.org/license
 *
 * Date: 2018-01-20T17:24Z
 */
// for more details.
/*!
 * vue-headroom v0.9.0
 * (c) 2016-present dalphyx <wjcbmk@gmail.com>
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// in all copies or substantial portions of the Software.
/**
 * 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-262/7.0/#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']
*/
/**!
* @fileOverview
Kickass library to create and place poppers near their reference elements.
* @version 1.14.5
* @license
* Copyright (c) 2016 Federico Zivolo and contributors
*
* Permission is hereby granted, free of charge, to any person obtaining a copy
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Found in path(s):

\* /opt/cola/permits/1437226440\_1665395869.0945597/0/murmur-1-1-0-2-

tgz/package/dist/lib/@icij/murmur.common.js

\* /opt/cola/permits/1437226440\_1665395869.0945597/0/murmur-1-1-0-2-tgz/package/dist/lib/@icij/murmur.umd.js

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tbottom","bottomleft","bottomright","lefttop","leftbottom","toolpop\_OBSERVER\_CONFIG","toolpop","\_show","o  
nOpen","onClose","\_disabled","onDisable","onEnable","\_toolpop","\_obs\_title","\_obs\_content","createToolpop","se  
tObservers","updated","getConfig","activated","bringItBack","baseConfig","cont","onShow","shown","onShown",  
onHide","onHidden","onEnabled","onDisabled","cfg","updatePosition","getTarget","popover","ImddbHeadervue\_ty  
pe\_script\_lang\_js\_","bDropdownItem","bNavDropdown","bPopover","vue\_headroom","noHeadroom","dropdownIt  
ems","components\_ImddbHeadervue\_type\_script\_lang\_js\_","ImddbHeader\_component","ImddbHeader","Responsi  
veIframevue\_type\_template\_id\_2b5efd28\_render","iframeId","ResponsiveIframevue\_type\_template\_id\_2b5efd28\_s  
taticRenderFns","iframeUniqueIdCounter","ResponsiveIframevue\_type\_script\_lang\_js\_","assets\_injectAssets","Par  
ent","components\_ResponsiveIframevue\_type\_script\_lang\_js\_","ResponsiveIframe\_component","SlideUpDown\_re  
nder","SlideUpDown\_staticRenderFns","ResponsiveIframe","SlideUpDownvue\_type\_script\_lang\_js\_noop","SlideU  
pDownvue\_type\_script\_lang\_js\_","triggerSlide","deferredNextTick","cleanLayout","\$container","stylePreTransition

","transition-property","transition-duration","styleActiveTransition","activeHeight","stylePostTransition","components\_SlideUpDownvue\_type\_script\_lang\_js\_","SlideUpDown\_component","SlideUpDown","Murmur"],"mappings":"CAAA,SAAAA,EAAAC,GACA,kBAAAC,SAAA,kBAAAC,OACAA,OAAAD,QAAAD,EAAAG,QAAA,QACA,oBAAAC,eAAAC,IACAD,OAA A,GAAAJ,GACA,kBAAAC,QACAA,QAAA,gBAAAD,EAAAG,QAAA,QAEAJ,EAAA,gBAAAC,EAAAD,EAA A,SARA,CASC,qBAAAO,UAAAC,KAAA,SAAAC,GACD,mBCTA,IAAAC,EAAA,GAGA,SAAAC,EAAAC,GA GA,GAAAF,EAAA,EAAA,GACA,OAAAF,EAAA,GAAAV,QAGA,IAAAC,EAAAO,EAAA,GAAA,CACAC,EAA AD,EACAE,GAAA,EACAZ,QAAA,IAUA,OANaA,EAAAH,GAAAI,KAAAb,EAAAD,QAAAC,IAAAD,QAAAS ,GAGAR,EAAAW,GAAA,EAGAX,EAAAD,QA0DA,OArDAS,EAAAM,EAAAF,EAGAJ,EAAAO,EAAAR,EAG AC,EAAAQ,EAAA,SAAAJB,EAAAKB,EAAAC,GACAV,EAAAW,EAAApB,EAAAKB,IACAG,OAAAC,eAAAt B,EAAAKB,EAAA,CAA0CK,YAAA,EAAAC,IAAAL,KAK1CV,EAAAgB,EAAA,SAAAZB,GACA,qBAAA0B,e AAAC,aACAN,OAAAC,eAAAtB,EAAA0B,OAAAC,YAAA,CAAwDC,MAAA,WAEwDP,OAAAC,eAAAtB,EA AA,cAAiD4B,OAAA,KAQjDnB,EAAAoB,EAAA,SAAAD,EAAA,EAAA,GAEA,GADA,EAAAA,IAAAF,EAAAnB,E AAAMB,IACA,EAAA,EAAA,OAAAF,EACA,KAAAE,GAAA,kBAAAF,QAAAG,WAAA,OAAAH,EACA,IAA AI,EAAAX,OAAAY,OAAA,MAGA,GAFAxB,EAAAgB,EAAAO,GACAX,OAAAC,eAAAU,EAAA,WAAyCT,Y AAA,EAAAK,UACzC,EAAA,GAAA,iBAAAF,EAAA,QAAAM,KAAAN,EAAAnB,EAAAQ,EAAAe,EAAA,EAAA,SAAAA,GAAgH,OAAAN,EAAAM,IAAqBC,KAAA,KAAAD,IACrI,OAAAF,GAIvB,EAAA2B,EAAA, SAAAnC,GACA,IAAAkB,EAAAIB,KAAA8B,WACA,WAA2B,OAAA9B,EAAA,YAC3B,WAAiC,OAAAA,GA EjC,ODADQ,EAAAQ,EAAA,EAAA,IAAAA,GACAA,GAIvB,EAAAW,EAAA,SAAAiB,EAAAC,GAAAD,OA AAjB,OAAAKB,UAAAC,eAAAI1B,KAAAUb,EAAAC,IAGtD7B,EAAAgC,EAAA,GAIhC,IAAAiC,EAAA,iCCl FA,IAAAhB,EAAajB,EAAQ,QAGrBkC,EAAAtB,OAAAKB,UAGAC,EAAAG,EAAAH,eAOAI,EAAAD,EAAA E,SAGAC,EAAApB,IAAAC,iBAAAOB,EASA,SAAAC,EAAApB,GACA,IAAAqB,EAAAT,EAAA1B,KAAAc,EA AAKB,GACAI,EAAAtB,EAAAKB,GAEA,IACAI,EAAAKB,QAAAC,EACA,IAAAI,GAAA,EACG,MAAAC,IA EH,IAAAC,EAAAT,EAAA9B,KAAAc,GAQA,OAPuB,IACAF,EACArB,EAAAKB,GAAAI,SAEAtB,EAAAKB, IAGAO,EAGApD,EAAAD,QAAAgD,uCC5CA,IAAAM,EAAC7C,EAAQ,QACtB8C,EAAC9C,EAAQ,QACtB+C, EAAe/C,EAAQ,QACvBgD,EAAWhD,EAAQ,QACnBiD,EAAgBjD,EAAQ,QACxBkD,EAakBiD,EAAQ,QAC1B mD,EAAqBnD,EAAQ,QAC7BoD,EAAqBpD,EAAQ,QAC7BqD,EAAerD,EAAQ,OAARA,CAAgB,YAC/BsD,IA AA,GAAAC,MAAA,WAAAA,QACAC,EAAA,aACAC,EAAA,OACAC,EAAA,SAEAC,EAAA,WAA8B,OAAA9 D,MAE9BL,EAAAD,QAAA,SAAAgE,EAAAC,EAAAC,EAAAC,EAAAC,EAAAC,EAAAC,GACAhB,EAAAY, EAAAD,EAAA,EAAA,GACA,IAeAI,EAAA1C,EAAA2C,EAFAC,EAAA,SAAAC,GACA,IAAAhB,GAAAgB,KAAAC, EAAA,OAAAA,EAAAD,GACA,OAAAA,GACA,KAAAb,EAAA,kBAAyC,WAAAK,EAAAJE,KAAAYE,IACzC, KAAAZ,EAAA,kBAA6C,WAAAI,EAAAJE,KAAAYE,IACxC,kBAA4B,WAAAR,EAAAJE,KAAAYE,KAEEjCE,E AAAX,EAAA,YACAY,EAAAT,GAAAN,EACAgB,GAAA,EACAH,EAAAX,EAAA9B,UACA6C,EAAAJ,EAA AIB,IAAAkB,EAAAf,IAAAQ,GAAAO,EAAAP,GACAY,EAAAD,GAAAN,EAAAL,GACAA,EAAAb,EAAAS,E AA AJ,EAAA,WAAAO,OAAAtC,EACAwC,EAAA,SAAAJB,GAAAU,EAAQ,SAAAJ,EAwBA,GArBAG,IACA V,EAAAhB,EAAA0B,EAAAZ,E,KAAA,IAAAuD,IACAQ,IAAAxD,OAAAKB,WAAAsC,EAAAL,OAEAZ,EAAA iB,EAAAI,GAAA,GAE3B,GAAA,mBAAAUb,EAAAf,IAAAL,EAAAoB,EAAAf,EAAAM,KAIAC,GAAAE,KA AAIE,OAAAI,D,IACAgB,GAAA,EACAE,EAAA,WAAkC,OAAAD,EAAAtE,KAAAR,QAGICgD,IAAAqB,IAAA Z,IAAAoB,GAAAH,EAAAIb,IACAL,EAAAUb,EAAAIb,EAAAUb,GAGA3B,EAAAY,GAAAE,EACA3B,EAA AuB,GAAAb,EACAK,EAMA,GALAG,EAAA,CACAA,OAAAP,EAAAG,EAAAP,EAAAX,GACAH,KAAAU,EA AAW,EAAAP,EAAAZ,GACAsB,QAAAF,GAEAX,EAAA,IAAAzC,KAAA0C,EACA1C,KAAA8C,GAAAxB,EA AAwB,EAAA9C,EAAA0C,EAAA1C,SACKqB,IAAAmC,EAAAnC,EAAAoC,GAAA5B,GAAAoB,GAAAb,EA AM,GAEL,OAAAA,2BCnEA,IAAAgB,EAkBNf,EAAQ,QAC1BoF,EAaiBpF,EAAQ,QAGzBkC,EAAAtB,OA AAKB,UAGAC,EAAAG,EAAAH,eASA,SAAAsD,EAAAZD,GACA,IAAAuD,EAAAvD,GACA,OAAAwD,EAAAx D,GAEA,IAAAgB,EAAA,GACA,QAAAnB,KAAAb,OAAAgB,GACAG,EAAA1B,KAAAUb,EAAAH,IAAA,eA AAA,GACAmB,EAAA0C,KAAA7D,GAGA,OAAAmB,EAGApD,EAAAD,QAAA8F,0BC7BA,IAAApE,EAAjB ,EAAQ,QACrBuF,EAkBVf,EAAQ,QAC1BwF,EAACxF,EAAQ,QAGtByF,EAAAxE,IAAAyE,wBAAApD,EAS A,SAAAd,EAAAxE,GACA,OAAAgE,EAAArE,IAAAoE,EAAApE,OACAsE,GAAAtE,KAAAsE,IAGAJG,EAA

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AEA9kD,KAAA0uH,gBAAA,kBAAA7oE,EAAAJhC,MAAA,YAEA+pG,YAPA,WAOA,IAAA7rH,EAAA2J,UA  
AAtG,OAAA,QAAA1D,IAAAgK,UAAA,GAAAA,UAAA,QAGA3J,KAAAYK,QAAAvN,KAAA4uH,aACA5uH,

KAAA4kB,MAAA,OACA5kB,KAAA0uH,oBAGAA,gBafA,WaEa,IAAA7X,EAAA72G,KAAAwL,EAAAiB,U  
AAAtG,OAAA,QAAA1D,IAAAgK,UAAA,GAAAA,UAAA,GAAA8hH,GACAjOG,WAAA,kBAAAuwF,EAAAL  
,UAAAhRg,IAAA,MCvGqV2jH,GAAA,GFOjVC,GAAY/tB,GACd8tB,GACAf,GACAC,IACF,EACA,KACA,KA  
CA,MAIAe,GAASjiH,QAAAq1F,OAAA,kBACM,IAAA6sB,GAAAD,WGCTE,uHACoBtzG,EAAMmL,GAC5B,  
OAAOnnB,KAAK40F,KAAKkK,iBAAiB9iF,EAAMmL,8CAEhBnL,EAAMmL,GAC9B,OAAOnnB,KAAK40F,K  
AAMmB,mBAAmB/5E,EAAMmL,qCAE5BnL,GACf,OAAOhc,KAAK40F,KAAKpB,OAASx3E,sCAG1B,OAAO  
hc,KAAK40F,KAAKpB,uCAWHztC,EAAK54C,GACnBpM,OAAO2C,KAAKypD,GAAYwI,QAAQ,SAAA/zD,G  
AAG,OAAImkd,EAAIE,UAAUrkD,EAAKurD,EAAWvrD,mCATrE,OAAOgzF,kCAGP,OAAOh1F,EAAQ,QAA  
eujD,2CAG9B,OAAOgK,WAOImiE,MC/CfnvH,EAAAQ,EAAA8tD,EAAA,2BAAak1C,GAAA,aAAAxjG,EAA  
AQ,EAAA8tD,EAAA,uCAAAG0C,KAAAAtG,EAAAQ,EAAA8tD,EAAA,+BAAAO2C,KAAA1kG,EAAAQ,EAA  
A8tD,EAAA,qCAAAGtD,KAAAAt7G,EAAAQ,EAAA8tD,EAAA,8BAAAUrd,KAAA75G,EAAAQ,EAAA8tD,EA  
AA,oCAA6uD,KAAAAn9G,EAAAQ,EAAA8tD,EAAA,uBAAA6qD,GAAA,aAAAn5G,EAAAQ,EAAA8tD,EA  
AA,kCAAQvD,KAAA39G,EAAAQ,EAAA8tD,EAAA,gCAAaiD,KAAAvtH,EAAAQ,EAAA8tD,EAAA,qCAA  
6/D,KAAAAnuH,EAAAQ,EAAA8tD,EAAA,mCAA4sD,KAAA17G,EAAAQ,EAAA8tD,EAAA,+BAAAyuD,KA  
AA/8G,EAAAQ,EAAA8tD,EAAA,gCAA4gE,KAEe5gE,EAAA,oCCFf,IAAAoG,EAAmB10D,EAAQ,QAW3B,  
SAAA0zD,EAAAjyD,GACA,OAAAizD,EAAA70D,KAAA23C,SAAA/1C,IAAA,EAGAjC,EAAAD,QAAAm0D,s  
BCfAI0D,EAAAD,QAAA,uECAA,IAAA86C,EAaiBr6C,EAAQ,QAczBiyC,EAAmBjyC,EAAQ,QAG3Bq2C,EA  
AA,kBAmBA,SAAaq2B,EAAAvrE,GACA,uBAAAA,GACA8wC,EAAA9wC,IAAAk5C,EAAA15C,IAAAk1C,E  
AGA72C,EAAAD,QAAAmTE", "file": "@icij/murmur.umd.min.js", "sourcesContent": [(function  
webpackUniversalModuleDefinition(root, factory) {\n\tif(typeof exports === 'object' && typeof module ===  
'object')\n\t\tmodule.exports = factory(require('vue'));\n\telse if(typeof define === 'function' &&  
define.amd)\n\t\tdefine([], factory);\n\telse if(typeof exports === 'object')\n\t\texports['@icij/murmur'] =  
factory(require('vue'));\n\telse\n\t\troot['Vue'] = factory(root['Vue']);\n\t})((typeof self !==  
'undefined' ? self :  
this), function(\_\_WEBPACK\_EXTERNAL\_MODULE\_\_8bbf\_\_){\n\treturn "," \t// The module cache\n\tvar  
installedModules = {};\n\t// The require function\n\tfunction \_\_webpack\_require\_\_(moduleId) {\n\t\t// Check  
if module is in cache\n\t\tif(installedModules[moduleId])\n\t\t\treturn installedModules[moduleId].exports;\n\t\t// Create a new module (and put it into the cache)\n\t\tvar module = installedModules[moduleId] = {\n\t\t\tid: moduleId,\n\t\t\tloaded: false,\n\t\t\texports: {};\n\t\t};\n\t\t// Execute the module function\n\t\tinstalledModules[moduleId].call(module.exports, module, module.exports, \_\_webpack\_require\_\_);  
// Flag the  
module as loaded\n\t\tmodule.loaded = true;\n\t\t// Return the exports of the module\n\t\treturn module.exports;\n\t}\n\t// expose the modules object (\_\_webpack\_modules\_\_)\n\t\_\_webpack\_require\_\_.m = modules;\n\t// expose the module cache\n\t\_\_webpack\_require\_\_.c = installedModules;\n\t// define getter function for harmony  
exports\n\t\_\_webpack\_require\_\_.d = function(exports, name, getter) {\n\t\tif(!\_\_webpack\_require\_\_.o(exports, name)) {\n\t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n\t\t}\n\t\t// define \_\_esModule  
on exports\n\t\t\_\_webpack\_require\_\_.r = function(exports) {\n\t\t\tif(typeof Symbol !== 'undefined' &&  
Symbol.toStringTag)\n\t\t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n\t\t\tObject.defineProperty(exports, '\_\_esModule', { value: true });\n\t\t}\n\t\t// create a fake namespace object\n\t\tmode & 1: value is a module id, require it\n\t\t// mode & 2: merge all properties of value into the ns\n\t\t// mode & 4:  
return value when already ns object\n\t\t// mode & 8|1: behave like require\n\t\t\_\_webpack\_require\_\_.t =  
function(value, mode) {\n\t\tif(mode & 1) value = \_\_webpack\_require\_\_(value);\n\t\tif(mode & 8) return value;\n\t\tif((mode & 4) && typeof value === 'object' && value.\_\_esModule) return value;\n\t\tvar ns = Object.create(null);\n\t\t\_\_webpack\_require\_\_.r(ns);\n\t\tObject.defineProperty(ns, 'default', {  
enumerable: true, value: value});\n\t\tif(mode & 2 && typeof value !== 'string')  
for(var key in value)  
\_\_webpack\_require\_\_.d(ns, key, function(key) { return value[key]; }).bind(null, key);\n\t\treturn ns;\n\t}\n\t// get  
DefaultExport function for compatibility with non-harmony modules\n\t\_\_webpack\_require\_\_.n =  
function(module) {\n\t\tvar getter = module && module.\_\_esModule ?\n\t\t\tfunction getDefault() { return

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module['default']; } :n \t\t(function getModuleExports() { return module; };n \t\t__webpack_require__.d(getter, 'a',
getter);n \t\treturn getter;n \t};n \t// Object.prototype.hasOwnProperty.call\n \t__webpack_require___.o =
function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };n \t//
__webpack_public_path__\n \t__webpack_require___.p = \"\";n \t// Load entry module and return exports\n
\return __webpack_require__(__webpack_require___.s
= \"fb15\");n\", \"var Symbol = require('./_Symbol');n\n/** Used for built-in method references. */nvar objectProto
= Object.prototype;n\n/** Used to check objects for own properties. */nvar hasOwnProperty =
objectProto.hasOwnProperty;n\n/**n * Used to resolve the\n * [toStringTag](http://ecma-international.org/ecma-
262/7.0/#sec-object.prototype.tostring)\n * of values.\n * */nvar nativeObjectToString = objectProto.toString;n\n/**
Built-in value references. */nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;n\n/**n * A
specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *n * @private\n * @param {*}
value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */nfunction getRawTag(value) {n
var isOwn = hasOwnProperty.call(value, symToStringTag),n tag = value[symToStringTag];n\n try {n
value[symToStringTag] = undefined;n var unmasked = true;n } catch (e) {}n\n var
result = nativeObjectToString.call(value);n if (unmasked) {n if (isOwn) {n value[symToStringTag] = tag;n
} else {n delete value[symToStringTag];n }n }n return result;n}\n\nmodule.exports =
getRawTag;n\", \"use strict\";nvar LIBRARY = require('./_library');nvar $export = require('./_export');nvar redefine
= require('./_redefine');nvar hide = require('./_hide');nvar Iterators = require('./_iterators');nvar $iterCreate =
require('./_iter-create');nvar setToStringTag = require('./_set-to-string-tag');nvar getPrototypeOf =
require('./_object-gpo');nvar ITERATOR = require('./_wks')('iterator');nvar BUGGY = !([].keys && 'next' in
[].keys()); // Safari has buggy iterators w/o `next`nvar FF_ITERATOR = '@@iterator';nvar KEYS = 'keys';nvar
VALUES = 'values';n\nvar returnThis = function () { return this; };n\nmodule.exports = function (Base, NAME,
Constructor, next, DEFAULT, IS_SET, FORCED) {n $iterCreate(Constructor, NAME, next);n var getMethod =
function (kind) {n if (!BUGGY && kind in proto) return proto[kind];n switch (kind) {n case KEYS: return
function keys() { return new Constructor(this, kind); };n case VALUES: return function values() { return new
Constructor(this, kind); };n } return function entries() { return new Constructor(this, kind); };n };n var TAG =
NAME + ' Iterator';n var DEF_VALUES = DEFAULT == VALUES;n var VALUES_BUG = false;n var proto =
Base.prototype;n var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT &&
proto[DEFAULT];n var $default = $native || getMethod(DEFAULT);n var $entries = DEFAULT ?
!DEF_VALUES ? $default : getMethod('entries') : undefined;n var $anyNative = NAME == 'Array' ? proto.entries
|| $native : $native;n var methods, key, IteratorPrototype;n // Fix native\n if ($anyNative) {n IteratorPrototype
= getPrototypeOf($anyNative.call(new Base()));n if (IteratorPrototype !== Object.prototype &&
IteratorPrototype.next) {n //
Set @@toStringTag to native iterators\n setToStringTag(IteratorPrototype, TAG, true);n // fix for some old
engines\n if (!LIBRARY && typeof IteratorPrototype[ITERATOR] != 'function') hide(IteratorPrototype,
ITERATOR, returnThis);n }n }n // fix Array#{ values, @@iterator }.name in V8 / FF\n if (DEF_VALUES &&
$native && $native.name !== VALUES) {n VALUES_BUG = true;n $default = function values() { return
$native.call(this); };n }n // Define iterator\n if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG ||
!proto[ITERATOR])) {n hide(proto, ITERATOR, $default);n }n // Plug for library\n Iterators[NAME] =
$default;n Iterators[TAG] = returnThis;n if (DEFAULT) {n methods = {n values: DEF_VALUES ?
$default : getMethod(VALUES),n keys: IS_SET ? $default : getMethod(KEYS),n entries: $entries\n };n
if (FORCED) for (key in methods) {n if (!(key in proto)) redefine(proto, key, methods[key]);n } else
$export($export.P
+ $export.F * (BUGGY || VALUES_BUG), NAME, methods);n }n return methods;n};n\", \"var isPrototype =
require('./_isPrototype'),n nativeKeys = require('./_nativeKeys');n\n/** Used for built-in method references.
*/nvar objectProto = Object.prototype;n\n/** Used to check objects for own properties. */nvar hasOwnProperty =
objectProto.hasOwnProperty;n\n/**n * The base implementation of `_.keys` which doesn't treat sparse arrays as
dense.\n *n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array

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of property names.\n */\nfunction baseKeys(object) {\n  if (!isPrototype(object)) {\n    return nativeKeys(object);\n  }\n  var result = [];\n  for (var key in Object(object)) {\n    if (hasOwnProperty.call(object, key) && key !==\n    'constructor') {\n      result.push(key);\n    }\n  }\n  return result;\n}\n\nmodule.exports = baseKeys;\n", "var Symbol\n= require('./_Symbol'),\n  isArguments = require('./isArguments'),\n  isArray = require('./isArray');\n\n/**\n  Built-in value references. */\nvar spreadableSymbol = Symbol ? Symbol.isConcatSpreadable : undefined;\n\n/**\n  * Checks if `value` is a flattenable `arguments` object or array.\n  * @private\n  * @param {*} value The value to\n  check.\n  * @returns {boolean} Returns `true` if `value` is flattenable, else `false`.\n  */\nfunction\nisFlattenable(value) {\n  return isArray(value) || isArguments(value) ||\n    !(spreadableSymbol && value &&\n    value[spreadableSymbol]);\n}\n\nmodule.exports = isFlattenable;\n", "/*\n  * This method returns `false`.\n  * @static\n  * @memberOf _\n  * @since 4.13.0\n  * @category Util\n  * @returns {boolean} Returns `false`.\n  * @example\n  * _times(2, _stubFalse); // => [false, false]\n  */\nfunction stubFalse() {\n  return\n  false;\n}\n\nmodule.exports = stubFalse;\n", "/*\n  * Appends the elements of `values` to `array`.\n  * @private\n  * @param {Array} array The array to modify.\n  * @param {Array} values The values to append.\n  * @returns\n  {Array} Returns `array`.\n  */\nfunction arrayPush(array, values) {\n  var index = -1,\n      length = values.length,\n      offset = array.length;\n\n  while (++index < length) {\n    array[offset + index] = values[index];\n  }\n  return\n  array;\n}\n\nmodule.exports = arrayPush;\n", "var isObject = require('./isObject');\n\n/**\n  * Checks if `value` is\n  suitable for strict equality comparisons, i.e. `===`.\n  * @private\n  * @param {*} value The value to check.\n  * @returns {boolean} Returns `true` if `value` is suitable for strict\n  * equality comparisons, else `false`.\n  */\nfunction isStrictComparable(value) {\n  return value === value && !isObject(value);\n}\n\nmodule.exports =\n  isStrictComparable;\n", "import mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-\n  oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-\n  loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-\n  2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-\n  0!../node_modules/vue-loader/lib/index.js??vue-loader-\n  options!/SharingOptions.vue?vue&type=style&index=0&lang=scss&\";\n  export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-\n  0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-\n  loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-\n  2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-\n  0!../node_modules/vue-loader/lib/index.js??vue-loader-\n  options!/SharingOptions.vue?vue&type=style&index=0&lang=scss&\"; \"// https://github.com/tc39/proposal-\n  promise-finally\n'use strict';\nvar $export = require('./_export');\nvar core = require('./_core');\nvar global =\n  require('./_global');\nvar speciesConstructor = require('./_species-constructor');\nvar\n  promiseResolve = require('./_promise-resolve');\n\n$export($export.P + $export.R, 'Promise', { 'finally': function\n  (onFinally) {\n    var C = speciesConstructor(this, core.Promise || global.Promise);\n    var isFunction = typeof\n    onFinally === 'function';\n    return this.then(\n      (isFunction ? function (x) {\n        return promiseResolve(C,\n        onFinally()).then(function () { return x; });\n      } : onFinally,\n      (isFunction ? function (e) {\n        return\n        promiseResolve(C, onFinally()).then(function () { throw e; });\n      } : onFinally\n      ));\n  },\n  \"var baseIsNative =\n  require('./_baseIsNative'),\n  getValue = require('./_getValue');\n\n/**\n  * Gets the native function at `key` of\n  `object`.\n  * @private\n  * @param {Object} object The object to query.\n  * @param {string} key The key of\n  the method to get.\n  * @returns {*} Returns the function if it's native, else `undefined`.\n  */\nfunction\n  getNative(object, key) {\n    var value = getValue(object, key);\n    return baseIsNative(value)\n    ? value : undefined;\n  }\n\nmodule.exports = getNative;\n\", \"use strict\";\n\n// 21.2.5.3 get RegExp.prototype.flags\nvar\n  anObject = require('./_an-object');\nmodule.exports = function () {\n  var that = anObject(this);\n  var result = \";\n  if (that.global) result += 'g';\n  if (that.ignoreCase) result += 'i';\n  if (that.multiline) result += 'm';\n  if (that.unicode)\n  result += 'u';\n  if (that.sticky) result += 'y';\n  return result;\n};\n\", \"var root = require('./_root'),\n  stubFalse =\n  require('./_stubFalse');\n\n/**\n  * Detect free variable `exports`.\n  * @private\n  * @var freeExports = typeof exports === 'object' &&\n  exports && !exports.nodeType && exports;\n  */\nvar freeModule = freeExports\n
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&& typeof module === 'object' && module && !module.nodeType && module;\n\n/** Detect the popular
CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports ===
freeExports;\n\n/** Built-in value references. */\nvar Buffer = moduleExports ? root.Buffer
: undefined;\n\n/** Built-in method references for those with the same name as other `lodash` methods. */\nvar
nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;\n\n/**\n * Checks if `value` is a buffer.\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns
{boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n * _\n * _.isBuffer(new Buffer(2));\n * //
=> true\n * _\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\nvar isBuffer = nativeIsBuffer ||
stubFalse;\n\nmodule.exports = isBuffer;\n", "19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-
keys-internal');\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function
keys(O) {\n  return $keys(O, enumBugKeys);\n};\n", "var identity = require('./_identity'),\n  overRest =
require('./_overRest'),\n  setToString = require('./_setToString');\n\n/**\n * The base implementation of `_.rest`
which doesn't validate or coerce arguments.\n * @private\n * @param {Function} func The function to apply a
rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns
{Function} Returns the new function.\n */\nfunction baseRest(func, start) {\n  return setToString(overRest(func,
start, identity), func + '');\n}\n\nmodule.exports = baseRest;\n", "import mod from \"-!../node_modules/mini-css-
extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-
1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--
8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"; export
default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"; \"use
strict\";\n\nmodule.exports = function (x) {\n  !!(x) return false;\n  !!(typeof x === 'symbol') return true;\n  !!(
x.constructor) return false;\n  !!(x.constructor.name !== 'Symbol') return false;\n  return
(x[x.constructor.toStringTag] === 'Symbol');\n};\n\n\", \"/*!\n * jQuery JavaScript Library v3.3.1\n *
https://jquery.com/\n * Includes Sizzle.js\n * https://sizzlejs.com/\n * Copyright JS Foundation and other
contributors\n * Released under the MIT license\n * https://jquery.org/license\n * Date: 2018-01-20T17:24Z\n */\n(function( global, factory ) {\n\n  \"use
strict\";\n\n  !!(typeof module === 'object' && typeof module.exports === 'object') {\n\n    // For CommonJS
and CommonJS-like environments where a proper `window` is present, execute the factory and get
jQuery.\n\n    // For environments that do not have a `window` with a `document` (such as Node.js), expose a
factory as module.exports.\n\n    // This accentuates the need for the creation of a real `window` e.g. var jQuery
= require(\"jquery\")(window);\n\n    // See ticket #14549 for more info.\n\n    module.exports = global.document
? factory( global, true ) : factory( function( w ) {\n\n      !!(w.document) {\n\n        throw new Error(\"jQuery
requires a window with a document\");\n\n      }\n\n      return factory( w );\n\n    }; else {\n\n      factory( global
);\n\n    }\n\n    // Pass this if window is not defined yet\n  })( typeof window !==
\"undefined\" ? window : this, function( window, noGlobal ) {\n\n    // Edge <= 12 - 13+, Firefox <=18 - 45+, IE 10 -
11, Safari 5.1 - 9+, iOS 6 - 9.1\n\n    // throw exceptions when non-strict code (e.g., ASP.NET 4.5) accesses strict
mode\n\n    // arguments.callee.caller (trac-13335). But as of jQuery 3.0 (2016), strict mode should be common\n\n    //
enough that all such attempts are guarded in a try block.\n\n    \"use strict\";\n\n    var arr = [];\n    var document =
window.document;\n\n    var getProto = Object.getPrototypeOf;\n    var slice = arr.slice;\n    var concat =
arr.concat;\n    var push = arr.push;\n    var indexOf = arr.indexOf;\n    var class2type = {};\n    var toString =
class2type.toString;\n    var hasOwn = class2type.hasOwnProperty;\n    var fnToString = hasOwn.toString;\n\n

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ObjectFunctionString = fnToString.call( Object );
nvar support = {};
nvar isFunction = function isFunction( obj ) {
  // Support: Chrome <=57, Firefox <=52
  // In some browsers, typeof returns "function" for HTML
  <object>
  elements
  // (i.e., `typeof document.createElement("object") === "function"`)
  // We don't want to classify *any* DOM node as a function.
  return typeof obj === "function" && typeof obj.nodeType !==
  "number";
};
nvar isWindow = function isWindow( obj ) {
  return obj !== null && obj ===
  obj.window;
};
nvar preservedScriptAttributes = {
  type: true,
  src: true,
  noModule: true
};
nfunction DOMEval( code, doc, node ) {
  doc = doc || document;
  nvar i,
  tscript = doc.createElement( "script" );
  tscript.text = code;
  nif ( node ) {
    nfor ( i in preservedScriptAttributes ) {
      tscript[ i ] = node[ i ];
    }
  }
  doc.head.appendChild( tscript );
  parentNode.removeChild( tscript );
}
nfunction toType( obj ) {
  nif ( obj === null ) {
    return obj +
    "";
  }
  // Support: Android <=2.3 only (functionish RegExp)
  return typeof
  obj === "object" || typeof obj === "function" ?
  class2type[ toString.call( obj ) ] || "object" :
  typeof obj;
}
n/* global Symbol */
n// Defining this global in .eslintrc.json would create a danger of using the global
n// unguarded in another place, it seems safer to define global only for this module
nvar
nversion =
  "3.3.1",
n// Define a local copy of jQuery
njQuery = function( selector, context ) {
  // The jQuery object
  is actually just the init constructor 'enhanced'
  // Need init if jQuery is called (just allow error to be thrown if not
  included)
  return new jQuery.fn.init( selector, context );
},
n// Support: Android <=4.0 only
// Make sure
// we trim BOM and NBSP
ntrim = /^[^\s\uFEFF\xA0]+$/g,
njQuery.fn = jQuery.prototype =
{
  // The current version of jQuery being used
  jquery: version,
  // The default
  length of a jQuery object is 0
  length: 0,
  toArray: function() {
    return slice.call( this );
  },
  // Get the Nth element in the matched element set OR
  // Get the whole
  matched element set as a clean array
  get: function( num ) {
    // Return all the elements in a clean array
    nif ( num === null ) {
      return slice.call( this );
    }
    // Return just the one element from the set
    return num
    < 0 ? this[ num + this.length ] : this[ num ];
  },
  // Take an array of elements and push it onto the stack
  // (returning the new matched element set)
  pushStack: function( elems ) {
    // Build a new jQuery matched
    element set
    nvar ret = jQuery.merge( this.constructor(), elems );
    // Add the old object onto the stack (as a
    reference)
    ret.prevObject = this;
    // Return the newly-formed element set
    return ret;
  },
  // Execute a callback for every element in the matched set.
  each: function( callback ) {
    return jQuery.each( this,
    callback );
  },
  map: function(
  callback ) {
    return this.pushStack( jQuery.map( this, function( elem, i,
    elem ) {
      return callback.call( elem, i,
      elem );
    } ) );
  },
  slice: function() {
    return this.pushStack( slice.apply( this, arguments ) );
  },
  first: function() {
    return this.eq( 0 );
  },
  last: function() {
    return this.eq( -1 );
  },
  eq:
  function( i ) {
    nvar len = this.length,
    tj = +i + ( i < 0 ? len : 0 );
    return this.pushStack( j >= 0 && j < len ?
    [ this[ j ] ] : [] );
  },
  tend: function() {
    return this.prevObject || this.constructor();
  },
  // For internal
  use only.
  // Behaves like an Array's method, not like a jQuery method.
  push: push,
  sort: arr.sort,
  splice:
  arr.splice
};
jQuery.extend = jQuery.fn.extend = function() {
  nvar options, name, src, copy, copyIsArray,
  clone,
  target = arguments[ 0 ] || {},
  ti = 1,
  tlength = arguments.length,
  tdeep = false,
  // Handle a
  deep copy situation
  nif (
  typeof target === "boolean" ) {
    tdeep = target;
  }
  // Skip the boolean and the target
  target =
  arguments[ i ] || {};
  // Handle case when target is a string or something (possible in deep
  copy)
  nif (
  typeof target !== "object" && !isFunction( target ) ) {
    target = {};
  }
  // Extend jQuery itself
  if only one argument is passed
  nif ( i === length ) {
    target = this;
  }
  nfor ( ; i < length; i++ ) {
    // Only deal with non-null/undefined values
    nif ( ( options = arguments[ i ] ) !== null ) {
      // Extend
      the base object
      nfor ( name in options ) {
        tsrc = target[ name ];
        tcopy = options[ name ];
        // Prevent
        never-ending loop
        nif ( target === copy ) {
          continue;
        }
        // Recurse if we're
        merging plain objects or arrays
        nif (
        deep && copy && (
        jQuery.isPlainObject( copy ) ||
        Array.isArray( copy ) ) ) {
          target[ name ] =
          jQuery.extend(
          target[ name ] || {},
          copy );
        }
      }
    }
  }
}

```





























```

{
  // Reuse newcache so results back-propagate to previous elements
  uniqueCache[ key ] =
  newCache;
  // A match means we're done; a fail means we have to keep checking
  ( newCache[ 2 ] = matcher( elem, context, xml ) ) {
    return
    true;
  };
  function elementMatcher(
    matchers ) {
    return matchers.length > 1 ?
    function( elem, context, xml ) {
      var i =
      matchers.length;
      while ( i-- ) {
        if ( !matchers[i]( elem, context, xml ) ) {
          return
          false;
        };
      };
    }
    function multipleContexts( selector, contexts,
      results ) {
      var i = 0, len = contexts.length;
      for ( ; i < len; i++ ) {
        Sizzle( selector, contexts[i], results
        );
      };
      return results;
    }
    function condense( unmatched, map, filter, context, xml ) {
      var
      elem,
      newUnmatched = [],
      ti = 0,
      len = unmatched.length,
      mapped = map != null;
      for ( ; i < len;
      i++ ) {
        if ( ( elem = unmatched[i] ) ) {
          if ( !filter || filter( elem, context,
            xml ) ) {
            newUnmatched.push( elem );
            if ( mapped ) {
              mapped.push( i
            );
            };
          };
        };
      };
      return newUnmatched;
    }
    function setMatcher( preFilter, selector, matcher,
      postFilter, postFinder, postSelector ) {
      if ( postFilter && !postFilter[ expando ] ) {
        postFilter = setMatcher(
        postFilter );
      };
      if ( postFinder && !postFinder[ expando ] ) {
        postFinder = setMatcher(
        postFinder,
        postSelector );
      };
      return markFunction( function( seed, results, context, xml ) {
        var temp, i,
        elem,
        preMap = [],
        postMap = [],
        preexisting = results.length;
        // Get initial elements from
        seed or context
        elems = seed || multipleContexts( selector || "*", context.nodeType ? [ context ] : context, []
        ),
        // Prefilter to get matcher input, preserving a map for seed-results synchronization
        matcherIn =
        preFilter && ( seed || !selector ) ?
        condense( elems, preMap, preFilter, context,
        xml ) :
        elems,
        matcherOut = matcher ?
        // If we have a postFinder, or filtered seed, or non-seed
        postFilter or preexisting results,
        postFinder || ( seed ? preFilter : preexisting || postFilter ) ?
        // ...intermediate processing is necessary
        :
        // ...otherwise use results directly
        results;
        // Find primary matches
        if ( matcher ) {
          matcher( matcherIn, matcherOut,
            context, xml );
        };
        // Apply postFilter
        if ( postFilter ) {
          temp = condense( matcherOut, postMap
          );
          postFilter( temp, [], context, xml );
        };
        // Un-match failing elements by moving them back to
        matcherIn
        ti = temp.length;
        while ( i-- ) {
          if ( ( elem = temp[i] ) ) {
            matcherOut[ postMap[i]
            ] = !(matcherIn[ postMap[i] ] = elem);
          };
        };
        if ( seed ) {
          if ( postFinder || preFilter ) {
            if ( postFinder ) {
              // Get the final matcherOut by condensing this intermediate into postFinder contexts
              temp = [];
              ti =
              matcherOut.length;
              while ( i-- ) {
                if ( ( elem = matcherOut[i] ) ) {
                  // Restore matcherIn
                  since elem is not yet a final match
                  temp.push( ( matcherIn[i] = elem )
                );
              };
            };
            // Move matched
            elements from seed to results to keep them synchronized
            ti = matcherOut.length;
            while ( i-- ) {
              if ( ( elem = matcherOut[i] ) && !temp[ indexOf( seed, elem ) : preMap[i] ] > -1 ) {
                // Add elements to results,
                through postFinder if defined
                if ( !postFinder ) {
                  matcherOut = condense( matcherOut === results
                  ?
                  matcherOut.splice( preexisting, matcherOut.length ) :
                  matcherOut,
                  postFinder );
                };
                else {
                  temp.push.apply( results,
                    matcherOut );
                };
              };
            };
          }
          function matcherFromTokens( tokens ) {
            var checkContext, matcher,
            j, len = tokens.length,
            leadingRelative = Expr.relative[ tokens[0].type ],
            implicitRelative =
            leadingRelative || Expr.relative[ " " ],
            ti = leadingRelative ? 1 : 0;
            // The foundational matcher ensures that
            elements are reachable from top-level context(s)
            matchContext = addCombinator( function( elem ) {
              return elem === checkContext;
            }, implicitRelative, true );
            matchAnyContext = addCombinator( function( elem ) {
              return indexOf( checkContext, elem ) > -1;
            }, implicitRelative, true );
            matchers = [ function( elem,
              context, xml ) {
                var ret = ( !leadingRelative && ( xml || context !== outermostContext ) ) ||
                ( checkContext = context ).nodeType ?
                matchContext(
                elem, context, xml ) :
                matchAnyContext(
                elem, context, xml );
              };
            ];
          }
        }
      }
    }
  }
}

```



```

?markFunction( superMatcher ) :superMatcher;
}

ncompile = Sizzle.compile = function( selector,
match /* Internal Use Only */ ) {
var i, setMatchers = [], elementMatchers = [], cached =
compilerCache[ selector + "\ " ];
if ( !cached ) {
// Generate a function of recursive functions that can be
used to check each element
if ( !match ) {
match = tokenize( selector );
}
match.length;
while ( i-- ) {
cached = matcherFromTokens( match[i] );
if ( cached[ expando ] )
{
setMatchers.push( cached );
}
else {
elementMatchers.push( cached );
}
}
// Cache the compiled function
cached = compilerCache( selector, matcherFromGroupMatchers(
elementMatchers, setMatchers ) );
// Save selector and tokenization
cached.selector =
selector;
return cached;
};

// A low-level selection function that works with Sizzle's compiled
selector functions
@param {String|Function} selector A selector or a pre-compiled
selector function built
with Sizzle.compile
@param {Element} context
@param {Array} [results]
@param {Array} [seed] A
set of elements to match against
/^select = Sizzle.select = function( selector, context, results, seed ) {
var i,
tokens, token, type, find, compiled = typeof selector === "function" && selector,
match = !seed &&
tokenize( ( selector = compiled.selector || selector ) );
results = results || [];
// Try to minimize operations if
there is only one selector in the list and no seed
// (the latter of which guarantees us context)
if (
match.length === 1 ) {
// Reduce context if the leading compound selector is an ID
tokens = match[0] =
match[0].slice( 0 );
if ( tokens.length > 2 && ( token = tokens[0] ).type === "ID" &&
documentIsHTML && Expr.relative[ tokens[1].type ] ) {
context = ( Expr.find[ "ID" ](
token.matches[0].replace( runescape, funescape ), context ) || [] )[0];
if ( !context )
return results;
// Precompiled matchers will still verify ancestry, so step up a level
}
else if ( compiled )
{
context = context.parentNode;
}
}
// Fetch a seed set for right-to-left matching
i = matchExpr[ "needsContext" ].test( selector ) ? 0 :
tokens.length;
while ( i-- ) {
token = tokens[i];
// Abort if we hit a combinator
if (
Expr.relative[ ( type = token.type ) ] ) {
break;
}
if ( find =
Expr.find[ type ] ) {
// Search, expanding context for leading sibling combinators
if ( seed =
find( token.matches[0].replace( runescape, funescape ),
context.parentNode || context ) )
{
// If seed is empty or no tokens remain, we can
return early
tokens.splice( i, 1 );
selector = seed.length && toSelector( tokens );
if (
!selector )
push.apply( results, seed );
return
results;
}
break;
}
}
// Compile and execute a filtering function if one
is not provided
// Provide `match` to avoid retokenization if we modified the selector above
compiled ||
compile( selector, match ) )( seed, context, documentIsHTML, results, context ||
rsibling.test( selector ) && testContext( context.parentNode ) || context );
return results;
};

// One-time assignments
// Sort stability
support.sortStable = expando.split( "\ " ).sort( sortOrder ).join( "\ " ) ===
expando;
// Support: Chrome 14-35+
// Always assume duplicates if they aren't passed to the comparison
function
support.detectDuplicates = !!hasDuplicate;
// Initialize against the default
document
setDocument();
// Support: Webkit<537.32 - Safari 6.0.3/Chrome 25 (fixed in Chrome 27)
// Detached nodes confoundingly follow *each other*
support.sortDetached = assert( function( el ) {
// Should
return 1, but returns 4 (following)
return el.compareDocumentPosition( document.createElement( "fieldset" ) ) &
1;
});
// Support: IE<8
// Prevent attribute/property "interpolation"
// https://msdn.microsoft.com/en-
us/library/ms536429%28VS.85%29.aspx
if ( !assert( function( el ) {
tel.innerHTML = "\<a
href=#></a>";
return el.firstChild.getAttribute( "href" ) === "#";
}) )
{
taddHandle(
"type|href|height|width", function( elem, name,
isXML ) {
if ( !isXML )
return elem.getAttribute( name, name.toLowerCase() ) === "type" ? 1 : 2
);
}
);
// Support: IE<9
// Use defaultValue in place of getAttribute("value")
if ( !support.attributes || !assert( function( el ) {
tel.innerHTML = "\<input/>";
tel.firstChild.setAttribute( "value", "\ " );
return
el.firstChild.getAttribute( "value" ) === "\ ";
}) )
{
taddHandle( "value", function( elem, name, isXML ) {
if ( !isXML && elem.nodeName.toLowerCase() === "input" )
return
}
}
}

```







```

function( elem, i, until ) {
    return dir( elem, "parentNode", until );
},
next: function( elem ) {
    return sibling( elem, "nextSibling" );
},
prev: function( elem ) {
    return sibling( elem, "previousSibling" );
},
nextAll: function( elem ) {
    return dir( elem, "nextSibling" );
},
prevAll: function( elem ) {
    return dir( elem, "previousSibling" );
},
nextUntil: function( elem, i, until ) {
    return dir( elem, "nextSibling", until );
},
prevUntil: function( elem, i, until ) {
    return dir( elem, "previousSibling", until );
},
siblings: function( elem ) {
    return siblings( ( elem.parentNode || {} ).firstChild, elem );
},
children: function( elem ) {
    return siblings( elem.firstChild );
},
contents: function( elem ) {
    if ( nodeName( elem, "iframe" ) )
        return elem.contentDocument;

    // Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only
    // Treat the template element as a regular one in browsers that
    // don't support it.
    if ( nodeName( elem, "template" ) )
        elem = elem.content || elem;

    return jQuery.merge( [], elem.childNodes );
},
jQuery.fn[ name ] = function( until, selector ) {
    var matched = jQuery.map( this, fn, until );

    if ( name.slice( -5 ) !== "Until" )
        selector = until;

    if ( selector && typeof selector === "string" )
        matched = jQuery.filter( selector, matched );

    if ( this.length > 1 )
        // Remove duplicates
        if ( !jQuery.unique[ name ] )
            jQuery.uniqueSort( matched );
        // Reverse order for parents* and prev-derivatives
        if ( rparentsprev.test( name ) )
            matched.reverse();

    return this.pushStack( matched );
};

var rnothtmlwhite = ( /[^\x20\t\r\n\f]+/g );

function createOptions( options ) {
    var object = {};
    jQuery.each( options.match( rnothtmlwhite ) || [], function( _, flag ) {
        object[ flag ] = true;
    });
    return object;
}

// Create a callback list using the following parameters:
// options: an optional list of space-separated options that will change how the callback list behaves or a more traditional option object
// By default a callback list will act like an event callback list and can be "fired" multiple times.
// Possible options:
// - once: will ensure the callback list can only be fired once (like a Deferred)
// - memory: will keep track of previous values and will call any callback added (after the list has been
//   fired) right away with the latest "memorized" values (like a Deferred)
// - unique: will ensure a callback can only be added once (no duplicate in the list)
// - stopOnFalse: interrupt callings when a callback returns false
jQuery.Callbacks = function( options ) {
    // Convert options from String-formatted to Object-formatted if needed (we check in cache first)
    options = typeof options === "string" ? createOptions( options ) : jQuery.extend( {}, options );
    // Flag to know if list is currently firing
    var firing,
        // Last fire value for non-forgettable lists
        memory,
        // Flag to know if list was already fired
        fired,
        // Flag to prevent firing
        locked,
        // Actual callback list
        list = [],
        // Queue of execution data for repeatable lists
        queue = [],
        // Index of currently firing callback (modified by add/remove as needed)
        firingIndex = -1,
        // Fire callbacks
        fire = function() {
            // Enforce single-firing
            locked = locked || options.once;

            // Execute callbacks for all pending executions, respecting firingIndex overrides and runtime changes
            fired = firing = true;
            for ( ; queue.length; firingIndex = -1 ) {
                memory = queue.shift();
                while ( ++firingIndex < list.length ) {
                    // Run callback and check for early termination
                    if ( !list[ firingIndex ].apply( memory[ 0 ], memory[ 1 ] ) === false && options.stopOnFalse ) {
                        // Jump to end and forget the data so .add doesn't re-fire
                        firingIndex = list.length;
                        memory = false;
                    }
                }
            }

            // Forget the data if we're done with it
            if ( !options.memory )
                memory = false;

            firing = false;

            // Clean up if we're done firing for good
            if ( locked )
                // Keep an empty list if we have data for future add calls
                if ( memory )
                    list = [];
                // Otherwise, this object is spent
                else
                    list = "";
        },
        // Actual Callbacks object
        self = {
            // Add a callback or a collection of callbacks to the list
            add: function() {
                // If we have memory from a past run, we should fire after adding
                if ( memory && !firing )
                    firingIndex = list.length - 1;

                list.push( memory );
            }
        }
};

```

```

);
function add( args ) {
  jQuery.each( args, function( _, arg ) {
    if ( !isFunction( arg ) ) {
      options.unique || !self.has( arg ) ? list.push( arg ) :
      else if ( arg && arg.length && toType( arg ) !== "string" ) {
        // Inspect recursively
        add( arg );
      }
    }
  } )( arguments );
  if ( memory && !firing ) {
    fire();
  }
  return this;
}

Remove a callback from the list
remove: function() {
  jQuery.each( arguments, function( _, arg ) {
    var index;
    while ( ( index = jQuery.inArray( arg, list, index ) ) > -1 ) {
      list.splice( index, 1 );
    }
    // Handle firing indexes
    if ( index <= firingIndex ) {
      firingIndex--;
    }
  } );
  return this;
}

Check if a given callback is in the list
If no argument is given, return whether or not list has callbacks attached.
has: function( fn ) {
  return fn ? jQuery.inArray( fn, list ) > -1 : list.length > 0;
}

Remove all callbacks from the list
empty: function() {
  list = [];
  return this;
}

Disable .fire and .add
Abort any current/pending executions
Clear all callbacks and values
disable: function() {
  locked = queue = [];
  list = memory = "";
  return this;
}

Disable .fire
Also disable .add unless we have memory (since it would have no effect)
Abort any pending executions
lock: function() {
  locked = queue = [];
  if ( !memory && !firing ) {
    list = memory = "";
  }
  return this;
}

locked: function() {
  return !!locked;
}

Call all callbacks with the given context and arguments
fireWith: function( context, args ) {
  if ( !locked ) {
    targets = args || [];
    targets = [ context, args.slice ? args.slice() : args ];
    queue.push( args );
    if ( !firing ) {
      fire();
    }
  }
  return this;
}

Call all the callbacks with the given arguments
fire: function() {
  self.fireWith( this, arguments );
  return this;
}

To know if the callbacks have already been called at least once
fired: function() {
  return !!fired;
}

function Identity( v ) {
  return v;
}

function Thrower( ex ) {
  throw ex;
}

function adoptValue( value, resolve, reject, noValue ) {
  var method;
  try {
    // Check for promise aspect first to privilege synchronous behavior
    if ( value && isFunction( ( method = value.promise ) ) ) {
      method.call( value ).done( resolve ).fail( reject );
    }
    // Other thenables
    else if ( value && isFunction( ( method = value.then ) ) ) {
      method.call( value, resolve, reject );
    }
    // Other non-thenables
    else {
      Control `resolve` arguments by letting Array#slice cast boolean `noValue` to integer:
      // * false: [ value ].slice( 0 ) => resolve( value )
      // * true: [ value ].slice( 1 ) => resolve()
      resolve.apply( undefined, [ value ].slice( noValue ) );
    }
  } catch ( e ) {
    // Since jQuery.when doesn't unwrap thenables, we can skip the extra checks appearing in Deferred#then to conditionally suppress rejection.
    catch ( value ) {
      // Support: Android 4.0 only
      // Strict mode functions invoked without .call/.apply get global-object context
      reject.apply( undefined, [ value ] );
    }
  }
}

jQuery.extend( {
  Deferred: function( func ) {
    var tuples = [
      [ "notify", "progress", jQuery.Callbacks( "memory" ), jQuery.Callbacks( "memory" ), 2 ],
      [ "resolve", "done", jQuery.Callbacks( "once memory" ), jQuery.Callbacks( "once memory" ), 0, "resolved" ],
      [ "reject", "fail", jQuery.Callbacks( "once memory" ), jQuery.Callbacks( "once memory" ), 1, "rejected" ]
    ],
    state = "pending",
    promise = {
      state: function() {
        return state;
      },
      always: function() {
        deferred.done( arguments ).fail( arguments );
      },
      catch: function( fn ) {
        return promise.then( null, fn );
      },
      // Keep pipe for back-compat
      pipe: function( /* fnDone, fnFail, fnProgress */ ) {
        var fns = arguments;
        return jQuery.Deferred( function( newDefer ) {
          jQuery.each( tuples, function( i, tuple ) {
            // Map tuples (progress, done, fail) to arguments (done, fail, progress)
            var fn = isFunction( fns[ tuple[ 4 ] ] ) && fns[ tuple[ 4 ] ];
            deferred[tuple[ 1 ]]( function() {
              bind to newDefer or newDefer.notify
            } )
          } )
        } )
      }
    }
  }
} );

```







```

jQuery.expando + Data.uid++;
Data.uid = 1;
Data.prototype = {
  cache: function( owner ) {
    Check if the owner object already has a cache
    value = owner[ this.expando ];
    If not, create one
    ( !value ) {
      value = {};
      We can accept data for non-element nodes in modern browsers,
      but we should not, see #8335.
      Always return an empty object.
      ( acceptData( owner ) ) {
        If it is a node unlikely to be stringify-ed or looped over
        use plain assignment
        ( owner.nodeType ) {
          owner[ this.expando ] = value;
          Otherwise secure it in a non-enumerable property
          configurable must be true to allow the property to be
          deleted when data is removed
        } else {
          Object.defineProperty( owner, this.expando, {
            value,
            configurable: true
          });
        }
      }
      return value;
    },
  set: function( owner, data, value ) {
    var prop, cache = this.cache( owner );
    Handle: [ owner, key, value ] args
    Always use camelCase key (gh-2257)
    ( typeof data === "string" ) {
      cache[ camelCase( data ) ] = value;
    }
    Handle: [ owner, { properties } ] args
    else {
      Copy the properties one-by-one to the cache object
      for ( prop in data ) {
        cache[ camelCase( prop ) ] = data[ prop ];
      }
      return cache;
    },
  get: function( owner, key ) {
    key === undefined ?
      this.cache( owner ) :
      Always use camelCase key (gh-2257)
      owner[ this.expando ] && owner[ this.expando ][ camelCase( key ) ];
    },
  access: function( owner, key, value ) {
    In cases where either:
    1. No key was specified
    2. A string key was specified, but no value provided
    Take the "read" path and allow the get method to determine
    which value to return, respectively either:
    1. The entire cache object
    2. The data stored at the key
    ( key === undefined ||
      ( key && typeof key === "string" ) &&
      value === undefined ) {
      return this.get( owner, key );
    }
    When the key is not a string, or both a key and value
    are specified, set or extend (existing objects) with either:
    1. An object of properties
    2. A key and value
    this.set( owner, key, value );
  },
  set: function( owner, key, value ) {
    Since the "set" path can have two possible entry points
    return the expected data based on which path was taken
    value !== undefined ? value : key;
  },
  remove: function( owner, key ) {
    var cache = owner[ this.expando ];
    ( cache === undefined ) {
      return;
    }
    ( key !== undefined ) {
      Support array or space separated string of keys
      ( Array.isArray( key ) ) {
        If key is an array of keys...
        We always set camelCase keys, so remove that.
        key = key.map( camelCase );
      }
      else {
        key = camelCase( key );
        If a key with the spaces exists, use it.
        Otherwise, create an array by matching non-whitespace
        key = key in cache ?
          key :
          key.match( /\w+/g );
      }
      while ( i-- ) {
        delete cache[ key[ i ] ];
      }
    }
    Remove the expando
    if there's no more data
    ( key === undefined || jQuery.isEmptyObject( cache ) ) {
      Support: Chrome <=35 - 45
      Webkit & Blink performance suffers when deleting properties
      from DOM nodes, so set to undefined instead
      https://bugs.chromium.org/p/chromium/issues/detail?id=378607
      (bug restricted)
      ( owner.nodeType ) {
        owner[ this.expando ] = undefined;
      }
      else {
        delete owner[ this.expando ];
      }
    }
    },
  hasData: function( owner ) {
    var cache = owner[ this.expando ];
    return cache !== undefined && !jQuery.isEmptyObject( cache );
  },
  dataPriv: new Data(),
  dataUser: new Data(),
  Implementation Summary
  1. Enforce API surface and semantic compatibility with 1.9.x branch
  2. Improve the module's maintainability by reducing the storage
  paths to a single mechanism.
  3. Use the same single mechanism to support "private" and "user" data.
  4. _Never_ expose "private" data to user code (TODO: Drop _data, _removeData)
  5. Avoid exposing implementation details on user objects (eg. expando properties)
  6. Provide a clear path for implementation upgrade to WeakMap in 2014
  var rbrace = /^(?:\{[\w\W]*\}|\[[\w\W]*\])$/,
  rtrimDash = /[\s,]*$/g;
  function getData( data ) {
    ( data === "true" ) {
      return true;
    }
    ( data === "false" ) {
      return false;
    }
    ( data === "null" ) {
      return null;
    }
    Only convert to a number if it doesn't change the string
    ( data === +data + "" ) {
      return +data;
    }
    ( rbrace.test( data ) ) {
      return JSON.parse( data );
    }
    return data;
  },
  dataAttr: function( elem, key, data ) {
    var name;
    If nothing

```

```

was found internally, try to fetch any data from the HTML5 data-* attribute
if ( data === undefined &&
elem.nodeType === 1 ) {
  name = "data-" + key.replace( rmultiDash, "-" );
  data = elem.getAttribute( name );
  if ( typeof data === "string" ) {
    // Make sure we set the data so it isn't changed
    later( function() {
      dataUser.set( elem, key, data );
    } );
  } else {
    data = undefined;
  }
  return data;
}
jQuery.extend( {
  hasData: function( elem ) {
    return dataUser.hasData( elem ) || dataPriv.hasData( elem );
  },
  data: function( elem, name, data ) {
    return dataUser.access( elem, name, data );
  },
  removeData: function( elem, name ) {
    dataUser.remove( elem, name );
  }
} );
jQuery.fn.extend( {
  data: function( key, value ) {
    var i, name, data, elem = this[ 0 ], attr = elem && elem.attributes;
    // Gets all values
    if ( key === undefined ) {
      if ( this.length ) {
        data = dataUser.get( elem );
        if ( elem.nodeType === 1 && !dataPriv.get( elem, "hasDataAttrs" ) ) {
          var attrNames = jQuery.map( attr, function( attr, i ) {
            return attr.name.indexOf( "data-" ) === 0 ? attr.name : camelCase( attr.name.slice( 5 ) );
          } );
          dataPriv.set( elem, "hasDataAttrs", true );
        }
        return data;
      }
      // Sets multiple values
      if ( typeof key === "object" ) {
        return this.each( function() {
          dataUser.set( this, key );
        } );
      }
      return access( this, function( value ) {
        // The calling jQuery object (element matches) is not empty
        // (and therefore has an element appears at this[ 0 ]) and the `value` parameter was not undefined.
        // An empty jQuery object will result in `undefined` for elem = this[ 0 ]
        // which will throw an exception if an attempt to read a data cache is made.
        if ( elem && value === undefined ) {
          // Attempt to get data from the cache
          // The key will always be camelCased in Data
          data = dataUser.get( elem, key );
          if ( data !== undefined ) {
            return data;
          }
          // Attempt to "discover" the data in HTML5 custom data-* attrs
          data = dataAttr( elem, key );
          if ( data !== undefined ) {
            return data;
          }
          // We tried really hard, but the data doesn't exist.
          return;
        }
        // Set the data...
        this.each( function() {
          // We always store the camelCased key
          dataUser.set( this, key, value );
        } );
      }, null, value, arguments.length > 1, null, true );
    }
  },
  removeData: function( key ) {
    return this.each( function() {
      dataUser.remove( this, key );
    } );
  }
} );
jQuery.extend( {
  queue: function( elem, type, data ) {
    var queue;
    if ( elem ) {
      type = ( type || "fx" ) + "queue";
      queue = dataPriv.get( elem, type );
      // Speed up dequeue by getting out quickly if this is just a lookup
      if ( data ) {
        if ( !queue || !Array.isArray( data ) ) {
          queue = dataPriv.access( elem, type, jQuery.makeArray( data ) );
        } else {
          queue.push( data );
        }
      }
    }
    return queue;
  },
  dequeue: function( elem, type ) {
    type = type || "fx";
    var queue = jQuery.queue( elem, type ),
        startLength = queue.length,
        fn = queue.shift(),
        hooks = jQuery._queueHooks( elem, type ),
        next = function() {
          jQuery.dequeue( elem, type );
        };
    // If the fx queue is dequeued, always remove the progress sentinel
    if ( fn === "inprogress" ) {
      fn = queue.shift();
      startLength--;
    }
    Add a progress sentinel to prevent the fx queue from being automatically dequeued
    if ( type === "fx" ) {
      queue.unshift( "inprogress" );
    }
    // Clear up the last queue stop function
    hooks.stop();
    fn.call( elem, next, hooks );
    if ( !startLength && hooks ) {
      hooks.empty.fire();
    }
  },
  // Not public - generate a queueHooks object, or return the current one
  _queueHooks: function( elem, type ) {
    var key = type + "queueHooks";
    return dataPriv.get( elem, key ) || dataPriv.access( elem, key, {
      empty: jQuery.Callbacks(

```



```

"once memory" ).add( function() {dataPriv.remove( elem, [ type + "queue", key ] );} );
};jQuery.fn.extend( {queue: function( type, data ) {var setter = 2; if ( typeof type !==
"string" ) {data = type; type = "fx"; setter--; } if ( arguments.length < setter )
{return jQuery.queue( this[ 0 ], type );} return data === undefined ? this.each(
function() {var queue = jQuery.queue( this, type, data ); // Ensure a hooks for this
queue.tjQuery._queueHooks( this, type ); if ( type === "fx" && queue[ 0 ] !== "inprogress" )
{jQuery.dequeue( this, type );} } ), {dequeue: function( type ) {return this.each(
function() {jQuery.dequeue( this, type );} } }, {clearQueue: function( type ) {return this.queue(
type || "fx", [] );} } ); // Get
a promise resolved when queues of a certain type are emptied (fx is the type by default)
promise: function(
type, obj ) {var tmp, count = 1, defer = jQuery.Deferred(), elements = this, ti =
this.length, resolve = function() { if ( --count ) {defer.resolveWith( elements, [ elements ]
);} } ; if ( typeof type !== "string" ) {obj = type; type = undefined; } type =
type || "fx"; while ( i-- ) {tmp = dataPriv.get( elements[ i ], type + "queueHooks" ); if ( tmp &&
tmp.empty ) {count++; tmp.empty.add( resolve );} } resolve(); return
defer.promise( obj ); } ; nvar pnum = ( /(?:\d*\.\d+|(?=[eE])[+-]?(\d+))/ ).source; nvar rcssNum = new
RegExp( "(?:([+-])=)([a-z%]*$)", "i" ); nvar cssExpand = [ "Top", "Right", "Bottom",
"Left" ]; nvar isHiddenWithinTree
= function( elem, el ) { isHiddenWithinTree might be called from jQuery#filter function; in that case,
element will be second argument; telem = el || elem; // Inline style trumps all; return elem.style.display
=== "none" || telem.style.display === "" && // Otherwise, check computed style; Support:
Firefox <=43 - 45; Disconnected elements can have computed display: none, so first confirm that elem
is in the document. jQuery.contains( elem.ownerDocument, elem ) && jQuery.css( elem,
"display" ) === "none"; } ; nvar swap = function( elem, options, callback, args ) {var ret, name, told =
{}; // Remember the old values, and insert the new ones; for ( name in options ) {told[ name ] =
elem.style[ name ]; telem.style[ name ] = options[ name ]; } nret = callback.apply( elem, args || [] ); //
Revert the old values; for ( name in options ) {telem.style[
name ] = old[ name ]; } return ret; } ; nfunction adjustCSS( elem, prop, valueParts, tween ) {var
adjusted, scale, maxIterations = 20, currentValue = tween ? function() {return
tween.cur();} : function() {return jQuery.css( elem, prop, "" );} ; ninitial =
currentValue(), nunit = valueParts && valueParts[ 3 ] || ( jQuery.cssNumber[ prop ] ? "px" : "px" ); //
Starting value computation is required for potential unit mismatches; ninitialInUnit = ( jQuery.cssNumber[ prop ]
|| unit !== "px" && +initial ) && rcssNum.exec( jQuery.css( elem, prop ) ); nif ( initialInUnit &&
initialInUnit[ 3 ] !== unit ) // Support: Firefox <=54; Halve the iteration target value to prevent
interference from CSS upper bounds (gh-2144); ninitial = initial / 2; // Trust units reported by
jQuery.css; nunit = unit || initialInUnit[ 3 ]; // Iteratively approximate from
a nonzero starting point; ninitialInUnit = +initial || 1; while ( maxIterations-- ) { // Evaluate and
update our best guess (doubling guesses that zero out). // Finish if the scale equals or crosses 1 (making the
old*new product non-positive). jQuery.style( elem, prop, initialInUnit + unit ); nif ( ( 1 - scale ) * ( 1 -
scale = currentValue() / initial || 0.5 ) ) <= 0 ) {maxIterations = 0; ninitialInUnit = initialInUnit /
scale; ninitialInUnit = initialInUnit * 2; jQuery.style( elem, prop, initialInUnit + unit );} //
Make sure we update the tween properties later on; nvalueParts = valueParts || []; nif ( valueParts )
{initialInUnit = +initialInUnit || +initial || 0; // Apply relative offset (+=-) if specified; nadjusted =
valueParts[ 1 ] ? initialInUnit + ( valueParts[ 1 ] + 1 ) * valueParts[ 2 ] : valueParts[ 2 ]; nif ( tween )
{tween.unit
= unit; nif ( tween.start = initialInUnit; nif ( tween.end = adjusted; } } nreturn adjusted; } } ; nvar
defaultDisplayMap = {}; nfunction getDefaultDisplay( elem ) {var temp, doc =
elem.ownerDocument, nodeName = elem.nodeName, display = defaultDisplayMap[ nodeName ]; nif (

```









```

Object.defineProperty( this, name, { enumerable: true, configurable: true, writable:
true, value: value });
},
fix: function( originalEvent ) {
return
originalEvent[ jQuery.expando ] ? originalEvent : new jQuery.Event( originalEvent );
},
special:
{ load: { preventTriggered: true, noBubble: true },
focus: { fireNative: true, trigger: function() {
if ( this !== safeActiveElement() && this.focus ) {
this.focus();
return
false;
}
} },
blur: { trigger: function() {
if ( this === safeActiveElement() && this.blur ) {
this.blur();
return
false;
}
} },
click: {
// For checkbox, fire native event so checked state will be right
trigger: function() {
if (
this.type === "checkbox" && this.click && nodeName( this, "input" ) ) {
this.click();
return
false;
}
// For cross-browser consistency, don't fire native .click() on links
_default:
function( event ) {
return nodeName( event.target, "a" );
}
},
beforeunload:
function( event ) {
// Support: Firefox 20+
// Firefox doesn't alert if the
returnValue field is not set.
if ( event.result !== undefined && event.originalEvent ) {
event.originalEvent.returnValue
= event.result;
}
}
},
removeEvent = function( elem, type, handle ) {
// This
//if" is needed for plain objects
if ( elem.removeEventListener ) {
elem.removeEventListener( type, handle
);
}
},
Event = function( src, props ) {
// Allow instantiation without the 'new' keyword
if ( !
this instanceof jQuery.Event ) {
return new jQuery.Event( src, props );
}
// Event object
if ( src &&
src.type ) {
this.originalEvent = src;
this.type = src.type;
// Events bubbling up the document may
have been marked as prevented
// by a handler lower down the tree; reflect the correct
value.
this.isDefaultPrevented = src.defaultPrevented ||
src.defaultPrevented === undefined
&&
src.preventDefault() ? true : false;
// Support: Android <=2.3 only
src.returnValue === false ?
return true :
return false;
// Create target properties
// Support: Safari <=6 - 7 only
// Target
should not be a text node (#504, #13143)
this.target = ( src.target && src.target.nodeType === 3 )
? src.target.parentNode : src.target;
this.currentTarget = src.currentTarget;
this.relatedTarget =
src.relatedTarget;
}
// Event type
else {
this.type = src;
// Put explicitly provided properties onto
the event object
if ( props ) {
jQuery.extend( this, props );
}
// Create a timestamp if incoming event
doesn't have one
this.timeStamp = src && src.timeStamp || Date.now();
// Mark it as fixed
this[
jQuery.expando ] = true;
}
// jQuery.Event is based on DOM3 Events as specified by the ECMAScript
Language Binding
// https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-script-
binding.html
jQuery.Event.prototype = {
constructor: jQuery.Event,
isDefaultPrevented:
returnFalse,
isPropagationStopped: returnFalse,
isImmediatePropagationStopped: returnFalse,
isSimulated:
false,
preventDefault:
function() {
var e = this.originalEvent;
this.isDefaultPrevented = returnTrue;
if ( e &&
!this.isSimulated ) {
e.preventDefault();
}
},
stopPropagation: function() {
var e =
this.originalEvent;
this.isPropagationStopped = returnTrue;
if ( e && !this.isSimulated ) {
e.stopPropagation();
}
},
stopImmediatePropagation: function() {
var e =
this.originalEvent;
this.isImmediatePropagationStopped = returnTrue;
if ( e && !this.isSimulated ) {
e.stopImmediatePropagation();
}
}
};
// Includes all common event
props including KeyEvent and MouseEvent specific props
jQuery.each( { altKey: true, bubbles:
true, cancelable: true, changedTouches: true, ctrlKey: true, detail: true, eventPhase: true, metaKey:
true, pageX: true, pageY: true, shiftKey: true, view: true, "char": true, charCode: true, key:
true, keyCode: true, button: true, buttons: true, clientX: true, clientY: true, offsetX: true, offsetY:
true, pointerId: true, pointerType: true, screenX: true, screenY: true, targetTouches: true, toElement:
true, touches: true, which: function( event ) {
var button = event.button;
// Add which for key
events
if ( event.which == null && rKeyEvent.test( event.type ) ) {
return event.charCode != null ?

```







```
);
// Preserve script evaluation history
destElements = getAll( clone, "script" );
if ( destElements.length > 0 ) {
  setGlobalEval( destElements,
    !inPage && getAll( elem, "script" ) );
  // Return the cloned set
  return clone;
  // CleanData
  function( elems ) {
    var data, elem, type, special = jQuery.event.special, ti = 0;
    for ( ; ( elem = elems[ i ] ) !== undefined; i++ ) {
      if ( acceptData( elem ) ) {
        if ( ( data = elem[ dataPriv.expando ] ) ) {
          if ( data.events ) {
            for ( type in data.events ) {
              special[ type ]
            }
          }
          jQuery.event.remove( elem, type );
          // This is a shortcut to avoid jQuery.event.remove's
          // overhead
        } else {
          jQuery.removeEvent( elem, type, data.handle );
        }
      }
      // Support: Chrome <=35 - 45+
      // Assign undefined instead of using delete, see Data#remove
      telem[ dataPriv.expando ] = undefined;
      // Support: Chrome <=35 - 45+
      // Assign undefined instead of using delete, see Data#remove
      telem[ dataUser.expando ] = undefined;
      jQuery.fn.extend( {
        detach: function( selector ) {
          return remove( this, selector, true );
        },
        remove: function( selector ) {
          return remove( this, selector );
        },
        text: function( value ) {
          return access( this, function( value ) {
            return value === undefined ?
              jQuery.text( this ) :
              this.empty().each( function() {
                if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9 ) {
                  this.textContent = value;
                }
            } );
            return null, value, arguments.length );
          },
          append: function() {
            return domManip( this, arguments, function( elem ) {
              if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9 ) {
                var target = manipulationTarget( this, elem );
                target.appendChild( elem );
            } );
            return this;
          },
          prepend: function() {
            return domManip( this, arguments, function( elem ) {
              if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9 ) {
                var target = manipulationTarget( this, elem );
                target.insertBefore( elem, target.firstChild );
            } );
            return this;
          },
          before: function() {
            return domManip( this, arguments, function( elem ) {
              if ( this.parentNode ) {
                this.parentNode.insertBefore( elem, this );
            } );
            return this;
          },
          after: function() {
            return domManip( this, arguments, function( elem ) {
              if ( this.parentNode ) {
                this.parentNode.insertBefore( elem, this.nextSibling );
            } );
            return this;
          },
          empty: function() {
            var elem, ti = 0;
            for ( ; ( elem = this[ i ] ) != null; i++ ) {
              if ( elem.nodeType === 1 ) {
                // Prevent memory leaks
                jQuery.cleanData( getAll( elem, false ) );
                // Remove any remaining nodes
                elem.textContent = "";
            } );
            return this;
          },
          clone: function( dataAndEvents, deepDataAndEvents ) {
            dataAndEvents = dataAndEvents == null ? false : dataAndEvents;
            deepDataAndEvents = deepDataAndEvents == null ? dataAndEvents : deepDataAndEvents;
            return this.map( function() {
              return jQuery.clone( this, dataAndEvents, deepDataAndEvents );
            } );
          },
          html: function( value ) {
            return access( this, function( value ) {
              var elem = this[ 0 ] || {};
              if ( ti = 0, elem.tl = this.length, value === undefined && elem.nodeType === 1 ) {
                return elem.innerHTML;
            } // See if we can take a shortcut and just use innerHTML
            if ( typeof value === "string" && !noInnerhtml.test( value ) &&
              !wrapMap[ ( rtagName.exec( value ) || [ "", "" ] )[ 1 ].toLowerCase() ] ) {
              value = jQuery.htmlPrefilter( value );
            }
            try {
              for ( ; i < l; i++ ) {
                telem = this[ i ] || {};
                // Remove element nodes and prevent memory leaks
                if ( elem.nodeType === 1 ) {
                  jQuery.cleanData( getAll( elem, false ) );
                  telem.innerHTML = value;
                }
            } // If using innerHTML throws an exception, use the
            // fallback method
            } catch ( e ) {
            }
            if ( elem ) {
              elem.empty().append( value );
            }
            return null, value, arguments.length );
          },
          replaceWith: function() {
            var ignored = [];
            // Make the changes, replacing each non-ignored context element with the new content
            return domManip( this, arguments, function( elem ) {
              var parent = this.parentNode;
              if ( jQuery.inArray( this, ignored ) < 0 ) {
                jQuery.cleanData( getAll( this ) );
                parent.replaceChild( elem, this );
            } );
            // Force callback invocation
            ignored
          }
        }
      } );
    }
  }
}

```

```
);jQuery.each( {appendTo: "append",prependTo: "prepend",insertBefore:
"before",insertAfter: "after",replaceAll: "replaceWith"}, function( name, original ) {jQuery.fn[
name ] = function( selector ) {var elems,tret = [],insert = jQuery( selector ),last = insert.length
- 1,ti = 0;for ( ; i <= last; i++ ) {elems = i === last ? this : this.clone( true );jQuery( insert[ i
] )( original )( elems );// Support: Android <=4.0 only, PhantomJS 1 only// .get() because
push.apply( arraylike ) throws on ancient WebKit// Support: Android <=4.0 only, PhantomJS 1 only// .get() because
push.apply( arraylike ) throws on ancient WebKitpush.apply( ret, elems.get() );// Support: Android <=4.0 only, PhantomJS 1 only// .get() because
push.apply( arraylike ) throws on ancient WebKitreturn
this.pushStack( ret );};var rnumnonpx = new RegExp( /^(\" + pnum + \")(?!px)[a-z%]+$/, "i" );var
getStyles = function( elem ) {// Support: IE <=11 only, Firefox <=30 (#15098, #14150) IE throws on
elements created in popups// FF meanwhile throws on frame
elements through "defaultView.getComputedStyle"var view = elem.ownerDocument.defaultView;view =
!view || !view.opener ? window : view;return view.getComputedStyle( elem );};var
rboxStyle = new RegExp( cssExpand.join( "|" ), "i" );function() {// Executing both pixelPosition &
boxSizingReliable tests require only one layout// so they're executed at the same time to save the second
computation.function computeStyleTests() {// This is a singleton, we need to execute it only once
!div } {return;};container.style.cssText = "position:absolute;left:-1111px;width:60px;"
+ "margin-top:1px;padding:0;border:0";div.style.cssText = "position:relative;display:block;box-
sizing:border-box;overflow:scroll;" + "margin:auto;border:1px;padding:1px;"
+ "width:60%;top:1%";documentElement.appendChild( container ).appendChild( div );var
divStyle
= window.getComputedStyle( div );var pixelPositionVal = divStyle.top !== "1%";// Support: Android 4.0 -
4.3 only, Firefox <=3 - 44// reliableMarginLeftVal = roundPixelMeasures( divStyle.marginLeft ) === 12;
// Support: Android 4.0 - 4.3 only, Safari <=9.1 - 10.1, iOS <=7.0 - 9.3// Some styles come back with percentage
values, even though they shouldn'tdiv.style.right = "60%";var pixelBoxStylesVal = roundPixelMeasures(
divStyle.right ) === 36;// Support: IE 9 - 11 only// Detect misreporting of content dimensions for box-
sizing:border-box elementsvar boxSizingReliableVal = roundPixelMeasures( divStyle.width ) === 36;
// Support: IE 9 only// Detect overflow:scroll screwiness (gh-3699)div.style.position =
"absolute";var scrollboxSizeVal = div.offsetWidth === 36 || "absolute";documentElement.removeChild(
container );// Nullify the div so it wouldn't be stored in the memory and it will
also be a sign that checks already performeddiv = null;function roundPixelMeasures( measure )
{return Math.round( parseFloat( measure ) );}var pixelPositionVal, boxSizingReliableVal,
scrollboxSizeVal, pixelBoxStylesVal, reliableMarginLeftVal, container = document.createElement( "div"
),div = document.createElement( "div" );// Finish early in limited (non-browser) environments
!div.style } {return;};// Support: IE <=9 - 11 only// Style of cloned element affects source element
cloned (#8908)div.style.backgroundClip = "content-box";div.cloneNode( true ).style.backgroundClip =
"";support.clearCloneStyle = div.style.backgroundClip === "content-box";jQuery.extend( support,
{boxSizingReliable: function() {computeStyleTests();return
boxSizingReliableVal;},pixelBoxStyles: function() {computeStyleTests();return
pixelBoxStylesVal;},pixelPosition:
function() {computeStyleTests();return pixelPositionVal;},reliableMarginLeft: function()
{computeStyleTests();return reliableMarginLeftVal;},scrollboxSize: function()
{computeStyleTests();return scrollboxSizeVal;}});function curCSS( elem, name,
computed ) {var width, minWidth, maxWidth, ret;// Support: Firefox 51+// Retrieving style before
computed somehow// fixes an issue with getting wrong values// on detached elementsstyle =
elem.style;computed = computed || getStyles( elem );// getPropertyValue is needed for:
.css('filter') (IE 9 only, #12537) .css('--customProperty) (#3144)
!computed } {tret =
computed.getPropertyValue( name ) || computed[ name ];if ( ret === "" && !jQuery.contains(
elem.ownerDocument, elem ) ) {tret = jQuery.style( elem, name );// A tribute
```

to the "awesome hack by Dean Edwards" Android Browser returns percentage for some values, but width seems to be reliably pixels. This is against the CSSOM draft spec:

```
https://drafts.csswg.org/cssom/#resolved-values
( !support.pixelBoxStyles() && rnumnonpx.test( ret ) &&
rboxStyle.test( name ) ) {
Remember the original values
width = style.width;
minWidth = style.minWidth;
tmaxWidth = style.maxWidth;
Put in the new values to get a computed value
out
style.minWidth = style.maxWidth = style.width = ret;
ret = computed.width;
Revert the
changed values
style.width = width;
style.minWidth = minWidth;
style.maxWidth =
maxWidth;
return ret !== undefined ? Support: IE <=9 - 11 only
IE returns zIndex
value as an integer.
ret + "" :
}
function addGetHookIf( conditionFn, hookFn ) {
Define
the hook, we'll
```

```
check on the first run if it's really needed.
return {
get: function() {
tif ( conditionFn() ) {
Hook not needed (or it's not possible to use it due
to missing dependency), remove it.
delete
this.get;
return;
}
Hook needed; redefine it so that the support test is not executed
again.
return ( this.get = hookFn ).apply( this, arguments );
}
}
nvar
Swappable if display
is none or starts with table
except "table", "table-cell", or "table-caption"
See here for display values:
https://developer.mozilla.org/en-US/docs/CSS/display
trdisplayswap = /^(none|table(?!-c[ea]).+)/,
trcustomProp
= /^--/,
tcssShow = { position: "absolute", visibility: "hidden", display: "block" },
tcssNormalTransform =
{ letterSpacing: "0",
fontWeight: "400",
tcssPrefixes = [ "Webkit", "Moz", "ms"
],
temptyStyle = document.createElement( "div" ).style;

```

```
Return a css property mapped to a potentially vendor prefixed property
function vendorPropName( name )
{
Shortcut for names that are not vendor prefixed
tif ( name in emptyStyle ) {
return name;
}
Check for vendor prefixed names
tvar capName = name[ 0 ].toUpperCase() + name.slice( 1 ),
ti =
cssPrefixes.length;
twhile ( i-- ) {
tname = cssPrefixes[ i ] + capName;
tif ( name in emptyStyle )
{
return name;
}
}
Return a property mapped along what jQuery.cssProps suggests or to
a
vendor prefixed property.
function finalPropName( name ) {
tvar ret = jQuery.cssProps[ name ];
tif ( !ret )
{
ret = jQuery.cssProps[ name ] = vendorPropName( name ) || name;
}
}
function
setPositiveNumber( elem, value, subtract ) {
Any relative (+/-) values have already been
normalized at
this point
tvar matches = rcssNum.exec( value );
return matches ? Guard against undefined
"subtract", e.g., when used as in cssHooks
Math.max( 0, matches[ 2 ] - ( subtract || 0 ) ) + ( matches[ 3 ] ||
"px" ) :
value;
}
function boxModelAdjustment( elem, dimension, box, isBorderBox, styles, computedVal )
{
tvar i = dimension === "width" ? 1 : 0,
textra = 0,
tdelta = 0;
Adjustment may not be
necessary
tif ( box === ( isBorderBox ? "border" : "content" ) ) {
return 0;
}
for ( ; i < 4; i += 2 )
{
Both box models exclude margin
tif ( box === "margin" ) {
tdelta += jQuery.css( elem, box +
cssExpand[ i ], true, styles );
}
If we get here with a content-box, we're seeking "padding" or "border"
or "margin"
tif ( !isBorderBox ) {
Add padding
tdelta += jQuery.css( elem, "padding" +
cssExpand[ i ], true, styles );
For "border" or "margin", add border
tif ( box !== "padding" )
{
tdelta += jQuery.css( elem, "border" + cssExpand[
i ] + "Width", true, styles );
}
But still keep track of it otherwise
else {
textra += jQuery.css(
elem, "border" + cssExpand[ i ] + "Width", true, styles );
}
If we get here with a border-box (content
+ padding + border), we're seeking "content" or "padding" or "margin"
else {
For
"content", subtract padding
tif ( box === "content" ) {
tdelta -= jQuery.css( elem, "padding" +
cssExpand[ i ], true, styles );
}
For "content" or "padding", subtract border
tif ( box !==
"margin" ) {
tdelta -= jQuery.css( elem, "border" + cssExpand[ i ] + "Width", true, styles
);
}
Account for positive content-box scroll gutter when requested by providing
computedVal
tif ( !isBorderBox && computedVal >= 0 ) {
offsetWidth/offsetHeight is a rounded sum of
content, padding, scroll gutter, and border
Assuming integer
scroll gutter, subtract the rest and round down
tdelta += Math.max( 0, Math.ceil(
elem[ "offset" +
dimension[ 0 ].toUpperCase() + dimension.slice( 1 ) ] -
computedVal -
tdelta -
textra -
t( 0.5 ) ) )

```





```

);jQuery.Tween = Tween;Tween.prototype = {constructor: Tween,init: function( elem, options, prop,
end, easing, unit ) {this.elem = elem;this.prop
= prop;this.easing = easing || jQuery.easing._default;this.options = options;this.start = this.now =
this.cur();this.end = end;this.unit = unit || ( jQuery.cssNumber[ prop ] ? "px" : "px" );},cur:
function() {var hooks = Tween.propHooks[ this.prop ];return hooks && hooks.get ? hooks.get( this
): Tween.propHooks._default.get( this );},trun: function( percent ) {var eased,thooks =
Tween.propHooks[ this.prop ];if ( this.options.duration ) {this.pos = eased = jQuery.easing[ this.easing
](percent, this.options.duration * percent, 0, 1, this.options.duration);} else {this.pos = eased
= percent;}this.now = ( this.end - this.start ) * eased + this.start;if ( this.options.step )
{this.options.step.call( this.elem, this.now, this );}if ( hooks && hooks.set ) {thooks.set( this
);} else {Tween.propHooks._default.set(
this );}return this;};Tween.prototype.init.prototype = Tween.prototype;Tween.propHooks =
{_default: {get: function( tween ) {var result;Use a property on the element directly when it
is not a DOM element, or when there is no matching style property that exists.if (
tween.elem.nodeType !== 1 || tween.elem[ tween.prop ] != null && tween.elem.style[ tween.prop ] == null )
{return tween.elem[ tween.prop ];} // Passing an empty string as a 3rd parameter to .css will
automatically attempt a parseFloat and fallback to a string if the parse fails. Simple values such as
"10px" are parsed to Float; complex values such as "rotate(1rad)" are returned as-is.result =
jQuery.css( tween.elem, tween.prop, "" ); // Empty strings, null, undefined and "auto" are converted to
0.return !result || result === "auto"
? 0 : result;},set: function( tween ) { // Use step hook for back compat. Use cssHook if its
there. Use .style if available and use plain properties where available.if ( jQuery.fx.step[ tween.prop ] )
{jQuery.fx.step[ tween.prop ]( tween );} else if ( tween.elem.nodeType === 1 && tween.elem.style[
jQuery.cssProps[ tween.prop ] ] != null || jQuery.cssHooks[ tween.prop ] )
{jQuery.style( tween.elem, tween.prop, tween.now + tween.unit );} else {tween.elem[
tween.prop ] = tween.now;}} // Support: IE <=9 only // Panic based approach to setting
things on disconnected nodes Tween.propHooks.scrollTop = Tween.propHooks.scrollLeft = {set: function(
tween ) {if ( tween.elem.nodeType && tween.elem.parentNode ) {tween.elem[ tween.prop ] =
tween.now;}}};jQuery.easing = {linear: function( p ) {return p;},swing:
function( p ) {return 0.5 - Math.cos( p * Math.PI ) / 2;},_default: "swing"};jQuery.fx =
Tween.prototype.init; // Back compat <1.8 extension point jQuery.fx.step = {};var fxNow,
inProgress, rfxTypes = /^(?:toggle|show|hide)$/, rtrun = /queueHooks$/;function schedule() {if (
inProgress ) {document.hidden === false && window.requestAnimationFrame (
function() {window.requestAnimationFrame( schedule );} else {window.setTimeout( schedule,
jQuery.fx.interval );} jQuery.fx.tick();} // Animations created synchronously will run
synchronously function createFxNow() {window.setTimeout( function() {fxNow = undefined;
});return ( fxNow = Date.now() );} // Generate parameters to create a standard animation function genFx(
type, includeWidth ) {var which,ti = 0,tattrs = { height: type }; // If we include width, step value is 1
to do all cssExpand values,
otherwise step value is 2 to skip over Left and Right includeWidth = includeWidth ? 1 : 0;for ( ; i < 4; i += 2 -
includeWidth ) {which = cssExpand[ i ];tattrs[ "margin" + which ] = attrs[ "padding" + which ] =
type;} if ( includeWidth ) {tattrs.opacity = attrs.width = type;} return tattrs;} function
createTween( value, prop, animation ) {var tween, collection = ( Animation.tweeners[ prop ] || [] ).concat(
Animation.tweeners[ "*" ] ), index = 0, length = collection.length;for ( ; index < length; index++ )
{if ( ( tween = collection[ index ].call( animation, prop, value ) ) ) { // We're done with this
property return tween;}} // function defaultPrefilter( elem, props, opts ) {var prop, value,
toggle, hooks, oldfire, propTween, restoreDisplay, display, tisBox = "width" in props || "height" in
props, anim = this, torig = {}, tstyle = elem.style, thidden

```



```

    {
      \teasing = value[ 1 ];
      \tvalue = props[ index ] = value[ 0 ];
      \tif ( index !== name ) {
        \tprops[ name ] = value;
        \tdelete props[ index ];
        \thooks = jQuery.cssHooks[ name ];
        \tif ( hooks &&
          \"expand\" in hooks ) {
          \tvalue = hooks.expand( value );
          \tdelete props[ name ];
          \t// Not quite $.extend,
          this won't overwrite existing keys.
          \t// Reusing 'index' because we have the correct \"name\"
          \tfor ( index in value ) {
            \tif ( !( index in props ) ) {
              \tprops[ index ] = value[ index ];
              \tspecialEasing[ index ] =
                easing;
            }
          }
          \t}
          \tfunction Animation( elem, properties, options ) {
            \tvar result, \tstopped, \tindex = 0, \tlength = Animation.prefilters.length,
            \tdeferred = jQuery.Deferred().always( function() {
              \t// Don't match elem in the :animated selector
              \tdelete tick.elem;
            } ), \ttick = function() {
              \tif ( stopped ) {
                \treturn false;
              }
              \tvar currentTime = fxNow || createFxNow(),
              \tremaining = Math.max( 0, animation.startTime + animation.duration - currentTime ),
              \t// Support: Android 2.3 only
              \t// Archaic crash bug won't allow us to use `1 - ( 0.5 || 0 )`
              \ttemp = remaining / animation.duration || 0,
              \tpercent = 1 - temp,
              \tindex = 0,
              \tlength = animation.tweens.length;
              \tfor ( ; index < length; index++ ) {
                \tanimation.tweens[ index ].run( percent );
              }
              \tdeferred.notifyWith( elem, [ animation, percent, remaining ] );
              \t// If there's more to do, yield
              \tif ( percent < 1 && length ) {
                \treturn remaining;
              }
              \t// If this was an empty animation, synthesize a final progress notification
              \tif ( !length ) {
                \tdeferred.notifyWith( elem, [ animation, 1, 0 ] );
              }
              \t// Resolve the animation and report its conclusion
              \tdeferred.resolveWith( elem, [ animation ] );
              \treturn false;
            }, \tanimation = deferred.promise( {
              \telem: elem,
              \tprops: jQuery.extend( {}, properties ),
              \topts: jQuery.extend( true, {
                \tspecialEasing: {},
                \tteasing: jQuery.easing._default,
                \toriginalProperties: properties,
                \toriginalOptions: options,
                \tstartTime: fxNow || createFxNow(),
                \tduration: options.duration,
                \ttweens: [],
                \tcreateTween: function( prop, end ) {
                  \tvar tween = jQuery.Tween( elem, animation.opts, prop, end,
                    \tanimation.opts.specialEasing[ prop ] || animation.opts.easing );
                  \tanimation.tweens.push( tween );
                  \treturn tween;
                },
                \tstop: function( gotoEnd ) {
                  \tvar index = 0;
                  \t// If we are going to the end, we want to run all the tweens
                  \t// otherwise we skip this part
                  \tlength = gotoEnd ? animation.tweens.length : 0;
                  \tif ( stopped ) {
                    \treturn this;
                  }
                  \tstopped = true;
                  \tfor ( ; index < length; index++ ) {
                    \tanimation.tweens[ index ].run( 1 );
                  }
                  \t// Resolve when we played the last frame; otherwise, reject
                  \tif ( gotoEnd ) {
                    \tdeferred.notifyWith( elem, [ animation, 1, 0 ] );
                    \tdeferred.resolveWith( elem, [ animation, gotoEnd ] );
                  }
                  \telse {
                    \tdeferred.rejectWith( elem, [ animation, gotoEnd ] );
                  }
                  \treturn this;
                },
                \tprops = animation.props;
              }, \tpropFilter( props, animation.opts.specialEasing ) );
              \tfor ( ; index < length; index++ ) {
                \tresult = Animation.prefilters[ index ].call( animation, elem, props, animation.opts );
                \tif ( result ) {
                  \tif ( isFunction( result.stop ) ) {
                    \tjQuery._queueHooks( animation.elem, animation.opts.queue ).stop =
                      \tresult.stop.bind( result );
                  }
                  \treturn result;
                }
              }
              \tjQuery.map( props, createTween, animation );
              \tif ( isFunction( animation.opts.start ) ) {
                \tanimation.opts.start.call( elem, animation );
              }
              \t// Attach callbacks from options
              \tanimation.progress( animation.opts.progress )
              \tdone( animation.opts.done, animation.opts.complete )
              \tfail( animation.opts.fail )
              \talways( animation.opts.always );
              \tjQuery.fx.timer(
                \tjQuery.extend( tick, {
                  \telem: elem,
                  \tanim: animation,
                  \tqueue: animation.opts.queue
                } ) );
              \treturn animation;
            }
            \tjQuery.Animation = jQuery.extend( Animation, {
              \ttweeners: {
                \"*\": [ function( prop, value ) {
                  \tvar tween = this.createTween( prop, value );
                  \tadjustCSS( tween.elem, prop, rcssNum.exec( value ), tween );
                  \treturn tween;
                } ],
                \ttweener: function( props, callback ) {
                  \tif ( isFunction( props ) ) {
                    \tcallback = props;
                  }
                  \telse {
                    \tprops = props.match( /nohtmlwhite/ );
                    \tvar prop, \tindex = 0, \tlength = props.length;
                    \tfor ( ; index < length; index++ ) {
                      \tprop = props[ index ];
                      \tAnimation.tweeners[ prop ] = Animation.tweeners[ prop ] || [];
                      \tAnimation.tweeners[ prop ].unshift( callback );
                    }
                  }
                  \treturn [ defaultPrefilter ], \tprefilter: function( callback, prepend ) {
                    \tif ( prepend )

```





```

Generate shortcuts for custom animations
jQuery.each( {slideDown: genFx( "show" ),slideUp: genFx(
"hide" ),slideToggle: genFx( "toggle" ),fadeIn: { opacity: "show" },fadeOut: { opacity: "hide"
},fadeToggle: { opacity: "toggle" }}, function( name, props ) {jQuery.fn[ name ] = function( speed,
easing, callback ) {return this.animate( props, speed, easing, callback );};});
jQuery.timers =
[];
jQuery.fx.tick = function() {var timer,i = 0,timers = jQuery.timers;
fxNow = Date.now();
for ( ; i < timers.length; i++ ) {timer = timers[ i ];
// Run the timer and safely remove it
when done (allowing for external removal)
if ( !timer() && timers[ i ] === timer ) {timers.splice( i--, 1
);}
jQuery.fx.stop();}
fxNow = undefined;
};
jQuery.fx.timer =
function( timer ) {jQuery.timers.push( timer );
jQuery.fx.start();}
jQuery.fx.interval =
13;
jQuery.fx.start = function() {if ( !jQuery.fx.inProgress ) {return;}
inProgress =
true;
schedule();}
jQuery.fx.stop = function() {inProgress = null;};
jQuery.fx.speeds = {slow:
600,fast: 200,
// Default speed
default: 400};
// Based off of the plugin by Clint Helfers, with
permission.
// https://web.archive.org/web/20100324014747/http://blindsignals.com/index.php/2009/07/jquery-
delay/
jQuery.fn.delay = function( time, type ) {time = jQuery.fx ? jQuery.fx.speeds[ time ] || time :
time;
type = type || "fx";
return this.queue( type, function( next, hooks ) {var timeout =
window.setTimeout( next, time );
hooks.stop = function() {window.clearTimeout( timeout );};
})( function() {var input = document.createElement( "input" ),
select = document.createElement( "select" ),
option = document.createElement( "option" );
input.type = "checkbox";
// Support: Android <=4.3 only
// Default value for a checkbox should be
"on"
support.checkOn = input.value !== "";
// Support: IE <=11 only
// Must access selectedIndex
to make default options selected
support.optSelected = opt.selected;
// Support: IE <=11 only
// An input loses
its value after becoming a radio
input = document.createElement( "input" );
input.value = "t";
input.type = "radio";
support.radioValue = input.value === "t";}
);
nvar boolHook,
attrHandle =
jQuery.expr.attrHandle;
jQuery.fn.extend( {attr: function( name, value ) {return access( this, jQuery.attr,
name, value, arguments.length > 1 );},
removeAttr: function( name ) {return this.each( function() {
jQuery.removeAttr( this, name );});}
);
jQuery.extend( {attr: function( elem, name, value ) {
var ret, hooks,
nType = elem.nodeType;
// Don't get/set attributes
on text, comment and attribute nodes
if ( nType === 3 || nType === 8 || nType === 2 ) {
return;}
// Fallback to prop when attributes are not supported
if ( typeof elem.getAttribute ===
"undefined" ) {return jQuery.prop( elem, name, value );}
// Attribute hooks are determined by the
lowercase version
// Grab necessary hook if one is defined
if ( nType !== 1 || !jQuery.isXMLDoc( elem ) ) {
hooks = jQuery.attrHooks[ name.toLowerCase() ] ||
jQuery.expr.match.bool.test( name ) ? boolHook :
undefined;
if ( value !== undefined ) {
if ( value === null ) {
jQuery.removeAttr( elem,
name );}
return;
}
if ( hooks && "set" in hooks && ( ret = hooks.set( elem, value, name )
) !== undefined ) {
return ret;
}
elem.setAttribute( name, value + "" );
return value;
}
if ( hooks && "get" in hooks && ( ret = hooks.get(
elem, name ) ) !== null ) {
return ret;
}
// Non-existent
attributes return null, we normalize to undefined
return ret === null ? undefined : ret;
},
attrHooks: {type: {set: function( elem, value ) {
if ( !support.radioValue && value === "radio" &&
jQuery.nodeName( elem, "input" ) ) {
var val = elem.value;
elem.setAttribute( "type", value );
if ( val ) {
elem.value = val;
}
return value;
}
return;
},
removeAttr: function( elem, value ) {
var name,
ti = 0,
// Attribute names can contain non-HTML whitespace characters
// https://html.spec.whatwg.org/multipage/syntax.html#attributes-2
attrNames = value && value.match(
nohtmlwhite );
if ( attrNames && elem.nodeType === 1 ) {
while ( ( name = attrNames[ i++ ] ) ) {
elem.removeAttribute(
name );}
}
// Hooks for boolean attributes
boolHook = {set: function( elem, value, name ) {
if ( value === false ) {
// Remove boolean attributes when set to false
jQuery.removeAttr( elem,
}
}
}
}
}

```



```

cur.indexOf( \" \" + clazz + \" \") < 0 ) {
  cur += clazz + \" \";
  // Only assign if different to avoid unneeded rendering.
  finalValue = stripAndCollapse( cur );
  if ( curValue !== finalValue ) {
    telem.setAttribute( \"class\", finalValue );
    return this;
  },
  removeClass: function( value ) {
    var classes, elem, cur, curValue, clazz, j, finalValue,
        ti = 0;
    if ( isFunction( value ) ) {
      return this.each( function( j ) {
        jQuery( this ).removeClass( value.call( this, j, getClass( this ) ) );
      } );
    } else if ( !arguments.length ) {
      return this.attr( \"class\", \"\" );
    }
    classes = classesToArray( value );
    if ( classes.length ) {
      while ( ( elem = this[ i++ ] ) ) {
        curValue = getClass( elem );
        // This expression is here for better compressibility (see addClass)
        cur = elem.nodeType === 1 && ( \" \" + stripAndCollapse( curValue ) + \" \" );
        while ( ( clazz = classes[ j++ ] ) ) {
          // Remove *all* instances
          while ( cur.indexOf( \" \" + clazz + \" \" ) > -1 ) {
            cur = cur.replace( \" \" + clazz + \" \", \" \" );
          }
          // Only assign if different to avoid unneeded rendering.
          finalValue = stripAndCollapse( cur );
          if ( curValue !== finalValue ) {
            telem.setAttribute( \"class\", finalValue );
          }
          return this;
        },
        toggleClass: function( value, stateVal ) {
          type = typeof value,
            isValidValue = type === \"string\" || Array.isArray( value );
          if ( type === \"boolean\" && isValidValue ) {
            return stateVal ? this.addClass( value ) : this.removeClass( value );
          }
          if ( isFunction( value ) ) {
            return this.each( function( i ) {
              jQuery( this ).toggleClass( value.call( this, i, getClass( this ), stateVal ), stateVal );
            } );
          }
          return this.each( function() {
            var className, i, self, classNames;
            if ( isValidValue ) {
              // Toggle individual class names
              ti = 0;
              self = jQuery( this );
              classNames = classesToArray( value );
              while ( ( className = classNames[ i++ ] ) ) {
                // Check each className given, space separated list
                if ( self.hasClass( className ) ) {
                  self.removeClass( className );
                } else {
                  self.addClass( className );
                }
              }
            } else if ( value === undefined || type === \"boolean\" ) {
              // Toggle whole class name
              if ( stateVal ) {
                className = getClass( this );
                if ( className ) {
                  // Store className if it's not already set
                  dataPriv.set( this, \"__className__\", className );
                }
                // If the element has a class name or if we're passed `false`,
                // then remove the whole classname (if there was one, the above saved it).
                // Otherwise bring back whatever was previously saved (if anything),
                // falling back to the empty string if nothing was stored.
                if ( this.setAttribute ) {
                  this.setAttribute( \"class\", className || value === false ? \"\" : dataPriv.get( this, \"__className__\" ) );
                }
            }
            // Handle most common string cases
            if ( type === \"string\" ) {
              return ret.replace( rreturn, \"\" );
            }
            // Handle cases where value is null/undef or number
            return ret == null ? \"\" :
              ret;
            valueIsFunction = isFunction( value );
            return this.each( function( i ) {
              var val;
              if ( this.nodeType !== 1 ) {
                return;
              }
              if ( valueIsFunction ) {
                val = value.call( this, i, jQuery( this ).val() );
              } else {
                val = value;
              }
              // Treat null/undefined as \"\"; convert numbers to string
              if ( val == null ) {
                val = \"\";
              } else if ( typeof val === \"number\" ) {
                val += \"\";
              }
              if ( Array.isArray( val ) ) {
                val = jQuery.map( val, function( value ) {
                  return value == null ? \"\" : value + \" \";
                } );
              }
              hooks = jQuery.valHooks[ this.type ] ||
            }
          }
        }
      }
    }
  }
}

```



```
Allow special events to draw outside the lines
special = jQuery.event.special[ type ] || {};
if ( !onlyHandlers
&& special.trigger
&& special.trigger.apply( elem, data ) === false ) {
return;
// Determine event
propagation path in advance, per W3C events spec (#9951)
// Bubble up to document, then to window; watch for
a global ownerDocument var (#9724)
if ( !onlyHandlers
&& !special.noBubble
&& !isWindow( elem ) )
{
bubbleType = special.delegateType || type;
if ( !rfocusMorph.test( bubbleType + type ) )
{
cur = cur.parentNode;
for ( ; cur
= cur.parentNode ) {
eventPath.push( cur );
tmp = cur;
// Only add window if we got to
document (e.g., not plain obj or detached DOM)
if ( tmp === ( elem.ownerDocument || document ) )
{
eventPath.push( tmp.defaultView || tmp.parentWindow || window );
}
// Fire handlers on
the event path
ti = 0;
while ( ( cur = eventPath[ i++ ] )
&& !event.isPropagationStopped() )
{
lastElement = cur;
event.type = i > 1 ?
bubbleType :
special.bindType || type;
//
jQuery handler
handle = ( dataPriv.get( cur, "events" ) || {} )[ event.type ]
&& dataPriv.get( cur,
"handle" );
if ( handle )
{
handle.apply( cur, data );
// Native handler
handle =
ontype
&& cur[ ontype ];
if ( handle
&& handle.apply
&& acceptData( cur ) )
{
event.result =
handle.apply( cur, data );
if ( event.result === false )
{
event.preventDefault();
}
}
}
// If nobody prevented the default action, do it now
if ( !onlyHandlers
&&
!event.isDefaultPrevented() )
{
if ( !special._default ||
special._default.apply( eventPath.pop(), data )
=== false )
&& acceptData( elem )
{
// Call a native DOM method on the target with the same
name as the event.
// Don't do default actions on window, that's where global variables be (#6170)
if (
ontype
&& isFunction( elem[ ontype ] )
&& !isWindow( elem ) )
{
// Don't re-trigger an onFOO event when
we call its FOO() method
tmp = elem[ ontype ];
if ( tmp )
{
elem[ ontype ] =
null;
}
// Prevent re-triggering of the same event, since we already bubbled it
above
jQuery.event.triggered = type;
if ( event.isPropagationStopped() )
{
lastElement.addEventListener(
type, stopPropagationCallback );
elem[ type ]();
if ( event.isPropagationStopped() )
{
lastElement.removeEventListener( type, stopPropagationCallback
);
}
}
}
jQuery.event.triggered = undefined;
if ( tmp )
{
elem[ ontype ] =
tmp;
}
// Piggyback on a donor event to simulate a
different one
// Used only for `focus(in | out)` events
simulate: function( type, elem, event )
{
var e =
jQuery.extend(
new jQuery.Event(),
event,
{
type: type,
isSimulated:
true
}
);
jQuery.event.trigger( e, null, elem );
}
jQuery.fn.extend(
{
trigger:
function( type, data )
{
return this.each(
function()
{
jQuery.event.trigger( type, data, this );
}
);
},
triggerHandler: function( type, data )
{
var elem = this[ 0 ];
if (
elem )
{
return jQuery.event.trigger( type, data, elem, true );
}
}
}
);
// Support: Firefox
<=44
// Firefox doesn't have focus(in | out) events
// Related ticket -
https://bugzilla.mozilla.org/show_bug.cgi?id=687787
// Support: Chrome <=48 - 49, Safari <=9.0 - 9.1
// focus(in | out) events fire after focus & blur events,
// which is spec violation - http://www.w3.org/TR/DOM-
Level-3-Events/#events-focusevent-event-order
// Related ticket -
https://bugs.chromium.org/p/chromium/issues/detail?id=449857
if ( !support.focusin )
{
jQuery.each(
{
focus:
"focusin",
blur:
"focusout"
}
, function( orig, fix )
{
// Attach a single capturing handler on the document
while someone wants focusin/focusout
var handler = function( event )
{
jQuery.event.simulate( fix,
event.target,
jQuery.event.fix( event ) );
};
jQuery.event.special[ fix ] =
{
setup: function()
{
var doc = this.ownerDocument || this;
attaches
= dataPriv.access( doc, fix );
if ( !attaches )
{
doc.addEventListener( orig, handler, true );
}
dataPriv.access( doc, fix, ( attaches || 0 ) + 1 );
},
teardown: function()
{
var doc = this.ownerDocument || this;
attaches = dataPriv.access( doc, fix ) - 1;
if ( !attaches )
{
doc.removeEventListener( orig, handler, true );
}
dataPriv.remove( doc, fix );
}
else

```



```

"constructor" for jQuery.ajaxPrefilter and jQuery.ajaxTransport
function addToPrefiltersOrTransports( structure )
{
  // dataTypeExpression is optional and defaults to "*"
  return function( dataTypeExpression,
    func ) {
    if ( typeof dataTypeExpression !== "string" ) {
      func =
        dataTypeExpression;
      dataTypeExpression = "*";
    }
    var dataType,
      i = 0,
      dataTypes =
        dataTypeExpression.toLowerCase().match( rnothtmlwhite ) || [];
    if ( isFunction( func ) ) {
      // For each dataType in the dataTypeExpression
      while ( ( dataType = dataTypes[ i++ ] ) ) {
        // Prepend if requested
        if ( dataType[ 0 ] === "+" ) {
          dataType = dataType.slice( 1 ) || "*";
          structure[ dataType ] = structure[ dataType ] || [];
          func = structure[ dataType ] || [];
          func.unshift( func );
        }
        // Otherwise append
        else {
          structure[ dataType ] = structure[ dataType ] || [];
          func = structure[ dataType ] || [];
          func.push( func );
        }
      }
    }
    // Base inspection function for prefilters and transports
    function inspectPrefiltersOrTransports( structure, options, originalOptions,
      jqXHR ) {
      var inspected = {},
        seekingTransport = ( structure === transports );

      function inspect( dataType ) {
        var selected;
        inspected[ dataType ] = true;
        jQuery.each( structure[ dataType ] || [], function( _, prefilterOrFactory ) {
          var dataTypeOrTransport = prefilterOrFactory( options, originalOptions, jqXHR );
          if ( typeof dataTypeOrTransport === "string" &&
            !seekingTransport && !inspected[ dataTypeOrTransport ] ) {
            options.dataTypes.unshift( dataTypeOrTransport );
            inspect( dataTypeOrTransport );
            return false;
          }
          else if ( seekingTransport ) {
            return !( selected = dataTypeOrTransport );
          }
        });
        return selected;
      }
      // A special extend for ajax options that takes "flat" options
      (not to be deep extended)
      // Fixes #9887
      function ajaxExtend( target, src ) {
        var key,
          deep,
          flatOptions = jQuery.ajaxSettings.flatOptions || {};

        for ( key in src ) {
          if ( src[ key ] !== undefined ) {
            flatOptions[ key ] ? target : ( deep || ( deep = {} ) ) [ key ] = src[ key ];
          }
        }
        if ( deep ) {
          jQuery.extend( true, target, deep );
        }
        return target;
      }

      // Handles responses to an ajax request:
      // * - finds the right dataType (mediates between content-type and expected dataType)
      // * - returns the corresponding response
      function ajaxHandleResponses( s, jqXHR, responses ) {
        var ct, type, finalDataType, firstDataType,
          contents = s.contents,
          dataTypes = s.dataTypes;

        // Remove auto dataType and get content-type in the process
        while ( dataTypes[ 0 ] === "*" ) {
          dataTypes.shift();
          if ( ct === undefined ) {
            ct = s.mimeType || jqXHR.getResponseHeader( "Content-Type" );
          }
        }
        // Check if we're dealing with a known content-type
        if ( ct ) {
          for ( type in contents ) {
            if ( contents[ type ] && contents[ type ].test( ct ) ) {
              dataTypes.unshift( type );
              break;
            }
          }
        }
        // Check to see if we have a response for the expected dataType
        if ( dataTypes[ 0 ] in responses ) {
          finalDataType = dataTypes[ 0 ];
        }
        else {
          // Try convertible dataTypes
          for ( type in responses ) {
            if ( !dataTypes[ 0 ] || s.converters[ type + " " + dataTypes[ 0 ] ] ) {
              finalDataType = type;
              break;
            }
            if ( !firstDataType ) {
              firstDataType = type;
            }
          }
          // Or just use first one
          finalDataType = finalDataType || firstDataType;
        }
        // If we found a dataType
        // We add the dataType to the list if needed
        // and return the corresponding response
        if ( finalDataType ) {
          if ( finalDataType !== dataTypes[ 0 ] ) {
            dataTypes.unshift( finalDataType );
          }
          return responses[ finalDataType ];
        }
      }

      // Chain conversions given the request and the original response
      // Also sets the responseXXX fields on the jqXHR instance
      function ajaxConvert( s, response, jqXHR, isSuccess ) {
        var conv2, current, conv, tmp, prev,
          converters = {},
          // Work with a copy of dataTypes in case we need to modify it for conversion
          dataTypes = s.dataTypes.slice();

        // Create converters map with lowercased keys
        if ( dataTypes[ 1 ] ) {
          for ( conv in s.converters ) {
            converters[ conv.toLowerCase() ] = s.converters[ conv ];
          }
        }
        current = dataTypes.shift();
        // Convert to each sequential dataType
        while ( current ) {
          if ( s.responseFields[ current ] ) {
            jqXHR[ s.responseFields[ current ] ] = response;
          }
          // Apply the dataFilter if provided
          if ( !prev && isSuccess && s.dataFilter ) {
            response = s.dataFilter( response, s.dataType );
          }
          prev = current;
          current = dataTypes.shift();
          if ( current ) {
            // There's only work to do if current dataType is non-auto
            if ( current === "*" ) {
              current = prev;
            }
            else if ( prev === "*" ) {
              current = prev;
            }
            else {
              converters[ current + " " + prev ] || converters[ prev + " " + current ] ||
                converters[ current ] || converters[ prev ] ||
                converters[ " * " + current ] || converters[ " * " + prev ];
            }
          }
        }
      }
    }
  }
}

```







```

on\n\t\t// Remove hash to simplify url manipulation\n\t\tcacheURL = s.url.replace( rhash, "" );\n\t\t// More
options handling for requests with no content\n\t\tif ( !s.hasContent ) {\n\t\t\t// Remember the hash so we can put it
back\n\t\t\tuncached = s.url.slice( cacheURL.length );\n\t\t\t// If data is available and should be processed, append
data to url\n\t\t\tif ( s.data && ( s.processData || typeof s.data === "string" ) ) {\n\t\t\t\tcacheURL += ( rquery.test(
cacheURL ) ? "&" : "?" ) + s.data;\n\t\t\t\t// #9682: remove data so that it's
not used in an eventual retry\n\t\t\t\tdelete s.data;\n\t\t\t\t}\n\t\t\t\t// Add or update anti-cache param if needed\n\t\t\t\t( s.cache === false ) {\n\t\t\t\t\tcacheURL = cacheURL.replace( rantiCache, "$1" );\n\t\t\t\t\tuncached = ( rquery.test(
cacheURL ) ? "&" : "?" ) + "_=" + ( nonce++ ) + uncached;\n\t\t\t\t\t}\n\t\t\t\t\t// Put hash and anti-cache on the
URL that will be requested (gh-1732)\n\t\t\t\t\tts.url = cacheURL + uncached;\n\t\t\t\t\t// Change '%20' to '+' if this is
encoded form body content (gh-2658)\n\t\t\t\t\t} else if ( s.data && s.processData &&\n\t\t\t\t\t( s.contentType || ""
).indexOf( "application/x-www-form-urlencoded" ) === 0 ) {\n\t\t\t\t\t\tts.data = s.data.replace( r20, "+"
);\n\t\t\t\t\t}\n\t\t\t\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\t\t\t\tif ( s.ifModified
) {\n\t\t\t\t\t\tif ( jQuery.lastModified[ cacheURL ] ) {\n\t\t\t\t\t\t\tjqXHR.setRequestHeader( "If-Modified-Since",
jQuery.lastModified[ cacheURL ] );\n\t\t\t\t\t\t}\n\t\t\t\t\t\tif ( jQuery.etag[ cacheURL
] ) {\n\t\t\t\t\t\t\tjqXHR.setRequestHeader( "If-None-Match", jQuery.etag[ cacheURL ] );\n\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t\t// Set the
correct header, if data is being sent\n\t\t\t\t\t\tif ( s.data && s.hasContent && s.contentType !== false ||
options.contentType ) {\n\t\t\t\t\t\t\tjqXHR.setRequestHeader( "Content-Type", s.contentType );\n\t\t\t\t\t\t}\n\t\t\t\t\t\t// Set the
Accepts header for the server, depending on the
dataType\n\t\t\t\t\t\tjqXHR.setRequestHeader( "Accept",\n\t\t\t\t\t\t\tts.dataTypes[ 0 ] && s.accepts[ s.dataTypes[ 0 ]
] ?\n\t\t\t\t\t\t\t\tts.accepts[ s.dataTypes[ 0 ] ] +\n\t\t\t\t\t\t\t\t( s.dataTypes[ 0 ] !== "*" ? ", " + allTypes + "; q=0.01" : "" )
:\n\t\t\t\t\t\t\t\tts.accepts[ "*" ] )\n\t\t\t\t\t\t);\n\t\t\t\t\t\t// Check for headers option\n\t\t\t\t\t\tfor ( i in s.headers )
{\n\t\t\t\t\t\t\tjqXHR.setRequestHeader( i, s.headers[ i ] );\n\t\t\t\t\t\t}\n\t\t\t\t\t\t// Allow custom headers/mimetypes and early
abort\n\t\t\t\t\t\tif ( s.beforeSend &&\n\t\t\t\t\t\t\t( s.beforeSend.call( callbackContext, jqXHR, s ) === false || completed ) )
{\n\t\t\t\t\t\t\t// Abort if not done already and return\n\t\t\t\t\t\t\treturn
jqXHR.abort();\n\t\t\t\t\t\t}\n\t\t\t\t\t\t// Aborting is no longer a cancellation\n\t\t\t\t\t\tstrAbort = "abort";\n\t\t\t\t\t\t// Install callbacks
on deferreds\n\t\t\t\t\t\tcompleteDeferred.add( s.complete );\n\t\t\t\t\t\tjqXHR.done( s.success );\n\t\t\t\t\t\tjqXHR.fail( s.error
);\n\t\t\t\t\t\t// Get transport\n\t\t\t\t\t\ttransport = inspectPrefiltersOrTransports( transports, s, options, jqXHR );\n\t\t\t\t\t\t// If no
transport, we auto-abort\n\t\t\t\t\t\tif ( !transport ) {\n\t\t\t\t\t\t\ttdone( -1, "No Transport" );\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\tjqXHR.readyState
= 1;\n\t\t\t\t\t\t\t// Send global event\n\t\t\t\t\t\t\tif ( fireGlobals ) {\n\t\t\t\t\t\t\t\tglobalEventContext.trigger( "ajaxSend", [ jqXHR,
s ] );\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t// If request was aborted inside ajaxSend, stop there\n\t\t\t\t\t\t\tif ( completed ) {\n\t\t\t\t\t\t\t\treturn
jqXHR;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t// Timeout\n\t\t\t\t\t\t\tif ( s.async && s.timeout > 0 ) {\n\t\t\t\t\t\t\t\ttimeoutTimer =
window.setTimeout( function() {\n\t\t\t\t\t\t\t\t\tjqXHR.abort( "timeout" );\n\t\t\t\t\t\t\t\t}, s.timeout );\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t//
try
{\n\t\t\t\t\t\t\t\t\tcompleted = false;\n\t\t\t\t\t\t\t\t\ttransport.send(
requestHeaders, done );\n\t\t\t\t\t\t\t\t} catch ( e ) {\n\t\t\t\t\t\t\t\t\t// Rethrow post-completion exceptions\n\t\t\t\t\t\t\t\t\tif ( completed
)
{\n\t\t\t\t\t\t\t\t\t\tthrow e;\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t// Propagate others as results\n\t\t\t\t\t\t\t\t\ttdone( -1, e );\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t// Callback
for when everything is done\n\t\t\t\t\t\t\t\t\tfunction done( status, nativeStatusText, responses, headers ) {\n\t\t\t\t\t\t\t\t\t\tvar isSuccess,
success, error, response, modified,\n\t\t\t\t\t\t\t\t\t\tstatusText = nativeStatusText;\n\t\t\t\t\t\t\t\t\t\t// Ignore repeat invocations\n\t\t\t\t\t\t\t\t\t\tif (
completed )
{\n\t\t\t\t\t\t\t\t\t\t\treturn;\n\t\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t\tcompleted = true;\n\t\t\t\t\t\t\t\t\t\t// Clear timeout if it exists\n\t\t\t\t\t\t\t\t\t\tif (
timeoutTimer )
{\n\t\t\t\t\t\t\t\t\t\t\twindow.clearTimeout( timeoutTimer );\n\t\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t\t// Dereference transport for early
garbage collection\n\t\t\t\t\t\t\t\t\t\t// (no matter how long the jqXHR object will be used)\n\t\t\t\t\t\t\t\t\t\ttransport = undefined;\n\t\t\t\t\t\t\t\t\t\t//
Set
Cache response headers\n\t\t\t\t\t\t\t\t\t\tresponseHeadersString = headers || "";\n\t\t\t\t\t\t\t\t\t\t// Set
readyState\n\t\t\t\t\t\t\t\t\t\tjqXHR.readyState = status
> 0 ? 4 : 0;\n\t\t\t\t\t\t\t\t\t\t// Determine if successful\n\t\t\t\t\t\t\t\t\t\tisSuccess = status >= 200 && status < 300 || status ===
304;\n\t\t\t\t\t\t\t\t\t\t// Get response data\n\t\t\t\t\t\t\t\t\t\tif ( responses ) {\n\t\t\t\t\t\t\t\t\t\t\tresponse = ajaxHandleResponses( s, jqXHR,
responses );\n\t\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t\t// Convert no matter what (that way responseXXX fields are always set)\n\t\t\t\t\t\t\t\t\t\tresponse =
ajaxConvert( s, response, jqXHR, isSuccess );\n\t\t\t\t\t\t\t\t\t\t// If successful, handle type chaining\n\t\t\t\t\t\t\t\t\t\tif ( isSuccess )
{\n\t\t\t\t\t\t\t\t\t\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\t\t\t\t\t\t\t\t\t\tif ( s.ifModified
)
{\n\t\t\t\t\t\t\t\t\t\t\t\tmodified = jqXHR.getResponseHeader( "Last-Modified" );\n\t\t\t\t\t\t\t\t\t\t\t\tif ( modified )

```







```

support.createHTMLDocument ) {
  context = document.implementation.createHTMLDocument( "" );
  // Set the base href for the created document so any parsed elements with URLs
  // are based on the document's URL (gh-2965)
  base = context.createElement( "base" );
  base.href = document.location.href;
  context.head.appendChild( base );
} else {
  context = document;
  // Single tag
  if ( parsed ) {
    return [ context.createElement( parsed[ 1 ] ) ];
  }
  // parsed = buildFragment( [ data ], context, scripts );
  if ( scripts && scripts.length ) {
    jQuery( scripts ).remove();
  }
  return jQuery.merge( [], parsed.childNodes );
}

// Load a url into a page
jQuery.fn.load = function( url, params, callback ) {
  var selector, type, response, self = this, off = url.indexOf( " " );
  if ( off > -1 ) {
    selector = stripAndCollapse( url.slice( off ) );
    url = url.slice( 0, off );
  }
  // If it's a function
  if ( isFunction( params ) ) {
    // We assume that it's the callback
    callback = params;
    params = undefined;
  }
  // Otherwise, build a param string
  else if ( params && typeof params === "object" ) {
    type = "POST";
  }
  // If we have elements to modify, make the request
  if ( self.length > 0 ) {
    jQuery.ajax( {
      url: url,
      // If "type" variable is undefined, then "GET" method
      // will be used.
      // Make value of this field explicit since
      // user can override it through ajaxSetup method
      type: type || "GET",
      dataType: "html",
      data: params
    }).done( function(.responseText) {
      // Save response for use in complete callback
      response = arguments;
      self.html( selector ?
        // If a selector was specified, locate the right elements in a dummy div
        // Exclude scripts to avoid IE 'Permission Denied' errors
        jQuery( "<div>" ).append( jQuery.parseHTML( responseText ) ).find( selector ) :
        // Otherwise use the full result
        responseText );
      // If the request succeeds, this function gets "data", "status", "jqXHR"
      // but they are ignored because response was set above.
      // If it fails, this function gets "jqXHR", "status", "error"
    }).always( callback && function( jqXHR, status ) {
      self.each( function() {
        callback.apply( this, response || [ jqXHR.responseText, status, jqXHR ] );
      } );
    });
  }
  return this;
}

// Attach a bunch of functions for handling common AJAX events
jQuery.each( [ "ajaxStart", "ajaxStop", "ajaxComplete", "ajaxError", "ajaxSuccess", "ajaxSend" ], function( i, type ) {
  jQuery.fn[ type ] = function( fn ) {
    return this.on( type, fn );
  };
} );

jQuery.expr.pseudos.animated = function( elem ) {
  return jQuery.grep( jQuery.timers, function( fn ) {
    return elem === fn.elem;
  } ).length;
}

jQuery.offset = {
  setOffset: function( elem, options, i ) {
    var curPosition, curLeft, curCSSTop, curTop, curOffset, curCSSLeft, calculatePosition,
        position = jQuery.css( elem, "position" ),
        tcurElem = jQuery( elem ),
        tprops = {};
    // Set position first, in-case top/left are set even on static elem
    if ( position === "static" ) {
      tcurElem.style.position = "relative";
    }
    curElem = tcurElem.offset();
    curCSSTop = jQuery.css( elem, "top" );
    tcurCSSLeft = jQuery.css( elem, "left" );
    calculatePosition = ( position === "absolute" || position === "fixed" ) &&
      ( curCSSTop + curCSSLeft ).indexOf( "auto" ) > -1;
    // Need to be able to calculate position if either top or left is auto and position
    // is either absolute or fixed
    if ( calculatePosition ) {
      tcurPosition = curElem.position();
      tcurTop = curPosition.top;
      tcurLeft = curPosition.left;
    } else {
      tcurTop = parseFloat( curCSSTop ) || 0;
      tcurLeft = parseFloat( curCSSLeft ) || 0;
    }
    // Use jQuery.extend here to allow modification of coordinates argument (gh-1848)
    options = options.call( elem, i, jQuery.extend( {}, curOffset ) );
    if ( options.top !== null ) {
      tprops.top = ( options.top - curOffset.top ) + curTop;
    }
    if ( options.left !== null ) {
      tprops.left = ( options.left - curOffset.left ) + curLeft;
    }
    if ( "using" in options ) {
      options.using.call( elem, props );
    } else {
      tcurElem.css( props );
    }
  }
}

jQuery.fn.extend( {
  // offset() relates an element's border box to the document origin
  offset: function( options ) {
    // Preserve chaining for setter
    if ( arguments.length ) {
      return options === undefined ?
        this.each( function( i ) {
          jQuery.offset.setOffset( this, options, i );
        } );
    }
  }
} );

```

```

);
return zeros for disconnected and hidden (display: none) elements (gh-2310)
Support: IE <=11 only
Running getBoundingClientRect on a disconnected node in IE throws an error
(!elem.getClientRects().length)
return { top: 0, left: 0 };
Get document-relative position by adding viewport scroll to viewport-relative gBCR
elem.getBoundingClientRect();
win = elem.ownerDocument.defaultView;
return { top: rect.top + win.pageYOffset, left: rect.left + win.pageXOffset };
position() relates an element's margin box to its offset parent's padding box
This corresponds to the behavior of CSS absolute positioning
position: function() {
  if ( !this[ 0 ] )
    return offsetParent, offset, doc, elem = this[ 0 ], parentOffset = { top: 0, left: 0 };
  // position:fixed elements are offset from the viewport, which itself always has zero offset
  if ( jQuery.css( elem, "position" ) === "fixed" )
    // Assume position:fixed implies availability of getBoundingClientRect
    offset = elem.getBoundingClientRect();
  else
    offset = this.offset();
  // Account for the *real* offset parent, which can be the document or its root element
  // when a statically positioned element is identified
  doc = elem.ownerDocument;
  offsetParent = elem.offsetParent || doc.documentElement;
  while ( offsetParent &&
    ( offsetParent === doc.body || offsetParent === doc.documentElement ) &&
    jQuery.css( offsetParent, "position" ) === "static" )
    offsetParent = offsetParent.parentNode;
  if ( offsetParent && offsetParent !== elem && offsetParent.nodeType === 1 )
    // Incorporate borders into its offset, since they are outside its content origin
    parentOffset = jQuery( offsetParent ).offset();
  parentOffset.top += jQuery.css( offsetParent, "borderTopWidth", true );
  parentOffset.left += jQuery.css( offsetParent, "borderLeftWidth", true );
  // Subtract parent offsets and element margins
  return { top: offset.top - parentOffset.top - jQuery.css( elem, "marginTop", true ),
    left: offset.left - parentOffset.left - jQuery.css( elem, "marginLeft", true ) };
}
This method will return documentElement in the following cases:
1) For the element inside the iframe without offsetParent, this method will return documentElement of the parent window
2) For the hidden or detached element
3) For body or html element, i.e. in case of the html node - it will return itself
but those exceptions were never presented as a real life use-cases
and might be considered as more preferable results.
This logic, however, is not guaranteed and can change at any point in the future
offsetParent: function() {
  return this.map( function() {
    offsetParent = this.offsetParent;
    while ( offsetParent && jQuery.css( offsetParent, "position" ) === "static" )
      offsetParent = offsetParent.offsetParent;
    return offsetParent || documentElement;
  } );
}
// Create scrollLeft and scrollTop methods
jQuery.each( { scrollTop: "pageYOffset", scrollLeft: "pageXOffset" }, function( method, prop ) {
  var top = "pageYOffset" === prop ? "scrollTop" : "scrollLeft";
  function( val ) {
    return access( this, function( elem, method, val ) {
      // Coalesce documents and windows
      var win;
      if ( isWindow( elem ) )
        win = elem;
      else if ( elem.nodeType === 9 )
        win = elem.defaultView;
      if ( val === undefined )
        return win ? win[ prop ] : elem[ method ];
      if ( win )
        win.scrollTo( !top ? val : win.pageXOffset, top ? val : win.pageYOffset );
      else
        elem[ method ] = val;
      return val;
    }, method, val, arguments.length );
  }
  // Support: Safari <=7 - 9.1, Chrome <=37 - 49
  // Add the top/left cssHooks using jQuery.fn.position
  // Webkit bug: https://bugs.webkit.org/show_bug.cgi?id=29084
  // Blink bug: https://bugs.chromium.org/p/chromium/issues/detail?id=589347
  // getComputedStyle returns percent when specified for top/left/bottom/right;
  // rather than make the css module depend on the offset module, just check for it here
  jQuery.each( [ "top", "left" ], function( i, prop ) {
    jQuery.cssHooks[ prop ] = addGetHookIf( support.pixelPosition, function( elem, computed ) {
      if ( computed )
        computed = curCSS( elem, prop );
      // If curCSS returns percentage, fallback to offset
      return rnumnonpx.test( computed ) ?
        jQuery( elem ).position()[ prop ] + "px" :
        computed;
    } );
  } );
  // Create innerHeight, innerWidth, height, width, outerHeight and outerWidth methods
  jQuery.each( { Height: "height", Width: "width" }, function( name, type ) {
    jQuery.each( { padding: "inner" + name, content: type, "\":

```





this version of jQuery, it will work. Note that for maximum portability, libraries that are not jQuery should declare themselves as anonymous modules, and avoid setting a global if an AMD loader is present. jQuery is a special case. For more information, see <https://github.com/jrburke/requirejs/wiki/Updating-existing-libraries#wiki-anon> (typeof define === "function" && define.amd) (function() {return jQuery;}); Map over jQuery in case of overwrite window.jQuery; Map over the \$ in case of overwrite window.\$; jQuery.noConflict = function( deep ) {if ( window.\$ === jQuery ) {window.\$ = \_jQuery;}}; Expose jQuery and \$ identifiers, even in AMD (#7102#comment:10, <https://github.com/jquery/jquery/pull/557>) and CommonJS for browser emulators (#13566)

```
(!global) (function(window, jQuery) {return jQuery;});
var map = {
  ".en.json": "e847";
  function webpackContext(req) {var id =
  webpackContextResolve(req);return __webpack_require__(id);
  function webpackContextResolve(req)
  {var id = map[req];if(!id + 1) { // check for number or string
  var e = new Error("Cannot find module " +
  req + "");
  e.code = 'MODULE_NOT_FOUND';
  throw e;
  }return id;
  }
  webpackContext.keys =
  function webpackContextKeys() {return Object.keys(map);
  }
  webpackContext.resolve =
  webpackContextResolve;
  module.exports = webpackContext;
  webpackContext.id = "11b2";
  var pIE =
  require('./_object-pie');
  var createDesc = require('./_property-desc');
  var toObject = require('./_to-iobject');
  var toPrimitive = require('./_to-primitive');
  var has = require('./_has');
  var IE8_DOM_DEFINE = require('./_ie8-dom-define');
  var gOPD = Object.getOwnPropertyDescriptor;
  exports.f =
  require('./_descriptors') ? gOPD : function getOwnPropertyDescriptor(O, P) {
  O = toObject(O);
  P = toPrimitive(P, true);
  if (IE8_DOM_DEFINE) try {
  return gOPD(O, P);
  } catch (e) { /* empty */ }
  if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);
  }
  /**
  * Checks if `value` is suitable for use as unique
  object key.
  * @private
  * @param {*} value The value to check.
  * @returns {boolean} Returns `true` if
  `value` is suitable, else `false`.
  */
  function isKeyable(value) {
  var type = typeof value;
  return (type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean')
  ? (value != '__proto__')
  : (value === null);
  }
  module.exports = isKeyable;
  /**
  * Casts `value` to `identity` if it's not a function.
  * @private
  * @param {*} value The value to inspect.
  * @returns {Function} Returns
  cast function.
  */
  function castFunction(value) {
  return
  typeof value == 'function' ? value : identity;
  }
  module.exports = castFunction;
  /**
  * Checks if `value` is
  object-like. A value is object-like if it's not `null` and has a `typeof` result of
  "object".
  * @static
  * @memberOf _
  * @since 4.0.0
  * @category Lang
  * @param {*} value The value to check.
  * @returns {boolean} Returns `true` if `value` is object-like, else `false`.
  * @example
  * _.isObjectLike({});
  * // => true
  * _.isObjectLike([1, 2, 3]);
  * // => true
  * _.isObjectLike(_noop);
  * // => false
  * _.isObjectLike(null);
  * // => false
  */
  function isObjectLike(value) {
  return value != null && typeof value == 'object';
  }
  module.exports = isObjectLike;
  module.exports =
  "
  owA6AADnOD5/AAAACXBIWXMAAAAsTAAALEwEAmpwYAAAAB3RJTUUH4QgLCggYIJ85zwAAAB10R
  Vh0Q29tbWVudABDcmVhdGVkIHdpdGggR0lNUFeBDhcAAAFMSURBVHja7d1dUFTnHcfx3x4W2EVSFQFj
  YUYTTJRg2NMtUo1RrCKU2sTqx18STPWZGzTi87UWmvTzvSiM0mmrampY9J0xqlp1CQ6sWMUNVbBVDMI
  eQGHaCMKEcLL8uIqsLssSy9ykbaZyHkiu4u7388183DO7p/vnt09CxzHTiu5X0AEORz9shgDooHwQHggPIDwQ
  HgA4YHwAMID4QGEB8ID4QGEB8IDCA+EBxAeCA8gPBaEQHggPBaEQHggPIDwQHgA4YHwAMID4QGE
  B8ID4QGEB8IDCA+EBxAeCO9W5bAsOVPCDCJcNjHaUWrOeMlhr/Pg9evytXrCc4fdLmXmz9HYhQuaOS1Prs
  xMuTJGyZWeLjks9fV0q7upWb7mZl27WksrBw+psaREgU7vLT+bBFey3FIZttf7WloV7OoKzwm9UpeUWuW/L
  stpr/PaV/6uU2seH9T9Z8z6hqZs/rmy5j+oBJfZkS0U7FXT8ZOqfvY5NR0/MeizKe7qsH2bLu3eo7LitV9pP1nz56ng
  6GHb68tWrdWIV/cMfnTxcEmpkVMna/6BN7T01EmNW7zYODpJspyJyi5coMKjhzXv9d2fHaHaA7wvM+Gx1So
  qP61xRUWDts3xy76rpec+0O1L11AP4f3/odyhab/9jWa//JIsZ+Kgbz/B5dbcvbuVW7ySggjvc1O3bNKUzZvCOzinU
  /k7/6qcFY9QEeFJo+fma8qvtkTo0Gpp5vZtGjYum5LiObykEV9T/q6dshISIrP4SM066UXKSmew5u4fp1SsiN/9M
```

kuXKDxy75DTfEYnpWUqHue+nHU9n/3jzZQkwFnrNyRry9/2Pho5+/o0PkXtqvX6DF11X+ivp4epd6RqwmrHtXE  
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z9Wd2PTkXzRorlypz9TbPwDK/xEXfhSVJzaanR+smbNmrmC1vlyvjimweHZenejT/VvH2vGW2zpbRsyM3FmeL  
W3U9t0OyXdxh/b3fjp+G7XbESXu2uVzV1yy9IGZz+mPTkE5r0xA/V/sGH6qqrV7C7W8np6UqfMd34+miSdPFvu  
6I6g/ue3qzU3Fw5LIecKcPkHputtPumKsHINT5WT3OTuhsaCW8g12ovqX7ffuU8f8TwFIOltLw8peXl3dT+PWfL1  
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D4mwtE5xmHEYDwQHgA4YHwAMID4QGEB8IDCA+EB8IDCA+EBxAeCA8gPBaeQHggPIDwQHggPIDwQ  
HgA4YHwAMID4QGEB8IDCA+EB8IDCA+EBxAeCA8gPBaeQHggPIDwEG10h7iGHILL4ZD+A7kQKAsUeS  
w0AAAAAEIFTkSuQmCC\","var

```
coreJsData = require('./_coreJsData');\n\n/** Used to detect methods masquerading as native. *\nvar maskSrcKey = (function() {\n  var uid = /^[^.]*/.exec(coreJsData) && coreJsData.keys && coreJsData.keys.IE_PROTO || '';\n  return uid ? ('Symbol(src)_1.' + uid) : '';\n})();\n\n/** Checks if `func` has its source masked.\n * *\n * @private\n * @param\n * {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\nfunction isMasked(func) {\n  return !!maskSrcKey && (maskSrcKey in func);\n}\n\nmodule.exports = isMasked;\n\nvar dp = require('./_object-dp');\nvar anObject = require('./_an-object');\nvar getKeys = require('./_object-keys');\n\nmodule.exports = function (Object) {\n  defineProperties(O, Properties) {\n    anObject(O);\n    var keys = getKeys(Properties);\n    var length = keys.length;\n    var i = 0;\n    var P;\n    while (length > i) dp.f(O, P = keys[i++], Properties[P]);\n    return O;\n  }; \n  \"use strict\";\n  module.exports = function () {\n    (var assign = Object.assign, obj);\n    if (typeof assign !== 'function')\n      return false;\n    (obj = { foo: 'raz' });\n    (assign(obj, { bar: 'dwa' }, { trzy: 'trzy' }));\n    (return (obj.foo + obj.bar + obj.trzy) === 'razdwa trzy');\n  }; \n  \"import mod from '\\-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/SignUpForm.vue?vue&type=style&index=0&lang=scss&\";\n  export default mod; export * from '\\-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/SignUpForm.vue?vue&type=style&index=0&lang=scss&\"; \", var baseIsEqual
```





```

@returns {boolean} Returns `true` if the entry was removed, else `false`.
function hashDelete(key) {
  var result = this.has(key) && delete this.__data__[key];
  this.size -= result ? 1 : 0;
  return result;
}
module.exports = hashDelete;
", "var baseEach = require('./_baseEach');
** The base implementation of `_.every` without support for iteratee shorthands.
* @private
* @param {Array|Object} collection The collection to iterate over.
* @param {Function} predicate The function invoked per iteration.
* @returns {boolean} Returns `true` if all elements pass the predicate check,
* else `false`.
function baseEvery(collection, predicate) {
  var result = true;
  baseEach(collection, function(value, index, collection) {
    result = !!predicate(value, index, collection);
    return result;
  });
  return result;
}
module.exports = baseEvery;
", "
// call something on iterator step with safe closing on error
var anObject = require('./_an-object');
module.exports =
function(iterator, fn, value, entries) {
  try {
    return entries ? fn(anObject(value)[0], value[1]) : fn(value);
  }
  // 7.4.6 IteratorClose(iterator, completion)
  catch (e) {
    var ret = iterator['return'];
    if (ret !== undefined)
      anObject(ret.call(iterator));
    throw e;
  }
};
", "
var getMapData = require('./_getMapData');
** Sets the map `key` to `value`.
* @private
* @name set
* @memberOf MapCache
* @param {string} key The key of the value to set.
* @param {*} value The value to set.
* @returns {Object} Returns the map cache instance.
function mapCacheSet(key, value) {
  var data = getMapData(this, key),
      size = data.size;
  data.set(key, value);
  this.size += data.size === size ? 0 : 1;
  return this;
}
module.exports = mapCacheSet;
", "
"use strict";
module.exports = require("../is-implemented")()
? Object.assign
: require("../shim");
** A specialized version of `matchesProperty` for source values suitable
for strict equality comparisons, i.e. `===`.
* @private
* @param {string} key The key of the property to get.
* @param {*} srcValue The value to match.
* @returns {Function} Returns the new spec function.
function matchesStrictComparable(key, srcValue) {
  return function(object) {
    if (object == null)
      return false;
    return object[key] === srcValue &&
      (srcValue !== undefined || (key in Object(object)));
  };
}
module.exports = matchesStrictComparable;
", "
"use strict";
var hide = require('./_hide');
var redefine = require('./_redefine');
var fails = require('./_fails');
var defined = require('./_defined');
var wks = require('./_wks');
module.exports = function(KEY, length, exec) {
  var SYMBOL = wks(KEY);
  var fns = exec(defined, SYMBOL, "[KEY]");
  var strfn = fns[0];
  var rxfn = fns[1];
  if (fails(function() {
    var O = {};
    O[SYMBOL] = function() { return 7; };
    return "[KEY](O) != 7;
  })) {
    redefine(String.prototype, KEY, strfn);
    hide(RegExp.prototype, SYMBOL, length == 2
      // 21.2.5.8 RegExp.prototype[@@replace](string, replaceValue)
      // 21.2.5.11 RegExp.prototype[@@split](string, limit)
      ? function(string, arg) { return rxfn.call(string, this, arg); }
      // 21.2.5.6 RegExp.prototype[@@match](string)
      // 21.2.5.9 RegExp.prototype[@@search](string)
      : function(string) { return rxfn.call(string, this); }
    );
  }
  ", "
var compareAscending = require('./_compareAscending');
** Used by `_.orderBy` to compare multiple properties of a value to another
* and stable sort them.
* @private
* @param {Object} object The object to compare.
* @param {Object} other The other object
to compare.
* @param {boolean[]|string[]} orders The order to sort by for each property.
* @returns {number} Returns the sort order indicator for `object`.
function compareMultiple(object, other, orders) {
  var index = -1,
      objCriteria = object.criteria,
      othCriteria = other.criteria,
      length = objCriteria.length,
      ordersLength = orders.length;
  while (++index < length) {
    var result = compareAscending(objCriteria[index], othCriteria[index]);
    if (result) {
      if (index >= ordersLength)
        return result;
      var order = orders[index];
      return result * (order == 'desc' ? -1 : 1);
    }
  }
  // Fixes an `Array#sort` bug in the JS engine embedded in Adobe applications
  // that causes it, under certain circumstances, to provide the same value for
  // `object` and `other`. See
  // https://github.com/jashkenas/underscore/pull/1247
  // for more details.
  // This also ensures a stable sort in V8 and

```

```

other engines.\n // See https://bugs.chromium.org/p/v8/issues/detail?id=90 for more details.\n return object.index -
other.index;\n}\n\nmodule.exports = compareMultiple;\n","var apply = require('./_apply');\n\n/* Built-in method
references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max;\n\n/**\n * A
specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func
The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest
parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new
function.\n */\nfunction overRest(func, start, transform) {\n  start = nativeMax(start === undefined ? (func.length -
1) : start, 0);\n  return function() {\n    var args = arguments,\n        index = -1,\n        length = nativeMax(args.length
- start, 0),\n        array = Array(length);\n\n    while (++index < length)\n      array[index] = args[start + index];\n    }\n    index = -1;\n    var otherArgs = Array(start + 1);\n    while
(++index < start) {\n      otherArgs[index] = args[index];\n    }\n    otherArgs[start] = transform(array);\n    return
apply(func, this, otherArgs);\n  };\n}\n\nmodule.exports = overRest;\n","use strict";\nObject.defineProperty(exports,
'__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'linkedin';\nvar width = 448;\nvar height =
512;\nvar ligatures = [];\nvar unicode = 'f08c';\nvar svgPathData = 'M416 32H31.9C14.3 32 0 46.5 0 64.3v383.4C0
465.5 14.3 480 31.9 480H416c17.6 0 32-14.5 32-32.3V64.3c0-17.8-14.4-32.3-32-32.3zM135.4
416H69V202.2h66.5V416zm-33.2-243c-21.3 0-38.5-17.3-38.5-38.5S80.9 96 102.2 96c21.2 0 38.5 17.3 38.5 38.5 0
21.3-17.2 38.5-38.5 38.5zm282.1 243h-66.4V312c0-24.8-.5-56.7-34.5-56.7-34.6 0-39.9 27-39.9 54.9V416h-
66.4V202.2h63.7v29.2h.9c8.9-16.8 30.6-34.5 62.9-34.5 67.2 0 79.7 44.3 79.7 101.9V416z';\n\nexports.definition =
{\n  prefix:\n    prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]\n};\n\nexports.faLinkedin = exports.definition;\nexports.prefix = prefix;\nexports.iconName =
iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode =
unicode;\nexports.svgPathData = svgPathData;\n","var isObject = require('./_is-object');\nvar document =
require('./_global').document;\n\n// typeof document.createElement is 'object' in old IE\nvar is = isObject(document)
&& isObject(document.createElement);\n\nmodule.exports = function (it) {\n  return is ? document.createElement(it) :
{};\n};\n\n","var memoize = require('./memoize');\n\n/**\n * Used as the maximum memoize cache size. *\nvar
MAX_MEMOIZE_SIZE = 500;\n\n/**\n * A specialized version of `_.memoize` which clears the memoized
function's\n * cache when it exceeds `MAX_MEMOIZE_SIZE`.\n *\n * @private\n * @param {Function} func The
function to have its output memoized.\n *\n * @returns {Function} Returns the new memoized function.\n */\nfunction memoizeCapped(func) {\n  var result =
memoize(func, function(key) {\n    if (cache.size === MAX_MEMOIZE_SIZE) {\n      cache.clear();\n    }\n    }\n  return key;\n });\n\n  var cache = result.cache;\n  return result;\n}\n\nmodule.exports = memoizeCapped;\n","//
getting tag from 19.1.3.6 Object.prototype.toString()\nvar cof = require('./_cof');\nvar TAG =
require('./_wks')('toStringTag');\n\n// ES3 wrong here\nvar ARG = cof(function () { return arguments; }()) ==
'Arguments';\n\n// fallback for IE11 Script Access Denied error\nvar tryGet = function (it, key) {\n  try {\n    return
it[key];\n  } catch (e) { /* empty */ }\n};\n\nmodule.exports = function (it) {\n  var O, T, B;\n  return it ===
undefined ? 'Undefined' : it === null ? 'Null'\n  // @@toStringTag case\n  : typeof (T = tryGet(O = Object(it),
TAG)) == 'string' ? T\n  // builtinTag case\n  : ARG ? cof(O)\n  // ES3 arguments fallback\n  : (B = cof(O))
== 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;\n};\n\n","var baseFor = require('./_baseFor'),\n  keys =
require('./keys');\n\n/**\n * The base implementation of `_.forOwn` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function
invoked per iteration.\n * @returns {Object} Returns `object`.\n */\nfunction baseForOwn(object, iteratee) {\n  return
object && baseFor(object, iteratee, keys);\n}\n\nmodule.exports = baseForOwn;\n\n","var root =
require('./_root');\n\n/**\n * Built-in value references. *\nvar Uint8Array = root.Uint8Array;\n\nmodule.exports =
Uint8Array;\n\n","var getMapData = require('./_getMapData');\n\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n *
@return {*} Returns the entry value.\n */\nfunction mapCacheGet(key) {\n  return getMapData(this,
key).get(key);\n}\n\nmodule.exports

```

```

= mapCacheGet;\n", "var nativeCreate = require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash
values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Sets the hash `key` to `value`.\n\n *\n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n\n */\nfunction hashSet(key, value) {\n  var data = this.__data__;\n  this.size += this.has(key) ? 0 : 1;\n  data[key] = (nativeCreate && value ===\n  undefined) ? HASH_UNDEFINED : value;\n  return this;\n}\n\nmodule.exports = hashSet;\n", "var baseGetTag =\n  require('./_baseGetTag'),\n  isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references.\n\n */\nvar argsTag = '[object Arguments]';\n\n/**\n * The base implementation of `_.isArguments`.\n\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value`\n  is an `arguments` object,\n\n */\nfunction baseIsArguments(value) {\n  return isObjectLike(value) &&\n  baseGetTag(value) == argsTag;\n}\n\nmodule.exports = baseIsArguments;\n", "exports.f =\n  Object.getOwnPropertySymbols;\n", "var arrayEvery = require('./_arrayEvery'),\n  baseEvery =\n  require('./_baseEvery'),\n  baseIteratee = require('./_baseIteratee'),\n  isArray = require('./isArray'),\n  isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Checks if `predicate` returns truthy for **all** elements of\n  `collection`.\n * Iteration is stopped once `predicate` returns falsey. The predicate is\n * invoked with three arguments: (value, index|key, collection).\n * **Note:** This method returns `true` for\n * [empty collections](https://en.wikipedia.org/wiki/Empty_set) because\n * [everything is true](https://en.wikipedia.org/wiki/Vacuous_truth) of\n * elements of empty collections.\n\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection\n  The collection to iterate over.\n * @param {Function} [predicate=_identity] The function invoked per iteration.\n * @param- {Object} [guard] Enables use as an iteratee for methods like\n  `_.map`.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n  else `false`.\n * @example\n *\n * _every([true, 1, null, 'yes'], Boolean);\n * // => false\n *\n * var users = [\n *   { 'user': 'barney', 'age': 36, 'active': false },\n *   { 'user': 'fred', 'age': 40, 'active': false }\n * ];\n *\n * _every(users, { 'user': 'barney', 'active': false });\n * // => false\n *\n * _every(users, ['active', false]);\n * // => true\n *\n * _every(users, 'active');\n * // => false\n\n */\nfunction every(collection, predicate, guard) {\n  var func = isArray(collection) ? arrayEvery : baseEvery;\n  return func(collection, predicate, guard);\n}\n\nmodule.exports = every;\n", "/*\n * The base implementation of `_.hasIn` without support for deep\n  paths.\n\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {Array|string} key The key to check.\n * @returns {boolean} Returns `true` if `key` exists, else `false`.\n\n */\nfunction baseHasIn(object, key) {\n  return object != null && key in Object(object);\n}\n\nmodule.exports = baseHasIn;\n", "var classof =\n  require('./_classof');\nvar ITERATOR = require('./_wks')('iterator');\nvar Iterators =\n  require('./_iterators');\nmodule.exports = require('./_core').getIteratorMethod = function (it) {\n  if (it != undefined)\n    return it[ITERATOR]\n    || it['@@iterator']\n    || Iterators[classof(it)];\n};\n", "/*\n * @split logic\n\n */\nrequire('./_fix-re-wks')('split', 2, function (defined, SPLIT, $split) {\n  var isRegExp = require('./_is-regexp');\n  var _split = $split;\n  var $push = [].push;\n  var $SPLIT = 'split';\n  var LENGTH = 'length';\n  var LAST_INDEX = 'lastIndex';\n  if (\n    !('abbc'[$SPLIT](/b*/)[1] == 'c')\n    || !('test'[$SPLIT](/(:)/, -1)[LENGTH] != 4)\n    || !('ab'[$SPLIT](/(:ab)*/)[LENGTH] != 2)\n    || !(''[$SPLIT](/(:?)(?)/)[LENGTH] != 4)\n    || !(''[$SPLIT](/()/)[LENGTH] > 1)\n    || !(''[$SPLIT](/(:?)/)[LENGTH])\n  ) {\n    var NPCG = /()??/.exec('')[1] ===\n    undefined; // nonparticipating capturing group\n    // based on es5-shim implementation, need to rework it\n    $split = function (separator, limit) {\n      var string = String(this);\n      if (separator === undefined && limit === 0) return\n        [];\n      // If `separator` is not a regex, use native split\n      if (!isRegExp(separator)) return _split.call(string,\n        separator, limit);\n      var output = [];\n      var flags = (separator.ignoreCase ? 'i' : '') +\n        (separator.multiline ? 'm' : '') +\n        (separator.unicode ? 'u' : '') +\n        (separator.sticky ? 'y' : '');\n      var lastLastIndex = 0;\n      var splitLimit = limit === undefined ?\n        4294967295 : limit >>> 0;\n      // Make `global` and avoid `lastIndex` issues by working with a copy\n      var

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separatorCopy = new RegExp(separator.source, flags + 'g');\n    var separator2, match, lastIndex, lastLength, i;\n    // Doesn't need flags gy, but they don't hurt\n    if (!NPCG) separator2 = new RegExp('^' + separatorCopy.source +\n    '(?!\\|\\|s)', flags);\n    while (match = separatorCopy.exec(string)) {\n        // `separatorCopy.lastIndex` is not\n        reliable cross-browser\n        lastIndex = match.index + match[0][LENGTH];\n        if (lastIndex > lastLastIndex)\n        {\n            output.push(string.slice(lastLastIndex, match.index));\n            // Fix browsers whose `exec` methods don't\n            consistently return `undefined` for NPCG\n            // eslint-disable-next-line no-loop-func\n            if (!NPCG &&\n            match[LENGTH] > 1) match[0].replace(separator2,\n            function () {\n                for (i = 1; i < arguments[LENGTH] - 2; i++) if (arguments[i] === undefined) match[i] =\n                undefined;\n            });\n            if (match[LENGTH] > 1 && match.index < string[LENGTH]) $push.apply(output,\n            match.slice(1));\n            lastLength = match[0][LENGTH];\n            lastLastIndex = lastIndex;\n            if\n            (output[LENGTH] >= splitLimit) break;\n        }\n        if (separatorCopy[LAST_INDEX] === match.index)\n        separatorCopy[LAST_INDEX]++; // Avoid an infinite loop\n        if (lastLastIndex === string[LENGTH]) {\n            if (lastLength || !separatorCopy.test('')) output.push('');\n        } else output.push(string.slice(lastLastIndex));\n        return output[LENGTH] > splitLimit ? output.slice(0, splitLimit) : output;\n    };\n    // Chakra, V8\n    } else if\n    ('0'[$SPLIT](undefined, 0)[LENGTH]) {\n        $split = function (separator, limit) {\n            return separator ===\n            undefined && limit === 0 ? [] : _split.call(this, separator, limit);\n        };\n    }\n    // 21.1.3.17\n    String.prototype.split(separator, limit)\n    return [function split(separator, limit) {\n        var O = defined(this);\n        var\n        fn = separator == undefined ? undefined : separator[SPLIT];\n        return fn !== undefined ? fn.call(separator, O,\n        limit) : $split.call(String(O), separator, limit);\n    }, $split];\n};\n\n"/**\n * Removes all key-value entries from the\n * list cache.\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n    this.__data__ = [];\n    this.size = 0;\n}\n\nmodule.exports = listCacheClear;\n\n"/**\n * Used for built-in method\n * references.\n * @nvar objectProto = Object.prototype;\n */\n * Used to resolve the\n * [ toStringTag ]\n * (http://ecma-  
international.org/ecma-262/7.0/#sec-object.prototype.toString)\n * of values.\n * @nvar nativeObjectToString =\n * objectProto.toString;\n */\n * Converts `value` to a string using `Object.prototype.toString`.\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted\n * string.\n */\nfunction objectToString(value) {\n    return nativeObjectToString.call(value);\n}\n\nmodule.exports =\n * objectToString;\n\n", "var global = require('./_global');\n * nvar hide = require('./_hide');\n * nvar has = require('./_has');\n * nvar\n * SRC = require('./_uid')('src');\n * nvar TO_STRING = 'toString';\n * nvar $toString = Function[TO_STRING];\n * nvar TPL =\n * (' + $toString).split(TO_STRING);\n * nrequire('./_core').inspectSource = function (it) {\n * return\n * $toString.call(it);\n * };\n * n(module.exports = function (O, key, val, safe) {\n * var isFunction = typeof val ===\n * 'function';\n * if (isFunction) has(val, 'name') || hide(val, 'name', key);\n * if (O[key] === val) return;\n * if (isFunction)\n * has(val, SRC) || hide(val, SRC, O[key] ? '' + O[key] : TPL.join(String(key)));\n * if (O === global) {\n * O[key] =\n * val;\n * } else if (!safe) {\n * delete O[key];\n * hide(O, key, val);\n * } else if (O[key]) {\n * O[key] = val;\n * } else\n * {\n * hide(O, key, val);\n * }\n * } // add fake Function#toString for correct\n * work wrapped methods / constructors with methods like LoDash isNative\n * })(Function.prototype, TO_STRING,\n * function toString() {\n * return typeof this === 'function' && this[SRC] || $toString.call(this);\n * });\n\n"/**\n * 19.1.2.2 /  
15.2.3.5 Object.create(O [, Properties])\n * nvar anObject = require('./_an-object');\n * nvar dPs = require('./_object-  
dps');\n * nvar enumBugKeys = require('./_enum-bug-keys');\n * nvar IE_PROTO = require('./_shared-  
key')('IE_PROTO');\n * nvar Empty = function () { /* empty */ };\n * nvar PROTOTYPE = 'prototype';\n * n// Create object\n * with fake `null` prototype: use iframe Object with cleared prototype\n * nvar createDict = function () {\n * // Thrash,\n * waste and sodomy: IE GC bug\n * var iframe = require('./_dom-create')('iframe');\n * var i = enumBugKeys.length;\n * var lt = '<';\n * var gt = '>';\n * var iframeDocument;\n * iframe.style.display = 'none';\n * require('./_html').appendChild(iframe);\n * iframe.src = 'javascript:'; // eslint-disable-line no-script-url\n * // createDict\n * = iframe.contentWindow.Object;\n * \n * // html.removeChild(iframe);\n * iframeDocument = iframe.contentWindow.document;\n * iframeDocument.open();\n * iframeDocument.write(lt + 'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n * iframeDocument.close();\n * createDict = iframeDocument.F;\n * while (i--) delete\n * createDict[PROTOTYPE][enumBugKeys[i)];\n * return createDict();\n * };\n * nmodule.exports = Object.create ||

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function create(O, Properties) {\n  var result;\n  if (O !== null) {\n    Empty[PROTOTYPE] = anObject(O);\n    result = new Empty();\n    Empty[PROTOTYPE] = null;\n    // add `__proto__` for Object.getPrototypeOf\n    polyfill\n    result[IE_PROTO] = O;\n  } else result = createDict();\n  return Properties === undefined ? result :\n  dPs(result, Properties);\n};\n";\n", "var freeGlobal = require('./_freeGlobal');\n\n/** Detect free variable `self`. *\n\nfreeSelf = typeof self === 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the\n  global object. *\n\nvar root = freeGlobal\n\n  || freeSelf || Function('return this')();\n\nmodule.exports = root;\n";\n", "var store = require('./_shared')('wks');\n\nvar uid =\n  require('./_uid');\n\nvar Symbol = require('./_global').Symbol;\n\nvar USE_SYMBOL = typeof Symbol ==\n  'function';\n\nvar $exports = module.exports = function (name) {\n  return store[name] || (store[name] =\n  USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol : uid)('Symbol.' + name));\n};\n\n$exports.store =\n  store;\n";\n", "module.exports = false;\n";\n"/**\n * A specialized version of `_.filter` for arrays without support for\n * iteratee shorthands.\n * *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function}\n  predicate The function invoked per iteration.\n * @returns {Array} Returns the new filtered array.\n */\n\nfunction\n  arrayFilter(array, predicate) {\n  var index = -1,\n      length = array == null ? 0 : array.length,\n      resIndex = 0,\n      result = [];\n\n  while (++index < length) {\n    var value = array[index];\n\n    if (predicate(value,\n  index, array)) {\n      result[resIndex++] = value;\n    }\n  }\n\n  return result;\n}\n\nmodule.exports =\n  arrayFilter;\n";\n", "var toString = {}.toString;\n\nmodule.exports = function (it) {\n  return toString.call(it).slice(8, -\n  1);\n};\n";\n"/**\n * Removes `key` and its value from the stack.\n * *\n * @private\n * @name delete\n * @memberOf\n  Stack\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry\n  was removed, else `false`.\n */\n\nfunction\n  stackDelete(key) {\n  var data = this.__data__,\n      result =\n  data['delete'](key);\n\n  this.size = data.size;\n  return result;\n}\n\nmodule.exports = stackDelete;\n";\n", "var isFunction\n  = require('./isFunction'),\n  isLength = require('./isLength');\n\n/**\n * Checks if `value` is array-like. A value is\n  considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n * equal to\n  `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.\n * *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns\n  {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n * _._isArrayLike([1, 2, 3]);\n * // => true\n * _._isArrayLike(document.body.children);\n * // => true\n * _._isArrayLike('abc');\n * // => true\n * _._isArrayLike(_noop);\n * // => false\n */\n\nfunction\n  isArrayLike(value) {\n  return value != null &&\n  isLength(value.length) && !isFunction(value);\n}\n\nmodule.exports = isArrayLike;\n";\n"/** fast apply,\n  http://jsperf.inkit.com/fast-apply/5\n */\n\nmodule.exports = function (fn, args, that) {\n  var un = that === undefined;\n\n  switch (args.length) {\n    case 0: return un ? fn()\n      : fn.call(that);\n    case 1: return un ? fn(args[0])\n      : fn.call(that, args[0]);\n    case 2: return un ? fn(args[0], args[1])\n      : fn.call(that, args[0],\n  args[1]);\n    case 3: return un ? fn(args[0], args[1],\n  args[2])\n      : fn.call(that, args[0], args[1], args[2]);\n    case 4: return un ? fn(args[0], args[1], args[2],\n  args[3])\n      : fn.call(that, args[0], args[1], args[2], args[3]);\n  }\n\n  return fn.apply(that, args);\n};\n";\n", "var dP\n  = require('./_object-dp');\n\nvar createDesc = require('./_property-desc');\n\nmodule.exports = require('./_descriptors') ?\n  function (object, key, value) {\n    return dP.f(object, key, createDesc(1, value));\n  } : function (object, key, value) {\n    object[key] = value;\n    return object;\n};\n";\n", "var arrayFilter = require('./_arrayFilter'),\n  stubArray =\n  require('./_stubArray');\n\n/**\n * Used for built-in method references. *\n * *\n * @private\n * @name Object.prototype\n */\n\nBuilt-in value references. *\n * *\n * @private\n * @name Object.prototype\n */\n\nBuilt-in method\n  references for those with the same name as other `lodash` methods. *\n * *\n * @private\n * @name Object.prototype\n */\n\nObject.getPrototypeOf;\n\n/**\n * Creates an array\n  of the own enumerable symbols of `object`.\n * *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of symbols.\n */\n\nfunction\n  getSymbols(object) {\n  !nativeGetSymbols ? stubArray :\n  function(object) {\n    if (object == null) {\n      return [];\n    }\n\n    object = Object(object);\n\n    return\n  arrayFilter(nativeGetSymbols(object), function(symbol) {\n    return\n  propertyIsEnumerable.call(object, symbol);\n  });\n}\n\nmodule.exports = getSymbols;\n";\n"/** check on default Array iterator\n */\n\nvar Iterators =\n  require('./_iterators');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar ArrayProto =

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Array.prototype;\n\nmodule.exports = function (it) {\n  return it !== undefined && (Iterators.Array === it ||
ArrayProto[ITERATOR] === it);\n};\n", "var isFunction = require('./isFunction'),\n  isMasked =
require('./isMasked'),\n  isObject = require('./isObject'),\n  toSource = require('./toSource');\n\n/**\n * Used to
match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n
*\nvar reRegExpChar = /[\\^$. *+?()\\[\\]{}|]/g;\n\n/** Used to detect host constructors (Safari). *\nvar
reIsHostCtor = /\\[[object .+?Constructor\\]]$/;\n\n/** Used for built-in method references. *\nvar funcProto =
Function.prototype,\n  objectProto = Object.prototype;\n\n/** Used to resolve the decompiled source of functions.
*\nvar funcToString = funcProto.toString;\n\n/** Used to check objects for own properties. *\nvar
hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Used to detect if a method is native. *\nvar reIsNative =
RegExp('^ +\n  funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\$&')\n
.replace(/hasOwnProperty|(function).*?(?=\\\|\\(\\)| for .+?(?=\\\|\\(\\))/g, '$1.*?') + '$\n');\n\n\n/**\n * The base
implementation of `_isNative` without bad shim checks.\n * \n * @private\n * @param {*} value The value to
check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n *\nfunction
baseIsNative(value) {\n  if (!isObject(value) || isMasked(value)) {\n    return false;\n  }\n  var pattern =
isFunction(value) ? reIsNative : reIsHostCtor;\n  return pattern.test(toSource(value));\n}\n\n\nmodule.exports =
baseIsNative;\n", "/*\n * Gets the value at `key` of `object`.\n * \n * @private\n * @param {Object} [object] The
object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property
value.\n *\nfunction getValue(object, key) {\n  return object == null ? undefined :
object[key];\n}\n\n\nmodule.exports = getValue;\n", "var Symbol = require('./_Symbol'),\n  getRawTag =
require('./_getRawTag'),\n  objectToString = require('./_objectToString');\n\n\n/** `Object#toString` result
references. *\nvar nullTag = '[object Null]',\n  undefinedTag = '[object Undefined]';\n\n\n/** Built-in value
references. *\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\n\n/**\n * The base
implementation of `getTag` without fallbacks
for buggy environments.\n * \n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns
the `toStringTag`.\n *\nfunction baseGetTag(value) {\n  if (value == null) {\n    return value === undefined ?
undefinedTag : nullTag;\n  }\n  return (symToStringTag && symToStringTag in Object(value))\n    ?
getRawTag(value)\n    : objectToString(value);\n}\n\n\nmodule.exports = baseGetTag;\n", "/* 21.2.5.3 get
RegExp.prototype.flags()\nif (require('./_descriptors') && /.g.flags != 'g') require('./_object-
dp').f(RegExp.prototype, 'flags', {\n  configurable: true,\n  get: require('./_flags')\n});\n", "/* 19.1.2.9 / 15.2.3.2
Object.getPrototypeOf(O)\nvar has = require('./_has');\nvar toObject = require('./_to-object');\nvar IE_PROTO =
require('./_shared-key')('IE_PROTO');\nvar ObjectProto = Object.prototype;\n\n\nmodule.exports =
Object.getPrototypeOf || function (O) {\n  O = toObject(O);\n  if (has(O, IE_PROTO)) return O[IE_PROTO];\n  if
(typeof O.constructor == 'function' &&
O instanceof O.constructor) {\n    return O.constructor.prototype;\n  }\n  return O instanceof Object ? ObjectProto :
null;\n};\n", "var getNative = require('./_getNative'),\n  root = require('./_root');\n\n\n/** Built-in method
references that are verified to be native. *\nvar WeakMap = getNative(root, 'WeakMap');\n\n\nmodule.exports =
WeakMap;\n", "var getNative = require('./_getNative');\n\n\nvar defineProperty = (function() {\n  try {\n    var func =
getNative(Object, 'defineProperty');\n    func({}, {}, {});\n    return func;\n  } catch (e) {}\n})();\n\n\nmodule.exports =
defineProperty;\n", "var isStrictComparable = require('./_isStrictComparable'),\n  keys = require('./keys');\n\n\n/**\n * Gets the property names, values, and compare flags of `object`.\n * \n * @private\n * @param {Object} object The
object to query.\n * @returns {Array} Returns the match data of `object`.\n *\nfunction getMatchData(object) {\n  var
result = keys(object),\n    length = result.length;\n\n  while (length--)\n    {\n      var key = result[length],\n        value = object[key];\n\n      result[length] = [key, value,
isStrictComparable(value)];\n    }\n  return result;\n}\n\n\nmodule.exports = getMatchData;\n", "/*!\n * vue-headroom
v0.9.0\n * (c) 2016-present dalphyx <wjcbmk@gmail.com>\n * Released under the MIT License.\n *\n(function
(global, factory) {\n  (typeof exports === 'object' && typeof module !== 'undefined' ? module.exports = factory()
: (typeof define === 'function' && define.amd ? define(factory) : (global.vueHeadroom = factory()));\n})(this,
(function () { 'use strict';\n\n  var commonjsGlobal = typeof window !== 'undefined' ? window : typeof global !===

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key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } return
target; };\n\n\tfunction _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value:
value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\n\tvar
defaultCls = {\n\t pinned: 'headroom--pinned',\n\t unpinned: 'headroom--unpinned',\n\t top: 'headroom--top',\n\t
notTop: 'headroom--not-top',\n\t bottom: 'headroom--bottom',\n\t notBottom: 'headroom--not-bottom',\n\t initial:
'headroom'\n\t};\n\n\tvar headroom = { render: function render() {\n\t var _vm = this;var _h =
_vm.$createElement;var _c = _vm._self._c || _h;return _c('div', { class: _vm.cls, style: _vm.style },
[_vm._t("default"), 2]);\n\t }, staticRenderFns: [],\n\t name: 'vueHeadroom',\n\t data: function data() {\n\t
return {\n\t isTop: false,\n\t isNotTop: false,\n\t isBottom: false,\n\t isNotBottom:
false,\n\t isPinned: false,\n\t isUnpinned: false,\n\t currentScrollY: 0,\n\t lastScrollY: 0,\n\t state:
",\n\t translate: 0,\n\t isSupport3d: false\n\t };}\n\t },\n\t props: {\n\t scroller: {\n\t type:
Function,\n\t default: function _default() {\n\t return window;\n\t }}\n\t },\n\t disabled: {\n\t type:
Boolean,\n\t default: false\n\t },\n\t upTolerance: {\n\t type: Number,\n\t default: 5\n\t },\n\t
downTolerance: {\n\t type: Number,\n\t default: 0\n\t },\n\t speed: {\n\t type: Number,\n\t default:
250\n\t },\n\t easing: {\n\t type: String,\n\t default: 'ease-in-out'\n\t },\n\t zIndex: {\n\t type:
Number,\n\t default: 9999\n\t },\n\t onPin: Function,\n\t onUnpin: Function,\n\t onTop: Function,\n\t
onNotTop: Function,\n\t onBottom: Function,\n\t onNotBottom: Function,\n\t offset:
{\n\t type: Number,\n\t default: 0\n\t },\n\t classes: {\n\t type: Object,\n\t default: function
_default() {\n\t return defaultCls;\n\t }}\n\t },\n\t footroom: {\n\t type: Boolean,\n\t default:
false\n\t }}\n\t },\n\t watch: {\n\t disabled: function disabled(newVal) {\n\t if (newVal) {\n\t
this.scroller().removeEventListener('scroll', this._handleScroll);\n\t } else {\n\t
this.scroller().addEventListener('scroll', this._handleScroll);\n\t }}\n\t },\n\t mounted: function
mounted() {\n\t this.isSupport3d = supports3d();\n\t if (!this.disabled) {\n\t
this.scroller().addEventListener('scroll', this._handleScroll);\n\t }}\n\t } // When headroom is mounted, call
handleScroll to set initial state.\n\t this._handleScroll();\n\t },\n\t beforeDestroy: function beforeDestroy() {\n\t
this.scroller().removeEventListener('scroll', this._handleScroll);\n\t }}\n\t },\n\t computed: {\n\t style: function style() {\n\t var styles = {\n\t 'position': this.isInTop ? 'fixed' : 'relative',\n\t
'top': '0',\n\t 'left': '0',\n\t 'right': '0',\n\t 'z-index': this.isInTop ? this.zIndex : 1\n\t };}\n\t if
(this.footroom) {\n\t styles = _extends({}, styles, { 'top': 'unset', 'bottom': '0' });}\n\t } // SSR cannot
detect scroll position. To prevent flash when component mounted,\n\t // just add transition styles in browser.\n\t if
(!this.$isServer) {\n\t styles.transform = this.isSupport3d && !this.$isServer ? 'translate3d(0, ' + this.translate
+ ', 0)' : 'translateY(' + this.translate + ')';\n\t styles.transition = this.isInTop ? 'all ' + this.speed + 'ms ' +
this.easing : null;\n\t }}\n\t return styles;\n\t },\n\t clsOpts: function clsOpts() {\n\t return _extends({},
defaultCls, this.classes);\n\t },\n\t cls: function cls() {\n\t
var _ref;\n\t var cls = this.clsOpts;\n\t return this.disabled ? {} : (_ref = {}, _defineProperty(_ref, cls.top,
this.isTop), _defineProperty(_ref, cls.notTop, this.isNotTop), _defineProperty(_ref, cls.bottom, this.isBottom),
_defineProperty(_ref, cls.notBottom, this.isNotBottom), _defineProperty(_ref, cls.pinned, this.isPinned),
_defineProperty(_ref, cls.unpinned, this.isUnpinned), _defineProperty(_ref, cls.initial, true), _ref);\n\t },\n\t
isInTop: function isInTop() {\n\t return this.state === 'pinned' || this.state === 'unpinned';\n\t }}\n\t },\n\t
methods: {\n\t _getViewportHeight: function _getViewportHeight() {\n\t return window.innerHeight ||
document.documentElement.clientHeight || document.body.clientHeight;\n\t },\n\t
_getElementPhysicalHeight: function _getElementPhysicalHeight(elm) {\n\t return Math.max(elm.offsetHeight,
elm.clientHeight);\n\t },\n\t _getDocumentHeight: function _getDocumentHeight() {\n\t var
body = document.body;\n\t var documentElement = document.documentElement;\n\t return
Math.max(body.scrollHeight, documentElement.scrollHeight, body.offsetHeight, documentElement.offsetHeight,
body.clientHeight, documentElement.clientHeight);\n\t },\n\t _getElementHeight: function
_getElementHeight(elm) {\n\t return Math.max(elm.scrollHeight, elm.offsetHeight, elm.clientHeight);\n\t
},\n\t _getScrollerPhysicalHeight: function _getScrollerPhysicalHeight() {\n\t var parent =

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return true;\n  }\n }\n return false;\n}\n\nmodule.exports = arraySome;\n", "var DataView =
require('./_DataView'),\n Map = require('./_Map'),\n Promise = require('./_Promise'),\n Set = require('./_Set'),\n
WeakMap = require('./_WeakMap'),\n baseGetTag = require('./_baseGetTag'),\n toSource =
require('./_toSource');\n\n/** `Object#toString` result references. *\nvar mapTag = '[object Map]',\n objectTag =
'[object Object]',\n promiseTag = '[object Promise]',\n setTag = '[object Set]',\n weakMapTag = '[object
WeakMap]';\n\nvar dataViewTag = '[object DataView]';\n\n/** Used to detect maps, sets, and weakmaps. *\nvar
dataViewCtorString = toSource(DataView),\n mapCtorString = toSource(Map),\n promiseCtorString =
toSource(Promise),\n setCtorString = toSource(Set),\n weakMapCtorString = toSource(WeakMap);\n\n/**\n *
Gets the `toStringTag` of `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string}
Returns the `toStringTag`.\n
*\nvar getTag = baseGetTag;\n\n// Fallback for data views, maps, sets, and weak maps in IE 11 and promises in
Node.js < 6.\nif ((DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag) ||\n (Map &&
getTag(new Map) != mapTag) ||\n (Promise && getTag(Promise.resolve()) != promiseTag) ||\n (Set &&
getTag(new Set) != setTag) ||\n (WeakMap && getTag(new WeakMap) != weakMapTag)) {\n getTag =
function(value) {\n var result = baseGetTag(value),\n Ctor = result == objectTag ? value.constructor :
undefined,\n ctorString = Ctor ? toSource(Ctor) : '';\n\n if (ctorString) {\n switch (ctorString) {\n case
dataViewCtorString: return dataViewTag;\n case mapCtorString: return mapTag;\n case promiseCtorString:
return promiseTag;\n case setCtorString: return setTag;\n case weakMapCtorString: return weakMapTag;\n
}\n }\n\n return result;\n };}\n\nmodule.exports = getTag;\n", "exports.nextTick = function
nextTick(fn) {\n\tsetTimeout(fn, 0);\n};\n\nexports.platform = exports.arch = \n\nexports.execPath = exports.title =
'browser';\n\nexports.pid = 1;\n\nexports.browser = true;\n\nexports.env = {};\n\nexports.argv = [];\n\nexports.binding =
function (name) {\n\tthrow new Error('No such module. (Possibly not yet loaded)');\n};\n\n(function () {\n var cwd
= '';\n var path;\n exports.cwd = function () { return cwd }; \n exports.chdir = function (dir) {\n if (!path)
path = require('path');\n cwd = path.resolve(dir, cwd);\n };}\n\nexports.exit = exports.kill =
\n\nexports.umask = exports.dlopen = \n\nexports.uptime = exports.memoryUsage = \n\nexports.uvCounters = function()
{};\n\nexports.features = {};\n", "/*\n * Gets the last element of `array`.\n *\n * @static\n * @memberOf _\n *
@since 0.1.0\n * @category Array\n * @param {Array} array The array to query.\n * @returns {*} Returns the last
element of `array`.\n * @example\n *\n * _.last([1, 2, 3]);\n * // => 3\n */\nfunction
last(array) {\n var length = array == null ? 0 : array.length;\n return length ? array[length - 1] :
undefined;\n}\n\nmodule.exports = last;\n", "/* 19.1.2.14 Object.keys(O)\nvar toObject = require('./_to-object');\nvar
$keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys', function () {\n return function keys(it) {\n
return $keys(toObject(it));\n };}\n});\n", "/* 7.1.4 ToInteger\nvar ceil = Math.ceil;\nvar floor =
Math.floor;\n\nmodule.exports = function (it) {\n return isNaN(it = +it) ? 0 : (it > 0 ? floor :
ceil)(it);\n};\n", "module.exports = function (bitmap, value) {\n return {\n enumerable: !(bitmap & 1),\n
configurable: !(bitmap & 2),\n writable: !(bitmap & 4),\n value: value\n };}\n", "var baseForOwn =
require('./_baseForOwn'),\n createBaseEach = require('./_createBaseEach');\n\n/**\n * The base implementation of
`_.forEach` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The
collection\n
to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array|Object}
Returns `collection`.\n *\nvar baseEach = createBaseEach(baseForOwn);\n\nmodule.exports = baseEach;\n", "/*
@@match logic\nrequire('./_fix-re-wks')('match', 1, function (defined, MATCH, $match) {\n // 21.1.3.11
String.prototype.match(regexp)\n return [function match(regexp) {\n 'use strict';\n var O = defined(this);\n var
fn = regexp == undefined ? undefined : regexp[MATCH];\n return fn !== undefined ? fn.call(regexp, O) : new
RegExp(regexp)[MATCH](String(O));\n }, $match];\n});\n", "var nativeCreate = require('./_nativeCreate');\n\n/**\n *
Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n
*\nfunction hashClear() {\n this.__data__ = nativeCreate ? nativeCreate(null) : {};\n this.size =
0;\n}\n\nmodule.exports = hashClear;\n", "var ctx = require('./_ctx');\nvar call = require('./_iter-call');\nvar
isArrayIter

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= require('./_is-array-iter');\nvar anObject = require('./_an-object');\nvar toLength = require('./_to-length');\nvar
getIterFn = require('./core.get-iterator-method');\nvar BREAK = {};\nvar RETURN = {};\nvar exports =
module.exports = function (iterable, entries, fn, that, ITERATOR) {\n  var iterFn = ITERATOR ? function () {\n
return iterable; } : getIterFn(iterable);\n  var f = ctx(fn, that, entries ? 2 : 1);\n  var index = 0;\n  var length, step,
iterator, result;\n  if (typeof iterFn != 'function') throw TypeError(iterable + ' is not iterable!');\n  // fast case for
arrays with default iterator\n  if (isArrayIter(iterFn)) for (length = toLength(iterable.length); length > index;\n
index++) {\n    result = entries ? f(anObject(step = iterable[index])[0], step[1]) : f(iterable[index]);\n    if (result ===
BREAK || result === RETURN) return result;\n  } else for (iterator = iterFn.call(iterable); !(step =
iterator.next()).done;) {\n    result = call(iterator, f, step.value, entries);\n
if (result === BREAK || result === RETURN) return result;\n  }\n};\nexports.BREAK =
BREAK;\nexports.RETURN = RETURN;\n"}\n// 7.1.13 ToObject(argument)\nvar defined =
require('./_defined');\nmodule.exports = function (it) {\n  return Object(defined(it));\n};\n"}\n", "var baseFlatten =
require('./_baseFlatten');\n\n/**\n * Flattens `array` a single level deep.\n * @static\n * @memberOf _\n *
@since 0.1.0\n * @category Array\n * @param {Array} array The array to flatten.\n * @returns {Array} Returns
the new flattened array.\n * @example\n * _flatten([1, [2, [3, [4]], 5]]);\n * // => [1, 2, [3, [4]], 5]\n */\nfunction
flatten(array) {\n  var length = array == null ? 0 : array.length;\n  return length ? baseFlatten(array, 1) :
[];\n}\n\nmodule.exports = flatten;\n"}\n\n/**\n * The base implementation of `_.times` without support for iteratee
shorthands\n * or max array length checks.\n * @private\n * @param {number} n The number of times to
invoke `iteratee`.\n * @param {Function} iteratee
The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\nfunction baseTimes(n,
iteratee) {\n  var index = -1,\n      result = Array(n);\n  while (++index < n) {\n    result[index] = iteratee(index);\n
}\n  return result;\n}\n\nmodule.exports = baseTimes;\n"}\n\n/**\n * vue-social-sharing v2.3.3\n * (c) 2017
nicolasbeauvais\n * Released under the MIT License.\n */\n'use strict';\n\nfunction _interopDefault (ex) { return (ex
&& (typeof ex === 'object') && 'default' in ex) ? ex['default'] : ex; }\n\nvar Vue =
_interopDefault(require('vue'));\n\nvar SocialSharingNetwork = {\n  functional: true,\n  props: {\n    network: {\n
type: String,\n    default: ""\n  },\n  render: function (createElement, context) {\n    var network =
context.parent._data.baseNetworks[context.props.network];\n\n    if (!network) {\n      return
console.warn(("Network " + (context.props.network) + " does not exist"));\n    }\n\n    return
createElement(context.parent.networkTag,\n      {\n        staticClass: context.data.staticClass || null,\n
        staticStyle: context.data.staticStyle || null,\n        class:
context.data.class || null,\n        style: context.data.style || null,\n        attrs: {\n          id: context.data.attrs.id || null,\n
'data-link': network.type === 'popup'\n            ? '#share-' + context.props.network\n            :
context.parent.createSharingUrl(context.props.network),\n          'data-action': network.type === 'popup' ? null :
network.action\n        },\n        on: {\n          click: network.type === 'popup' ? function () {\n
context.parent.share(context.props.network);\n        } : function () {\n
context.parent.touch(context.props.network);\n        }\n      }, context.children);\n  }\n};\n\nvar email =
{"sharer": "\mailto:?subject=@title&body=@url%0D%0A%0D%0A@description", "type": "direct"};\n\nvar
facebook = {"sharer": "https://www.facebook.com/sharer/sharer.php?u=@url&title=@title&description=@description&quote
=@quote", "type": "popup"};\n\nvar
googleplus = {"sharer": "https://plus.google.com/share?url=@url", "type": "popup"};\n\nvar
line = {"sharer": "http://line.me/R/msg/text/?@description%0D%0A@url", "type": "popup"};\n\nvar
linkedin = {"sharer": "https://www.linkedin.com/shareArticle?mini=true&url=@url&title=@title&summary=@description",
"type": "popup"};\n\nvar
odnoklassniki = {"sharer": "https://connect.ok.ru/dk?st.cmd=WidgetSharePreview&st.shareUrl=@url&st.comments=@description",
"type": "popup"};\n\nvar
pinterest = {"sharer": "https://pinterest.com/pin/create/button/?url=@url&media=@media&description=@title", "type": "po
pup"};\n\nvar
reddit =

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{"sharer\":"https://www.reddit.com/submit?url=@url&title=@title\","type\":"popup"};\nvar skype =
{"sharer\":"https://web.skype.com/share?url=@description%0D%0A@url\","type\":"popup"};\nvar telegram =
{"sharer\":"https://t.me/share/url?url=@url&text=@description\","type\":"popup"};\nvar twitter
=
{"sharer\":"https://twitter.com/intent/tweet?text=@title&url=@url&hashtags=@hashtags@twitteruser\","type\":"
popup"};\nvar viber = {"sharer\":"viber://forward?text=@url @description\","type\":"direct"};\nvar vk =
{"sharer\":"https://vk.com/share.php?url=@url&title=@title&description=@description&image=@media&nopars
e=true\","type\":"popup"};\nvar weibo =
{"sharer\":"http://service.weibo.com/share/share.php?url=@url&title=@title\","type\":"popup"};\nvar whatsapp
=
{"sharer\":"whatsapp://send?text=@description%0D%0A@url\","type\":"direct","\naction\":"share/whatsapp/sha
re"};\nvar sms = {"sharer\":"sms:?body=@url%20@description\","type\":"direct"};\nvar BaseNetworks =
{\n\temail: email,\n\tfacebook: facebook,\n\tgoogleplus: googleplus,\n\tline: line,\n\tlinkedin:
linkedin,\n\todnoklassniki: odnoklassniki,\n\tpinterest: pinterest,\n\treddit: reddit,\n\tskype: skype,\n\ttelegram:
telegram,\n\ttwitter: twitter,\n\tviber: viber,\n\tvk: vk,\n\tweibo: weibo,\n\twhatsapp:
whatsapp,\n\tsms: sms\n};\nvar inBrowser = typeof window !== 'undefined';\nvar $window = inBrowser ?
window : null;\nvar SocialSharing = {\n\tprops: {\n\t\t/**\n\t\t * URL to share.\n\t\t * @var string\n\t\t */\n\t\turl:
{\n\t\t\ttype: String,\n\t\t\tdefault: inBrowser ? window.location.href : "\n\t\t\t"},\n\t\t/**\n\t\t * Sharing title, if
available by network.\n\t\t * @var string\n\t\t */\n\t\ttitle: {\n\t\t\ttype: String,\n\t\t\tdefault: "\n\t\t\t"},\n\t\t/**\n\t\t *
Sharing description, if available by network.\n\t\t * @var string\n\t\t */\n\t\tdescription: {\n\t\t\ttype: String,\n\t\t\tdefault: "\n\t\t\t"},\n\t\t/**\n\t\t * Facebook quote\n\t\t * @var string\n\t\t */\n\t\tquote: {\n\t\t\ttype: String,\n\t\t\tdefault: "\n\t\t\t"},\n\t\t/**\n\t\t * Twitter hashtags\n\t\t * @var string\n\t\t */\n\t\thashtags: {\n\t\t\ttype: String,\n\t\t\tdefault: "\n\t\t\t"},\n\t\t/**\n\t\t * Twitter user.\n\t\t * @var string\n\t\t */\n\t\ttwitterUser: {\n\t\t\ttype: String,\n\t\t\tdefault:
"\n\t\t\t"},\n\t\t/**\n\t\t * Flag that indicates if counts should be retrieved.\n\t\t * - NOT WORKING IN CURRENT
VERSION\n\t\t * @var mixed\n\t\t */\n\t\twithCounts: {\n\t\t\ttype: [String, Boolean],\n\t\t\tdefault: false\n\t\t\t},\n\t\t/**\n\t\t * Google plus key.\n\t\t * @var string\n\t\t */\n\t\tgoogleKey: {\n\t\t\ttype: String,\n\t\t\tdefault: undefined\n\t\t\t},\n\t\t/**\n\t\t * Pinterest Media URL.\n\t\t * Specifies the image/media to be used.\n\t\t */\n\t\tmedia: {\n\t\t\ttype:
String,\n\t\t\tdefault: "\n\t\t\t"},\n\t\t/**\n\t\t * Network sub component tag.\n\t\t * Default to span tag\n\t\t */\n\t\tnetworkTag: {\n\t\t\ttype: String,\n\t\t\tdefault: 'span'\n\t\t\t},\n\t\t/**\n\t\t * Additional or overridden networks.\n\t\t *
Default to BaseNetworks\n\t\t */\n\t\tnetworks: {\n\t\t\ttype: Object,\n\t\t\tdefault: function () {\n\t\t\t\treturn {};\n\t\t\t}\n\t\t\t},\n\t\tdata: function data () {\n\t\t\treturn {\n\t\t\t\t/**\n\t\t\t\t * Available sharing networks.\n\t\t\t\t * @param
object\n\t\t\t\t */\n\t\t\t\tbaseNetworks: BaseNetworks,\n\t\t\t\t/**\n\t\t\t\t * Popup settings.\n\t\t\t\t * @param object\n\t\t\t\t */\n\t\t\t\tpopup: {\n\t\t\t\t\tstatus: false,\n\t\t\t\t\tresizable: true,\n\t\t\t\t\ttoolbar: false,\n\t\t\t\t\tmenubar: false,\n\t\t\t\t\tscrollbars: false,\n\t\t\t\t\tlocation: false,\n\t\t\t\t\tdirectories: false,\n\t\t\t\t\twidth: 626,\n\t\t\t\t\theight: 436,\n\t\t\t\t\ttop: 0,\n\t\t\t\t\tleft: 0,\n\t\t\t\t\twindow: undefined,\n\t\t\t\t\tinterval: null\n\t\t\t\t}\n\t\t\t\t};\n\t\t\t},\n\t\tmethods: {\n\t\t\t/**\n\t\t\t * Returns
generated sharer url.\n\t\t\t * @param network Social network key.\n\t\t\t */\n\t\t\tcreateUrl: function
createUrl (network) {\n\t\t\t\treturn this.baseNetworks[network].sharer\n\t\t\t\t.replace(/@url/g,
encodeURIComponent(this.url))\n\t\t\t\t.replace(/@title/g, encodeURIComponent(this.title))\n\t\t\t\t.replace(/@description/g, encodeURIComponent(this.description))\n\t\t\t\t.replace(/@quote/g,
encodeURIComponent(this.quote))\n\t\t\t\t.replace(/@hashtags/g, this.hashtags)\n\t\t\t\t.replace(/@media/g, this.media)\n\t\t\t\t.replace(/@twitteruser/g, this.twitterUser ? '&via=' + this.twitterUser :
");\n\t\t\t\t},\n\t\t\t/**\n\t\t\t * Shares URL in specified network.\n\t\t\t * @param string network Social network
key.\n\t\t\t */\n\t\t\tshare: function share (network) {\n\t\t\t\tthis.openSharer(network,
this.createSharingUrl(network));\n\t\t\t\tthis.$root.$emit('social_shares_open', network, this.url);\n\t\t\t\tthis.$emit('open', network, this.url);\n\t\t\t\t},\n\t\t\t/**\n\t\t\t * Touches network and emits click event.\n\t\t\t * @param string network Social network key.\n\t\t\t */\n\t\t\ttouch: function touch (network) {\n\t\t\t\twindow.open(this.createSharingUrl(network), '_self');\n\t\t\t\tthis.$root.$emit('social_shares_open', network,

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this.url);\n    this.$emit('open', network, this.url);\n    },\n\n    /**\n     * Opens sharer popup.\n     *\n     * @param
string url Url to share.\n     */\n    openSharer: function openSharer (network, url) {\n    var
    this$1 = this;\n\n    // If a popup window already exist it will be replaced, trigger a close event.\n    if
(this.popup.window && this.popup.interval) {\n        clearInterval(this.popup.interval);\n\n
this.popup.window.close();// Force close (for Facebook)\n\n        this.$root.$emit('social_shares_change', network,
this.url);\n        this.$emit('change', network, this.url);\n    }\n\n    this.popup.window = window.open(\n    url,\n
'sharer',\n        'status=' + (this.popup.status ? 'yes' : 'no') +\n        ',height=' + this.popup.height +\n        ',width='
+ this.popup.width +\n        ',resizable=' + (this.popup.resizable ? 'yes' : 'no') +\n        ',left=' + this.popup.left +\n
',top=' + this.popup.top +\n        ',screenX=' + this.popup.left +\n        ',screenY=' + this.popup.top +\n        ',toolbar='
+ (this.popup.toolbar ? 'yes' : 'no') +\n        ',menubar=' + (this.popup.menubar ? 'yes' : 'no') +\n        ',scrollbars=' +
(this.popup.scrollbars
? 'yes' : 'no') +\n        ',location=' + (this.popup.location ? 'yes' : 'no') +\n        ',directories=' + (this.popup.directories
? 'yes' : 'no')\n    );\n\n    this.popup.window.focus();\n\n    // Create an interval to detect popup closing event\n
this.popup.interval = setInterval(function () {\n        if (this$1.popup.window.closed) {\n
clearInterval(this$1.popup.interval);\n\n            this$1.popup.window = undefined;\n\n
this$1.$root.$emit('social_shares_close', network, this$1.url);\n            this$1.$emit('close', network, this$1.url);\n
}\n    }, 500);\n    }\n    },\n\n    /**\n     * Merge base networks list with user's list\n     */\n    beforeMount: function
beforeMount () {\n        this.baseNetworks = Vue.util.extend(this.baseNetworks, this.networks);\n    },\n\n    /**\n     * Sets
popup default dimensions.\n     */\n    mounted: function mounted () {\n        if (!inBrowser) {\n            return;\n        }\n\n
/**\n         * Center the popup on dual screens\n         *\n         * http://stackoverflow.com/questions/4068373/center-a-popup-window-on-screen/32261263\n         */\n        var
dualScreenLeft = $window.screenLeft !== undefined ? $window.screenLeft : screen.left;\n        var dualScreenTop =
$window.screenTop !== undefined ? $window.screenTop : screen.top;\n\n        var width = $window.innerWidth ?
$window.innerWidth : (document.documentElement.clientWidth ? document.documentElement.clientWidth :
screen.width);\n        var height = $window.innerHeight ? $window.innerHeight :
(document.documentElement.clientHeight ? document.documentElement.clientHeight : screen.height);\n\n
this.popup.left = ((width / 2) - (this.popup.width / 2)) + dualScreenLeft;\n        this.popup.top = ((height / 2) -
(this.popup.height / 2)) + dualScreenTop;\n    },\n\n    /**\n     * Set component aliases for buttons and links.\n     */\n
components: {\n        'network': SocialSharingNetwork\n    };\n\n    SocialSharing.version =
'2.3.3';\n    SocialSharing.install = function (Vue) {\n        Vue.component('social-sharing',
SocialSharing);\n    };\n\n    if (typeof window !== 'undefined') {\n        window.SocialSharing =
SocialSharing;\n    }\n\n    module.exports = SocialSharing;","exports.f = {}.propertyIsEnumerable;\n","export default
{\n    'imddb-header.dropdown.items': [\n        { label: 'Graphics', href: \"#\n\" },\n        { label: 'Overview', href: \"#\n\" },\n
{ label: 'Visual overview', href: \"#\n\" },\n        { label: 'Backgrounder', href: \"#\n\" },\n        { label: 'About this project',
href: \"#\n\", active: true }\n    ],\n    'project.name': 'Secret Papers',\n    'app.name': 'Awesome App',\n    'app.home': './',\n
'sharing-options.url': null,\n    'sharing-options.title': 'Awesome App by ICIJ',\n    'sharing-options.description': 'null',\n
'sharing-options.media': null,\n    'sharing-options.twitter-user': 'ICIJorg',\n    'signup-form.tracker': 'EXTERNAL',\n
'signup-form.action': 'https://icij.us15.list-manage.com/subscribe/post?u=0d48a33b1c24d257734cc2a79&id=992ecfdbb2',\n
'donate-form.introduction':
`ICIJ's investigations
are supported by readers like you. Help keep our\n
databases free and open to the public by joining
our\n
community.`\n\n    },\n\n    'import get from 'lodash/get'\n\n    import each from 'lodash/each'\n\n    import Symbol from
'es6-symbol'\n\n    import defaultValues from './config.default'\n\n    const _VALUES = Symbol('values')\n    const _SCOPES
= Symbol('scopes')\n\n    class Config {\n        constructor (values = {}) {\n            this[_VALUES] = {}\n        }\n
each(values, (value, key) => this.set(key, value))\n        return this;\n    }\n\n    set (key, value) {\n        const levels = key.split('.')\n
if (levels.length > 1) {\n            this[_VALUES][key] = this.scope(levels.shift()).set(levels.join('.'), value)\n        } else {\n
this[_VALUES][key] = value\n        }\n        return value\n    }\n\n    get (key, defaultValue) {\n        return get(this[_VALUES],

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key, defaultValue)\n }\n scopes ()
{\n  this[_SCOPES] = get(this, _SCOPES, {})\n  return this[_SCOPES]\n }\n scope (name) {\n
this.scopes[name] = get(this.scopes, name, new Config())\n  return this.scopes[name]\n }\n values () {\n  return
this[_VALUES]\n }\n}\n\nexport default new Config(defaultValues)\n", "use strict";\nvar LIBRARY =
require('./_library');\nvar global = require('./_global');\nvar ctx = require('./_ctx');\nvar classof =
require('./_classof');\nvar $export = require('./_export');\nvar isObject = require('./_is-object');\nvar aFunction =
require('./_a-function');\nvar anInstance = require('./_an-instance');\nvar forOf = require('./_for-of');\nvar
speciesConstructor = require('./_species-constructor');\nvar task = require('./_task').set;\nvar microtask =
require('./_microtask')();\nvar newPromiseCapabilityModule = require('./_new-promise-capability');\nvar perform =
require('./_perform');\nvar userAgent = require('./_user-agent');\nvar promiseResolve = require('./_promise-
resolve');\nvar
PROMISE = 'Promise';\nvar TypeError = global.TypeError;\nvar process = global.process;\nvar versions = process
&& process.versions;\nvar v8 = versions && versions.v8 || ""; \nvar $Promise = global[PROMISE];\nvar isNode =
classof(process) === 'process';\nvar empty = function () { /* empty */ }; \nvar Internal,
newGenericPromiseCapability, OwnPromiseCapability, Wrapper;\nvar newPromiseCapability =
newGenericPromiseCapability = newPromiseCapabilityModule.f;\nvar USE_NATIVE = !!function () {\n  try {\n
// correct subclassing with @@species support\n  var promise = $Promise.resolve(1);\n  var FakePromise =
(promise.constructor = {})[require('./_wks')('species')] = function (exec) {\n    exec(empty, empty);\n  }; \n
// unhandled rejections tracking support, NodeJS Promise without it fails @@species test\n  return (isNode || typeof
PromiseRejectionEvent === 'function')\n    && promise.then(empty) instanceof FakePromise\n    // v8 6.6 (Node
10 and Chrome 66) have a bug with resolving
custom thenables\n    // https://bugs.chromium.org/p/chromium/issues/detail?id=830565\n    // we can't detect it
synchronously, so just check versions\n    && v8.indexOf('6.6') !== 0\n    && userAgent.indexOf('Chrome/66')
=== -1;\n  } catch (e) { /* empty */ }\n}();\n\n// helpers\nvar isThenable = function (it) {\n  var then;\n  return
isObject(it) && typeof (then = it.then) === 'function' ? then : false;\n};\nvar notify = function (promise, isReject) {\n
if (promise._n) return;\n  promise._n = true;\n  var chain = promise._c;\n  microtask(function () {\n    var value =
promise._v;\n    var ok = promise._s === 1;\n    var i = 0;\n    var run = function (reaction) {\n      var handler = ok ?
reaction.ok : reaction.fail;\n      var resolve = reaction.resolve;\n      var reject = reaction.reject;\n      var domain =
reaction.domain;\n      var result, then, exited;\n      try {\n        if (handler) {\n          if (!ok) {\n            if (promise._h
=== 2) onHandleUnhandled(promise);\n
            promise._h = 1;\n          }\n          if (handler === true) result = value;\n          else {\n            if (domain)
domain.enter();\n            result = handler(value); // may throw\n            if (domain) {\n              domain.exit();\n
              exited = true;\n            }\n          }\n          if (result === reaction.promise) {\n            reject(TypeError('Promise-
chain cycle'));\n          } else if (then = isThenable(result)) {\n            then.call(result, resolve, reject);\n          } else
resolve(result);\n          } else reject(value);\n        } catch (e) {\n          if (domain && !exited) domain.exit();\n
          reject(e);\n        }\n      }\n      while (chain.length > i) run(chain[i++]); // variable length - can't use forEach\n
promise._c = [];\n      promise._n = false;\n      if (isReject && !promise._h) onUnhandled(promise);\n    });\n};\nvar
onUnhandled = function (promise) {\n  task.call(global, function () {\n    var value = promise._v;\n
    var unhandled = isUnhandled(promise);\n    var result, handler, console;\n    if (unhandled) {\n      result =
perform(function () {\n        if (isNode) {\n          process.emit('unhandledRejection', value, promise);\n        } else if
(handler = global.onunhandledrejection) {\n          handler({ promise: promise, reason: value });\n        } else if
((console = global.console) && console.error) {\n          console.error('Unhandled promise rejection', value);\n
        }\n      });\n      // Browsers should not trigger `rejectionHandled` event if it was handled here, NodeJS - should\n
promise._h = isNode || isUnhandled(promise) ? 2 : 1;\n    } promise._a = undefined;\n    if (unhandled && result.e)
throw result.v;\n  });\n};\nvar isUnhandled = function (promise) {\n  return promise._h !== 1 && (promise._a ||
promise._c).length === 0;\n};\nvar onHandleUnhandled = function (promise) {\n  task.call(global, function () {\n
var handler;\n    if (isNode) {\n      process.emit('rejectionHandled',

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promise);\n  } else if (handler = global.onrejectionhandled) {\n    handler({ promise: promise, reason: promise._v
});\n  }\n});\n\nvar $reject = function (value) {\n  var promise = this;\n  if (promise._d) return;\n  promise._d =
true;\n  promise = promise._w || promise; // unwrap\n  promise._v = value;\n  promise._s = 2;\n  if (!promise._a)
promise._a = promise._c.slice();\n  notify(promise, true);\n};\n\nvar $resolve = function (value) {\n  var promise =
this;\n  var then;\n  if (promise._d) return;\n  promise._d = true;\n  promise = promise._w || promise; // unwrap\n  try
{\n    if (promise === value) throw TypeError("Promise can't be resolved itself");\n    if (then = isThenable(value))
{\n      microtask(function () {\n        var wrapper = { _w: promise, _d: false }; // wrap\n        try {\n
then.call(value, ctx($resolve, wrapper, 1), ctx($reject, wrapper, 1));\n        } catch (e) {\n          $reject.call(wrapper,
e);\n        }\n      });\n    } else {\n      promise._v = value;\n      promise._s = 1;\n      notify(promise, false);\n    }\n  } catch (e) {\n
$reject.call({ _w: promise, _d: false }, e); // wrap\n  }\n};\n\n// constructor polyfill\nif (!USE_NATIVE) {\n  //
25.4.3.1 Promise(executor)\n  $Promise = function Promise(executor) {\n    anInstance(this, $Promise, PROMISE,
'_h');\n    aFunction(executor);\n    Internal.call(this);\n    try {\n      executor(ctx($resolve, this, 1), ctx($reject, this,
1));\n    } catch (err) {\n      $reject.call(this, err);\n    }\n  }; // eslint-disable-next-line no-unused-vars\n  Internal =
function Promise(executor) {\n    this._c = []; // <- awaiting reactions\n    this._a = undefined; // <-
checked in isUnhandled reactions\n    this._s = 0; // <- state\n    this._d = false; // <- done\n    this._v =
undefined; // <- value\n    this._h = 0; // <- rejection state, 0 - default, 1 - handled, 2 - unhandled\n    this._n
= false; // <- notify\n  }; Internal.prototype = require('./_redefine-all')($Promise.prototype, {\n  // 25.4.5.3
Promise.prototype.then(onFulfilled, onRejected)\n  then: function then(onFulfilled, onRejected) {\n    var reaction
= new PromiseCapability(speciesConstructor(this, $Promise));\n    reaction.ok = typeof onFulfilled === 'function' ?
onFulfilled : true;\n    reaction.fail = typeof onRejected === 'function' && onRejected;\n    reaction.domain =
isNode ? process.domain : undefined;\n    this._c.push(reaction);\n    if (this._a) this._a.push(reaction);\n    if
(this._s) notify(this, false);\n    return reaction.promise;\n  },\n  // 25.4.5.1
Promise.prototype.catch(onRejected)\n  'catch': function (onRejected) {\n    return this.then(undefined,
onRejected);\n  }\n});\n  OwnPromiseCapability = function () {\n    var promise = new Internal();\n    this.promise
= promise;\n    this.resolve = ctx($resolve, promise, 1);\n    this.reject =
ctx($reject, promise, 1);\n  };\n  newPromiseCapabilityModule.f = new PromiseCapability = function (C) {\n
return C === $Promise || C === Wrapper\n    ? new OwnPromiseCapability(C)\n    :
new GenericPromiseCapability(C);\n  };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, {\n
Promise: $Promise });\n\nrequire('./_set-to-string-tag')($Promise, PROMISE);\n\nrequire('./_set-
species')(PROMISE);\n\nWrapper = require('./_core')[PROMISE];\n\n// statics\n$export($export.S + $export.F *
!USE_NATIVE, PROMISE, {\n  // 25.4.4.5 Promise.reject(r)\n  reject: function reject(r) {\n    var capability =
new PromiseCapability(this);\n    var $$reject = capability.reject;\n    $$reject(r);\n    return capability.promise;\n
}\n});\n\n$export($export.S + $export.F * (LIBRARY || !USE_NATIVE), PROMISE, {\n  // 25.4.4.6
Promise.resolve(x)\n  resolve: function resolve(x) {\n    return promiseResolve(LIBRARY && this === Wrapper ?
$Promise : this, x);\n  }\n});\n\n$export($export.S + $export.F * !(USE_NATIVE
&& require('./_iter-detect')(function (iter) {\n  $Promise.all(iter)['catch'](empty);\n}))), PROMISE, {\n  // 25.4.4.1
Promise.all(iterable)\n  all: function all(iterable) {\n    var C = this;\n    var capability = new PromiseCapability(C);\n
var resolve = capability.resolve;\n    var reject = capability.reject;\n    var result = perform(function () {\n    var
values = [];\n    var index = 0;\n    var remaining = 1;\n    forOf(iterable, false, function (promise) {\n    var
$index = index++;\n    var alreadyCalled = false;\n    values.push(undefined);\n    remaining++;\n    C.resolve(promise).then(function (value) {\n    if (alreadyCalled) return;\n    alreadyCalled = true;\n    values[$index] = value;\n    --remaining || resolve(values);\n    }, reject);\n  });\n  --remaining ||
resolve(values);\n  });\n  if (result.e) reject(result.v);\n  return capability.promise;\n  },\n  // 25.4.4.4
Promise.race(iterable)\n  race: function race(iterable) {\n    var C = this;\n    var capability = new PromiseCapability(C);\n    var reject =
capability.reject;\n    var result = perform(function () {\n    forOf(iterable, false, function (promise) {\n

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C.resolve(promise).then(capability.resolve, reject);\n  });\n  });\n  if (result.e) reject(result.v);\n  return\n  capability.promise;\n  });\n  };\n  var core = require('./_core');\n  var global = require('./_global');\n  var SHARED =\n  '__core-js_shared__';\n  var store = global[SHARED] || (global[SHARED] = {});\n  (module.exports = function (key,\n  value) {\n  return store[key] || (store[key] = value !== undefined ? value : {});\n  })('versions', []).push({\n  version:\n  core.version,\n  mode: require('./_library') ? 'pure' : 'global',\n  copyright: '© 2018 Denis Pushkarev\n  (zloirock.ru)');\n  };\n  /**\n  * Checks if a stack value for `key` exists.\n  * @private\n  * @name has\n  * @memberOf Stack\n  * @param {string} key The key of the entry to check.\n  * @returns\n  * {boolean} Returns `true` if an entry for `key` exists, else `false`.\n  */\n  function stackHas(key) {\n  return\n  this.__data__.has(key);\n  }\n  module.exports = stackHas;\n  };\n  var overArg = require('./_overArg');\n  /** Built-in\n  method references for those with the same name as other `lodash` methods. */\n  var nativeKeys =\n  overArg(Object.keys, Object);\n  module.exports = nativeKeys;\n  };\n  /** Detect free variable `global` from Node.js.\n  */\n  var freeGlobal = typeof global == 'object' && global && global.Object === Object &&\n  global;\n  module.exports = freeGlobal;\n  };\n  module.exports =\n  \"\n  3dA7D0ShDF8Wfbtm3btm3btm3btm3btv2u7yYz/zep3Gd923U3k1ROV51ybffM/NYaSKWqTcFBg0DBaHk+HEo\n  7UtOC9jEgXQ/cReAfDHkt5OuQNIQ/pCfkjZCbW00I3RM12UoF1wwK6eq2/DhScXN2jQ/uCPDPh/gQJHk3EFF\n  YoHe6W37m8zbP/2TJW39uyceCL4a1r7ZjZmKubVwJ/XdGtCP6QZ3KHwxTOvX4I4yznhL//T3b9r6p5uWfKj+e\n  MLtD749hBbmU0jXqBAQAcmu1eBvCKG4uIMrAERAoGms8M+GUHzcCQJSyIdW7fDg3w4hXtyZAIJaIo5y8\n  MRPupaAlAxINgx4SpLvoWMsASKJEogcG3xXbBgtOBwBKWADiyZZSEAiA+17YPpTCCXMddGBCIjbpR8O8\n  i1wp4XsCO64LYMOR38NyFgTwJd4wIIVCD+qRCM+QLSFf/9ssPacijY4w4VkJehA4JvhwCfG/t9Bz+QDeEDH\n  YEFyioBEA5IsYe/tthzwPg8OBv51Yy8H348IFGAuMONvdvg3SGb65WuZf9nsqSARAHirzX2vr75Xs8NDv5b+x\n  t5AhIDyANFHhj4G+wgBSQGkFeMg29kPKh9jWt9SEDiAPncOPiqt7p+vZnMgISA0i7cfCljUCWN671s0oBEZB\n  kKVu/ZGHjWrvqAURAFjKutdEiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIiIAIi\n  BERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERAB\n  RCCYiACliACliAQPeE4PY1ZK9oQARE380VEAEREAEEREAEEREAEEREAEEREAEEREAEEREAEH51jj4SgX/\n  0nJbHCACYh18HVu/dFnjWj+MA0RAHrP1dbsbgaxjXOtzFQfydlWB3GwEcr7xoA4yrvWuigNpryYQ+I+WfmTc\n  qLusIKsKBNpGs59vulFkIona9t7Jgs31ah8dfMO4URtXF0gyN3Ygq0QG0jmOvbd/oZl/vgR3rr1Xz6TVBeLoK87\n  WbQM/7z9LnYkd0HbqP99+QcNA5/7D0+K8Unyuyv+yTYz3f2EgBxp4AHe34CdzwkS2XXDPhpZOGYE3pnAL\n  ddfkvscedVzUg8MUw4HYC3x2CPR1jRgeSH6p3IZQzvdOXEQh0TwBum75sG7JHJyHgbw/5ydbv77ecEYAY/m\n  A5Xu4u64eWIV2mxWu/qURAGnOUE0iyRH2BuD1KAyQrcOeVDMiN2Vw1BdKAjRfKBUtTocG/VhIcn8LPo9\n  QXiLsq61EqIFIB7zTgOyPjSCFZIJunpkAcNOYsJZCs8qervi0SjoTs5eVQ9QXiDss71BRIVtCYefynBeNog2TJrH+\n  NgTwC1wwaAYj5ZfgnC8LxMTRmzvrWGMiD0D56dtlxgBgKGBjSNcC/1SIYP4LbAz4cKutXXyDu2N9uOeIBs\n  Vc2PKSbgH+Inzbla3DHwE8j/9aknkDugmSRAXI6+bEtdMMZC/7XQ/pxuCuauIzrWnI0+AOhMbswMDFzuz2su\n  2vO78FQL4Dd05+djWo/Bawe6L84NNIqzYMWRuSRaF3eugYM7/5rGYZgft0XXleDbkH3GkhW0FjFmDgGrB\n  Q5R9j+HCoP+f1IQodQqX6BVmGZ8IGQfmGAAAAEIFTkSuQmCC\";\";\";\";\n  * The base implementation of `_.reduce` and `_.reduceRight`, without support\n  * for iteratee shorthands, which\n  iterates over `collection` using `eachFunc`.\n  * @private\n  * @param {Array|Object} collection The collection\n  to iterate over.\n  * @param {Function} iteratee The function invoked per iteration.\n  * @param {*} accumulator\n  The initial value.\n  * @param {boolean} initAccum Specify using the first or last element of\n  * `collection` as the\n  initial value.\n  * @param {Function} eachFunc The function to iterate over `collection`.\n  * @returns {*} Returns\n  the accumulated value.\n  */\n  function baseReduce(collection,\n  iteratee, accumulator, initAccum, eachFunc) {\n  eachFunc(collection, function(value, index, collection) {\n  accumulator = initAccum\n  ? (initAccum = false, value)\n  : iteratee(accumulator, value, index, collection);\n  });\n  return accumulator;\n  }\n  module.exports = baseReduce;\n  };\n  var arrayPush = require('./_arrayPush');\n  isFlattenable = require('./_isFlattenable');\n  /**\n  * The base implementation of `_.flatten` with support for\n  restricting flattening.\n  * @private\n  * @param {Array} array The array to flatten.\n  * @param {number} depth\n  The maximum recursion depth.\n  * @param {boolean} [predicate=isFlattenable] The function invoked per\n  iteration.\n  * @param {boolean} [isStrict] Restrict to values that pass `predicate` checks.\n  * @param {Array}
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[result=[]] The initial result value.\n * @returns {Array} Returns the new flattened array.\n */\nfunction
baseFlatten(array, depth, predicate, isStrict, result) {\n  var index = -1,\n      length = array.length;\n\n  predicate || (predicate = isFlattenable);\n  result || (result = []);\n\n  while (++index < length) {\n    var value =
array[index];\n    if (depth > 0 && predicate(value)) {\n      if (depth > 1) {\n        // Recursively flatten arrays
(susceptible to call stack limits).\n        baseFlatten(value, depth - 1, predicate, isStrict, result);\n      } else {\n        arrayPush(result, value);\n      }\n    } else if (!isStrict) {\n      result[result.length] = value;\n    }\n  }\n  return
result;\n}\n\nmodule.exports = baseFlatten;\n", "var global = require('./_global');\nvar core = require('./_core');\nvar
hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar ctx = require('./_ctx');\nvar PROTOTYPE =
'prototype';\nvar $export = function (type, name, source) {\n  var IS_FORCED = type & $export.F;\n  var
IS_GLOBAL = type & $export.G;\n  var IS_STATIC = type & $export.S;\n  var IS_PROTO = type & $export.P;\n
var IS_BIND = type & $export.B;\n  var target
= IS_GLOBAL ? global : IS_STATIC ? global[name] || (global[name] = {}) : (global[name] ||
{})[PROTOTYPE];\n  var exports = IS_GLOBAL ? core : core[name] || (core[name] = {});\n  var expProto =
exports[PROTOTYPE] || (exports[PROTOTYPE] = {});\n  var key, own, out, exp;\n  if (IS_GLOBAL) source =
name;\n  for (key in source) {\n    // contains in native\n    own = !IS_FORCED && target && target[key] !==
undefined;\n    // export native or passed\n    out = (own ? target : source)[key];\n    // bind timers to global for call
from export context\n    exp = IS_BIND && own ? ctx(out, global) : IS_PROTO && typeof out === 'function' ?
ctx(Function.call, out) : out;\n    // extend global\n    if (target) redefine(target, key, out, type & $export.U);\n    //
export\n    if (exports[key] !== out) hide(exports, key, exp);\n    if (IS_PROTO && expProto[key] !== out)
expProto[key] = out;\n  }\n};\nglobal.core = core;\n// type bitmap\n$export.F = 1; // forced\n$export.G = 2; //
global\n$export.S = 4;\n\n// static\n$export.P = 8; // proto\n$export.B = 16; // bind\n$export.W = 32; // wrap\n$export.U = 64; //
safe\n$export.R = 128; // real proto method for `library`\nmodule.exports = $export;\n", "var ITERATOR =
require('./_wks')('iterator');\nvar SAFE_CLOSING = false;\n\ntry {\n  var riter = [7][ITERATOR]();\n  riter['return']
= function () { SAFE_CLOSING = true; };\n  // eslint-disable-next-line no-throw-literal\n  Array.from(riter, function
() { throw 2; });\n} catch (e) { /* empty */ }\n\nmodule.exports = function (exec, skipClosing) {\n  if (!skipClosing
&& !SAFE_CLOSING) return false;\n  var safe = false;\n  try {\n    var arr = [7];\n    var iter = arr[ITERATOR]();\n
iter.next = function () { return { done: safe = true }; };\n    arr[ITERATOR] = function () { return iter; };\n
exec(arr);\n  } catch (e) { /* empty */ }\n  return safe;\n};\n", "var isObject = require('./_is-object');\nvar
setPrototypeOf = require('./_set-proto').set;\n\nmodule.exports = function (that, target,
C) {\n  var S = target.constructor;\n  var P;\n  if (S !== C && typeof S === 'function' && (P = S.prototype) !==
C.prototype && isObject(P) && setPrototypeOf) {\n    setPrototypeOf(that, P);\n  }\n  return that;\n};\n", "var
listCacheClear = require('./_listCacheClear'),\n  listCacheDelete = require('./_listCacheDelete'),\n  listCacheGet =
require('./_listCacheGet'),\n  listCacheHas = require('./_listCacheHas'),\n  listCacheSet =
require('./_listCacheSet');\n\n/**\n * Creates an list cache object.\n * *\n * @private\n * @constructor\n * @param
{Array} [entries] The key-value pairs to cache.\n */\nfunction ListCache(entries) {\n  var index = -1,\n      length =
entries == null ? 0 : entries.length;\n\n  this.clear();\n  while (++index < length) {\n    var entry = entries[index];\n
this.set(entry[0], entry[1]);\n  }\n}\n\n// Add methods to `ListCache`.\nListCache.prototype.clear =
listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get =
listCacheGet;\nListCache.prototype.has
= listCacheHas;\nListCache.prototype.set = listCacheSet;\n\nmodule.exports = ListCache;\n", "/* most Object
methods by ES6 should accept primitives\nvar $export = require('./_export');\nvar core = require('./_core');\nvar fails
= require('./_fails');\n\nmodule.exports = function (KEY, exec) {\n  var fn = (core.Object || {})[KEY] ||
Object[KEY];\n  var exp = {};\n  exp[KEY] = exec(fn);\n  $export($export.S + $export.F * fails(function () { fn(1);
})), 'Object', exp);\n};\n", "var getNative = require('./_getNative');\n\n/* Built-in method references that are verified to
be native. */\nvar nativeCreate = getNative(Object, 'create');\n\nmodule.exports = nativeCreate;\n", "var shared =
require('./_shared')('keys');\nvar uid = require('./_uid');\n\nmodule.exports = function (key) {\n  return shared[key] ||
(shared[key] = uid(key));\n};\n", "/* fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof =

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require('./_cof');\n// eslint-disable-next-line
no-prototype-builtins\nmodule.exports = Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return
cof(it) === 'String' ? it.split("") : Object(it);\n};\n","use strict";\n\nvar _undefined = require("../function/noop")(); //
Support ES3 engines\n\nmodule.exports = function (val) {\n return (val !== _undefined) && (val !==
null);\n};\n","module.exports = function(module) {\n\tif (!module.webpackPolyfill) {\n\t\tmodule.deprecate =
function() {};\n\t\tmodule.paths = [];\n\t\tmodule.parent = undefined by default\n\t\tif (!module.children)
module.children = [];\n\t\tObject.defineProperty(module, "loaded", {\n\t\t\tenumerable: true,\n\t\t\tget: function()
{\n\t\t\t\treturn module.i;\n\t\t\t});\n\t\tObject.defineProperty(module, "id", {\n\t\t\tenumerable:
true,\n\t\t\tget: function() {\n\t\t\t\treturn module.i;\n\t\t\t});\n\t\tmodule.webpackPolyfill = 1;\n\t\t}\n\t\treturn
module;\n};\n","import mod from "-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ImddbHeader.vue?vue&type=style&index=0&lang=scss&";
export default mod; export * from "-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ImddbHeader.vue?vue&type=style&index=0&lang=scss&";\n","var baseIsMatch =
require('./_baseIsMatch'),\n
getMatchData = require('./_getMatchData'),\n matchesStrictComparable =
require('./_matchesStrictComparable');\n\n/**\n * The base implementation of `_.matches` which doesn't clone
`source`.\n *\n * @private\n * @param {Object} source The object of property values to match.\n * @returns
{Function} Returns the new spec function.\n */\nfunction baseMatches(source) {\n var matchData =
getMatchData(source);\n if (matchData.length === 1 && matchData[0][2]) {\n return
matchesStrictComparable(matchData[0][0], matchData[0][1]);\n }\n return function(object) {\n return object ===
source || baseIsMatch(object, source, matchData);\n };}\n\nmodule.exports = baseMatches;\n","var castPath =
require('./_castPath'),\n toKey = require('./_toKey');\n\n/**\n * The base implementation of `_.get` without support
for default values.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string}
path The path of the property to get.\n * @returns
{*} Returns the resolved value.\n */\nfunction baseGet(object, path) {\n path = castPath(path, object);\n\n var
index = 0,\n length = path.length;\n\n while (object != null && index < length) {\n object =
object[toKey(path[index++]);\n }\n return (index && index === length) ? object : undefined;\n}\n\nmodule.exports =
baseGet;\n","/**\n * A specialized version of `_.every` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function
invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else
`false`.\n */\nfunction arrayEvery(array, predicate) {\n var index = -1,\n length = array == null ? 0 :
array.length;\n\n while (++index < length) {\n if (!predicate(array[index], index, array)) {\n return false;\n
}\n }\n return true;\n}\n\nmodule.exports = arrayEvery;\n","/**\n * Checks if `value`
is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n *
@param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n *
@example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n
*\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\n\nvar isArray =
Array.isArray;\n\nmodule.exports = isArray;\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Sets the
list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key
The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache

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instance.\n *^function listCacheSet(key, value) {\n  var data = this.__data__,\n      index = assocIndexOf(data,\n  key);\n  if (index < 0) {\n    ++this.size;\n    data.push([key, value]);\n  } else {\n    data[index][1]\n    = value;\n  }\n  return this;\n}\n\nmodule.exports = listCacheSet;\n\n// to indexed object, toObject with fallback for\nnon-array-like ES3 strings\nvar IObject = require('./_object');\nvar defined = require('./_defined');\nmodule.exports\n= function (it) {\n  return IObject(defined(it));\n};\n\nvar hasOwnProperty = {}.hasOwnProperty;\nmodule.exports\n= function (it, key) {\n  return hasOwnProperty.call(it, key);\n};\n\nvar assocIndexOf =\nrequire('./_assocIndexOf');\n\n/** Used for built-in method references. */\nvar arrayProto = Array.prototype;\n\n/**\n  Built-in value references. */\nvar splice = arrayProto.splice;\n\n/**\n  * Removes `key` and its value from the list\n  cache.\n  *\n  * @private\n  * @name delete\n  * @memberOf ListCache\n  * @param {string} key The key of the\n  value to remove.\n  * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n  */\nfunction\nlistCacheDelete(key) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n  if (index\n  < 0) {\n    return false;\n  }\n  var lastIndex = data.length - 1;\n  if (index == lastIndex) {\n    data.pop();\n  } else {\n    splice.call(data, index, 1);\n  }\n  --this.size;\n  return true;\n}\n\nmodule.exports = listCacheDelete;\n\nvar\narrayMap = require('./_arrayMap'),\n    baseIteratee = require('./_baseIteratee'),\n    baseMap =\nrequire('./_baseMap'),\n    baseSortBy = require('./_baseSortBy'),\n    baseUnary = require('./_baseUnary'),\n    compareMultiple = require('./_compareMultiple'),\n    identity = require('./_identity');\n\n/**\n  * The base\n  implementation of `_.orderBy` without param guards.\n  *\n  * @private\n  * @param {Array|Object} collection The\n  collection to iterate over.\n  * @param {Function[]|Object[]|string[]} iteratees The iteratees to sort by.\n  * @param {string[]} orders The sort orders of `iteratees`.\n  * @returns {Array} Returns the new sorted array.\n  */\nfunction\nbaseOrderBy(collection, iteratees, orders) {\n  var index = -1;\n  iteratees = arrayMap(iteratees.length\n  ? iteratees : [identity], baseUnary(baseIteratee));\n  var result = baseMap(collection, function(value, key,\n  collection) {\n    var criteria = arrayMap(iteratees, function(iteratee) {\n      return iteratee(value);\n    });\n    return {\n      'criteria': criteria, 'index': ++index, 'value': value\n    };\n  });\n  return baseSortBy(result, function(object, other) {\n    return compareMultiple(object, other, orders);\n  });\n}\n\nmodule.exports = baseOrderBy;\n\n// 7.1.1\nToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object');\n// instead of the ES6 spec version, we\ndidn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a\nstring\nmodule.exports = function (it, S) {\n  if (!isObject(it)) return it;\n  var fn, val;\n  if (S && typeof (fn =\n  it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n  if (typeof (fn = it.valueOf) == 'function' &&\n  !isObject(val = fn.call(it))) return val;\n  if (!S && typeof (fn\n  = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n  throw TypeError("Can't convert object to\n  primitive value");\n};\n\n/**\n  * A specialized version of `_.reduce` for arrays without support for\n  * iteratee\n  shorthands.\n  *\n  * @private\n  * @param {Array} [array] The array to iterate over.\n  * @param {Function} iteratee\n  The function invoked per iteration.\n  * @param {*} [accumulator] The initial value.\n  * @param {boolean}\n  [initAccum] Specify using the first element of `array` as\n  the initial value.\n  * @returns {*} Returns the\n  accumulated value.\n  */\nfunction\narrayReduce(array, iteratee, accumulator, initAccum) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n  if (initAccum && length) {\n    accumulator = array[++index];\n  }\n  while (++index < length) {\n    accumulator = iteratee(accumulator, array[index],\n  index, array);\n  }\n  return\n  accumulator;\n}\n\nmodule.exports = arrayReduce;\n\n"use strict";\nrequire('./es6.regexp.flags');\nvar\nanObject = require('./_an-object');\nvar $flags = require('./_flags');\nvar DESCRIPTORS =\nrequire('./_descriptors');\nvar TO_STRING = 'toString';\nvar $toString = /.[TO_STRING];\nvar define = function\n(fn) {\n  require('./_redefine')(RegExp.prototype, TO_STRING,\n  fn, true);\n};\n\n// 21.2.5.14\nRegExp.prototype.toString()\nif (require('./_fails')(function () {\n  return $toString.call({ source: 'a', flags: 'b' }) !=\n  '/a/b';\n})) {\n  define(function toString() {\n    var R = anObject(this);\n    return\n    '/'.concat(R.source, '/',\n    'flags' in\n    R ? R.flags : !DESCRIPTORS && R instanceof\n    RegExp ? $flags.call(R) : undefined);\n  });\n\n  // FF44-\n  RegExp#toString has a wrong name\n  else if ($toString.name != TO_STRING) {\n    define(function toString() {\n      return\n      $toString.call(this);\n    });\n  }\n\n  "use strict";\n  Object.defineProperty(exports, '__esModule', {\n  value: true\n  });\n  var prefix = 'fab';\n  var iconName = 'twitter';\n  var width = 512;\n  var height = 512;\n  var ligatures = [];\n  var

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unicode = 'f099';\nvar svgPathData = 'M459.37 151.716c.325 4.548.325 9.097.325 13.645 0 138.72-105.583
298.558-298.558 298.558-59.452 0-114.68-17.219-161.137-47.106 8.447.974 16.568 1.299 25.34 1.299 49.055 0
94.213-16.568 130.274-44.832-46.132-.975-84.792-31.188-98.112-72.772 6.498.974 12.995 1.624 19.818 1.624
9.421 0 18.843-1.3 27.614-3.573-48.081-9.747-84.143-51.98-84.143-102.985v-1.299c13.969 7.797 30.214 12.67
47.431 13.319-28.264-18.843-46.781-51.005-46.781-87.391 0-19.492 5.197-37.36 14.294-52.954 51.655 63.675
129.3 105.258 216.365 109.807-1.624-7.797-2.599-15.918-2.599-24.04 0-57.828 46.782-104.934 104.934-104.934
30.213 0 57.502 12.67 76.67 33.137 23.715-4.548 46.456-13.32 66.599-25.34-7.798 24.366-24.366 44.833-46.132
57.827 21.117-2.273 41.584-8.122 60.426-16.243-14.292 20.791-32.161 39.308-52.628
54.253z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faTwitter
= exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width =
width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData =
svgPathData;","var arrayEach = require('./_arrayEach'),\n  baseEach = require('./_baseEach'),\n  castFunction =
require('./_castFunction'),\n  isArray = require('./isArray');\n\n/**\n * Iterates over elements of `collection` and
invokes `iteratee` for each element.\n * The iteratee is invoked with three arguments: (value, index|key,
collection).\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n * *\n * **Note:** As with
other `Collections` methods, objects with a `length` property are iterated like arrays. To avoid this behavior
use `_.forIn` or `_.forOwn` for object iteration.\n * *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @alias
each\n * @category Collection\n * @param {Array|Object} collection The collection
to iterate over.\n * @param {Function} [iteratee=_identity] The function invoked per iteration.\n * @returns
{Array|Object} Returns `collection`.\n * @see _.forEachRight\n * @example\n *\n * _.forEach([1, 2],
function(value) {\n *   console.log(value);\n * });\n * // => Logs `1` then `2`.\n *\n * _.forEach({ 'a': 1, 'b': 2 },
function(value, key) {\n *   console.log(key);\n * });\n * // => Logs `a` then `b` (iteration order is not guaranteed).\n
*\n * \nfunction forEach(collection, iteratee) {\n *   var func = isArray(collection) ? arrayEach : baseEach;\n *   return
func(collection, castFunction(iteratee));\n * }\n\nmodule.exports = forEach;\n","import mod from \"-
!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=style&index=0&lang=scss&";
export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=style&index=0&lang=scss&","var baseTimes = require('./_baseTimes'),\n
isArguments = require('./isArguments'),\n  isArray = require('./isArray'),\n  isBuffer = require('./isBuffer'),\n
isIndex = require('./isIndex'),\n  isArray = require('./isArray'),\n  isArray = require('./isArray');\n\n/** Used for built-in method
references. *\nvar objectProto
= Object.prototype;\n\n/** Used to check objects for own properties. *\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n\n/**\n * Creates an array of the enumerable property names of the array-like
`value`.\n * *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify
returning inherited property names.\n * @returns {Array} Returns the array of property names.\n * \nfunction
arrayLikeKeys(value, inherited) {\n *   var isArr = isArray(value),\n *       isArg = !isArr && isArguments(value),\n
isBuff = !isArr && !isArg && isBuffer(value),\n *       isType = !isArr && !isArg && !isBuff &&
isTypedArray(value),\n *       skipIndexes = isArr || isArg || isBuff || isType,\n *       result = skipIndexes ?
baseTimes(value.length, String) : [],\n *       length = result.length;\n *   for (var key in value) {\n *     if ((inherited ||

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hasOwnProperty.call(value, key)) && \n      !(skipIndexes && (\n          // Safari 9 has enumerable
`arguments.length` in strict mode.\n
      key == 'length' || \n          // Node.js 0.10 has enumerable non-index properties on buffers.\n          (isBuff &&
(key == 'offset' || key == 'parent')) || \n          // PhantomJS 2 has enumerable non-index properties on typed arrays.\n
(isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset')) || \n          // Skip index properties.\n
isIndex(key, length)\n      ))) {\n      result.push(key);\n  } } \n  return result;\n}\n\nmodule.exports =
arrayLikeKeys;\n", "var createBaseFor = require('./_createBaseFor');\n\n/**\n * The base implementation of
`baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each
property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n * \n * @private\n * @param
{Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n *
@param {Function} keysFunc The function to get
the keys of `object`.\n * @returns {Object} Returns `object`.\n */\nvar baseFor =
createBaseFor();\n\nmodule.exports = baseFor;\n", "/*\n * Creates a function that returns `value`.\n * \n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new
function.\n * @returns {Function} Returns the new constant function.\n * @example\n * \n * var objects =
_.times(2, _constant({ 'a': 1 }));\n * \n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n * \n *
console.log(objects[0] === objects[1]);\n * // => true\n */\nfunction constant(value) {\n  return function() {\n
return value;\n  };\n}\n\nmodule.exports = constant;\n", "use strict";\n\n19.1.2.1 Object.assign(target, source, ...)\n\nvar
getKeys = require('./_object-keys');\nvar gOPS = require('./_object-gops');\nvar pIE = require('./_object-pie');\nvar
toObject = require('./_to-object');\nvar IObject = require('./_iobject');\nvar $assign = Object.assign;\n\n// should
work with
symbols and should have deterministic property order (V8 bug)\nmodule.exports = !$assign ||
require('./_fails')(function () {\n  var A = {};\n  var B = {};\n  // eslint-disable-next-line no-undef\n  var S =
Symbol();\n  var K = 'abcdefghijklmnopqrst';\n  A[S] = 7;\n  K.split('').forEach(function (k) { B[k] = k; });\n  return
$assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join("") != K;\n}) ? function assign(target, source) { // eslint-
disable-line no-unused-vars\n  var T = toObject(target);\n  var aLen = arguments.length;\n  var index = 1;\n  var
getSymbols = gOPS.f;\n  var isEnum = pIE.f;\n  while (aLen > index) {\n    var S = IObject(arguments[index++]);\n    var
keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n    var length = keys.length;\n    var j =
0;\n    var key;\n    while (length > j) if (isEnum.call(S, key = keys[j++])) T[key] = S[key];\n  } return T;\n} :
$assign;\n", "use strict";\n\nvar isValue = require('./_is-value');\n\nmodule.exports =
function (object) {\n  return keys(isValue(object) ? Object(object) : object);\n};\n", "var baseIsTypedArray =
require('./_baseIsTypedArray');\n  baseUnary = require('./_baseUnary');\n  nodeUtil = require('./_nodeUtil');\n\n/*
Node.js helper references. */\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n\n/**\n * Checks if
`value` is classified as a typed array.\n * \n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n *
@param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else
`false`.\n * @example\n * \n * _isTypedArray(new Uint8Array);\n * // => true\n * \n * _isTypedArray([]);\n * // =>
false\n */\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) :
baseIsTypedArray;\n\nmodule.exports = isTypedArray;\n", "import mod from \"-!../node_modules/mini-css-
extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-
1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--
8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\";\n
export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-

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options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\";\"var
baseGetTag = require('./_baseGetTag'),\n  isLength
= require('./isLength'),\n  isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references.
*\nvar argsTag = '[object Arguments]',\n  arrayTag = '[object Array]',\n  boolTag = '[object Boolean]',\n  dateTag = '[object Date]',\n  errorTag = '[object Error]',\n  funcTag = '[object Function]',\n  mapTag = '[object
Map]',\n  numberTag = '[object Number]',\n  objectTag = '[object Object]',\n  regexpTag = '[object RegExp]',\n  setTag = '[object Set]',\n  stringTag = '[object String]',\n  weakMapTag = '[object WeakMap]';\n\nvar
arrayBufferTag = '[object ArrayBuffer]',\n  dataViewTag = '[object DataView]',\n  float32Tag = '[object
Float32Array]',\n  float64Tag = '[object Float64Array]',\n  int8Tag = '[object Int8Array]',\n  int16Tag = '[object
Int16Array]',\n  int32Tag = '[object Int32Array]',\n  uint8Tag = '[object Uint8Array]',\n  uint8ClampedTag =
'[object Uint8ClampedArray]',\n  uint16Tag = '[object Uint16Array]',\n  uint32Tag
= '[object Uint32Array]';\n\n/** Used to identify `toStringTag` values of typed arrays. *\nvar typedArrayTags =
{
};\n\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] =\n\ntypedArrayTags[int8Tag] =
typedArrayTags[int16Tag] =\n\ntypedArrayTags[int32Tag] = typedArrayTags[uint8Tag]
=\n\ntypedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] =\n\ntypedArrayTags[uint32Tag] =
true;\n\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] =\n\ntypedArrayTags[arrayBufferTag] =
typedArrayTags[boolTag] =\n\ntypedArrayTags[dataViewTag] = typedArrayTags[dateTag]
=\n\ntypedArrayTags[errorTag] = typedArrayTags[funcTag] =\n\ntypedArrayTags[mapTag] =
typedArrayTags[numberTag] =\n\ntypedArrayTags[objectTag] = typedArrayTags[regexpTag]
=\n\ntypedArrayTags[setTag] = typedArrayTags[stringTag] =\n\ntypedArrayTags[weakMapTag] = false;\n\n/**\n * The base implementation of `_.isArray` without Node.js optimizations.\n * @private\n * @param {*}
value The value to check.\n * @returns {boolean} Returns `true`
if `value` is a typed array, else `false`.\n */\nfunction baseIsTypedArray(value) {\n  return isObjectLike(value)
&&\n  isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n\nmodule.exports =
baseIsTypedArray;\n\n,\"var baseToString = require('./_baseToString');\n\n/**\n * Converts `value` to a string. An
empty string is returned for `null`\n * and `undefined` values. The sign of `-0` is preserved.\n * @static\n *
@memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns
{string} Returns the converted string.\n * @example\n * _._.toString(null);\n * // => \"\n * _._.toString(-0);\n * //
=> '-0'\n * _._.toString([1, 2, 3]);\n * // => '1,2,3'\n */\nfunction toString(value) {\n  return value == null ?
\":\n  baseToString(value);\n}\n\nmodule.exports = toString;\n\n\"// https://github.com/zloirock/core-
js/issues/86#issuecomment-115759028\n\nvar global = module.exports = typeof window != 'undefined' &&
window.Math == Math\n ?\n  window : typeof self != 'undefined' && self.Math == Math ? self\n // eslint-disable-next-line no-new-func\n :
Function('return this')();\n\nif (typeof __g == 'number') __g = global; // eslint-disable-line no-undef\n\n,\"var toInteger =
require('./_to-integer');\n\nvar max = Math.max;\n\nvar min = Math.min;\n\nmodule.exports = function (index, length) {\n  index = toInteger(index);\n  return index < 0 ? max(index + length, 0) : min(index, length);\n};\n\n\"/**\n * A
specialized version of `_.map` for arrays without support for iteratee\n * shorthands.\n * @private\n * @param
{Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n *
@returns {Array} Returns the new mapped array.\n */\nfunction arrayMap(array, iteratee) {\n  var index = -1,\n  length = array == null ? 0 : array.length,\n  result = Array(length);\n\n  while (++index < length) {\n
result[index] = iteratee(array[index], index, array);\n  }\n  return result;\n}\n\nmodule.exports
= arrayMap;\n\n,\"var getNative = require('./_getNative'),\n  root = require('./_root');\n\n/** Built-in method
references that are verified to be native. *\nvar Map = getNative(root, 'Map');\n\nmodule.exports =
Map;\n\n,\"module.exports = function (exec) {\n  try {\n    return !!exec();\n  } catch (e) {\n    return true;\n
  }\n};\n\n,\"var nativeCreate = require('./_nativeCreate');\n\n/** Used for built-in method references. *\nvar
objectProto = Object.prototype;\n\n/** Used to check objects for own properties. *\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n\n/**\n * Checks if a hash value for `key` exists.\n * @private\n * @name has\n *
@memberOf Hash\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true`

```





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= _data$style === undefined ? {} : _data$style,\n    _data$attrs = data.attrs,\n    dAttrs = _data$attrs ===
undefined ? {} : _data$attrs,\n    remainingData = objectWithoutProperties(data, ['class', 'style', 'attrs']);\n\n\nif
(typeof element === 'string') {\n    return element;\n} else {\n    return h(element.tag, _extends({\n        class:
combineClassObjects(mixins.class, dClass),\n        style: _extends({}, mixins.style, dStyle),\n        attrs: _extends({},
mixins.attrs, dAttrs)\n    }, remainingData, {\n        props: props\n    }), children);\n}\n}\n\n\nvar PRODUCTION =
false;\n\ntry {\n
    PRODUCTION = process.env.NODE_ENV === 'production';\n} catch (e) {\n}\n\nvar log = function () {\n    if
(!PRODUCTION && console && typeof console.error === 'function') {\n        var _console;\n\n        (_console =
console).error.apply(_console, arguments);\n    }\n};\n\nfunction objectWithKey(key, value) {\n    return
Array.isArray(value) && value.length > 0 || !Array.isArray(value) && value ? defineProperty({}, key, value) :
{};\n}\n\nfunction classList(props) {\n    var _classes;\n\n    var classes = (_classes = {\n        'fa-spin': props.spin,\n        'fa-
pulse': props.pulse,\n        'fa-fw': props.fixedWidth,\n        'fa-border': props.border,\n        'fa-li': props.listItem,\n        'fa-flip-
horizontal': props.flip === 'horizontal' || props.flip === 'both',\n        'fa-flip-vertical': props.flip === 'vertical' ||
props.flip === 'both'\n    }, defineProperty(_classes, 'fa-' + props.size, props.size !== null), defineProperty(_classes,
'fa-rotate-' + props.rotation, props.rotation !== null), defineProperty(_classes, 'fa-pull-'
+ props.pull, props.pull !== null), _classes);\n\n    return Object.keys(classes).map(function (key) {\n        return
classes[key] ? key : null;\n    }).filter(function (key) {\n        return key;\n    });\n}\n\nfunction addStaticClass(to, what)
{\n    var val = (to || '').length === 0 ? [] : [to];\n\n    return val.concat(what).join(' ');\n}\n\nfunction
normalizeIconArgs(icon) {\n    if (icon === null) {\n        return null;\n    }\n\n    if ((typeof icon === 'undefined' ?
'undefined' : _typeof(icon)) === 'object' && icon.prefix && icon.iconName) {\n        return icon;\n    }\n\n    if
(Array.isArray(icon) && icon.length === 2) {\n        return { prefix: icon[0], iconName: icon[1] };\n    }\n\n    if (typeof
icon === 'string') {\n        return { prefix: 'fas', iconName: icon };\n    }\n}\n\n\nvar FontAwesomeIcon$1 = {\n    name:
'FontAwesomeIcon',\n\n    functional: true,\n\n    props: {\n        border: {\n            type: Boolean,\n            default: false\n        },\n        fixedWidth: {\n            type: Boolean,\n            default: false\n        },\n        flip:
{\n            type: String,\n            default: null,\n            validator: function validator(value) {\n                return ['horizontal', 'vertical',
'both'].indexOf(value) > -1;\n            }\n        },\n        icon: {\n            type: [Object, Array, String],\n            required: true\n        },\n        mask: {\n            type: [Object, Array, String],\n            default: null\n        },\n        listItem: {\n            type: Boolean,\n            default:
false\n        },\n        pull: {\n            type: String,\n            default: null,\n            validator: function validator(value) {\n                return
['right', 'left'].indexOf(value) > -1;\n            }\n        },\n        pulse: {\n            type: Boolean,\n            default: false\n        },\n        rotation: {\n            type: Number,\n            default: null,\n            validator: function validator(value) {\n                return [90, 180,
270].indexOf(value) > -1;\n            }\n        },\n        size: {\n            type: String,\n            default: null,\n            validator: function
validator(value) {\n                return ['lg', 'xs', 'sm', '1x', '2x', '3x', '4x', '5x', '6x',
'7x', '8x', '9x', '10x'].indexOf(value) > -1;\n            }\n        },\n        spin: {\n            type: Boolean,\n            default: false\n        },\n        transform: {\n            type: [String, Object],\n            default: null\n        },\n        symbol: {\n            type: [Boolean, String],\n            default: false\n        }\n    },\n\n    render: function render(createElement, context) {\n        var props = context.props;\n        var
iconArgs = props.icon,\n            maskArgs = props.mask,\n            symbol = props.symbol;\n\n        var icon =
normalizeIconArgs(iconArgs);\n        var classes = objectWithKey('classes', classList(props));\n        var transform =
objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) :
props.transform);\n        var mask = objectWithKey('mask', normalizeIconArgs(maskArgs));\n        var renderedIcon =
fontawesome.icon(icon, _extends({}, classes, transform, mask, { symbol: symbol }));\n\n        if (!renderedIcon) {\n            return log('Check not find one or more icon(s)', icon,
mask);\n        }\n\n        var abstract = renderedIcon.abstract;\n\n        var convertCurry = convert.bind(null,
createElement);\n\n        return convertCurry(abstract[0], {}, context.data);\n    }\n};\n\n\nvar FontAwesomeLayers = {\n    name: 'FontAwesomeLayers',\n\n    functional: true,\n\n    props: {\n        fixedWidth: {\n            type: Boolean,\n            default:
false\n        },\n\n        render: function render(createElement, context) {\n            var familyPrefix =
fontawesome.config.familyPrefix;\n            var staticClass = context.data.staticClass;\n\n            var classes = [familyPrefix
+ '-layers'].concat(toConsumableArray(context.props.fixedWidth ? [familyPrefix + '-fw'] : []));\n\n            return
createElement('div', _extends({}, context.data, {\n                staticClass: addStaticClass(staticClass, classes)\n            })),

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context.children);\n }\n};\n\nvar FontAwesomeLayersText = {\n  name: 'FontAwesomeLayersText',\n  functional: true,\n  props: {\n    value: {\n      type: String,\n      default: ""\n    },\n    transform: {\n      type: [String, Object],\n      default: null\n    }\n  },\n  render: function render(createElement, context) {\n    var props = context.props;\n    var transform = objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n    var renderedText = fontawesome.text(props.value, _extends({}, transform));\n    var abstract = renderedText.abstract;\n    var convertCurry = convert.bind(null, createElement);\n    return convertCurry(abstract[0], {}, context.data);\n  }\n};\n\nfontawesome.noAuto();\n\nexports['default'] = FontAwesomeIcon$1;\nexports.FontAwesomeIcon = FontAwesomeIcon$1;\nexports.FontAwesomeLayers = FontAwesomeLayers;\nexports.FontAwesomeLayersText = FontAwesomeLayersText;\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\n});\n\n","use strict";\nvar global = require('./_global');\nvar dP = require('./_object-dp');\nvar DESCRIPTORS = require('./_descriptors');\nvar SPECIES\n= require('./_wks')('species');\n\nmodule.exports = function (KEY) {\n  var C = global[KEY];\n  if (DESCRIPTORS && C && !C[SPECIES]) dP.f(C, SPECIES, {\n    configurable: true,\n    get: function () { return this; }\n  });\n};\n\n","var mapCacheClear = require('./_mapCacheClear'),\n  mapCacheDelete = require('./_mapCacheDelete'),\n  mapCacheGet = require('./_mapCacheGet'),\n  mapCacheHas = require('./_mapCacheHas'),\n  mapCacheSet = require('./_mapCacheSet');\n\n/**\n * Creates a map cache object to store key-value pairs.\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n * @function\n * @returns {Object}\n */\nfunction MapCache(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n  this.clear();\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n}\n\n// Add methods to `MapCache`\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n\nmodule.exports = MapCache;\n\n","var Stack = require('./_Stack'),\n  equalArrays = require('./_equalArrays'),\n  equalByTag = require('./_equalByTag'),\n  equalObjects = require('./_equalObjects'),\n  getTag = require('./_getTag'),\n  isArray = require('./isArray'),\n  isBuffer = require('./isBuffer'),\n  isTypedArray = require('./isTypedArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n    arrayTag = '[object Array]',\n    objectTag = '[object Object]';\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqual` for arrays and objects which performs\n * deep comparisons and tracks traversed objects enabling objects with circular\n * references to be compared.\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n  var objIsArr = isArray(object),\n      othIsArr = isArray(other),\n      objTag = objIsArr ? arrayTag : getTag(object),\n      othTag = othIsArr ? arrayTag : getTag(other);\n\n  objTag == argsTag ? objTag = objectTag : othTag == argsTag ? othTag = objectTag;\n  var objIsObj = objTag == objectTag,\n      othIsObj = othTag == objectTag,\n      isSameTag = objTag == othTag;\n\n  if (isSameTag && isBuffer(object)) {\n    if (!isBuffer(other)) {\n      return false;\n    }\n    objIsArr = true;\n    objIsObj = false;\n  }\n  if (isSameTag && !objIsObj) {\n    stack || (stack = new Stack);\n    return (objIsArr || isTypedArray(object))\n      ? equalArrays(object, other, bitmask, customizer, equalFunc, stack)\n      : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n  }\n  if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n    var objIsWrapped = objIsObj && hasOwnProperty.call(object, '__wrapped__'),\n        othIsWrapped = othIsObj && hasOwnProperty.call(other, '__wrapped__');\n    if

```







```
Works with __proto__ only. Old v8 can't work with null proto objects.\n/* eslint-disable no-proto */\nvar isObject = require('./_is-object');\nvar anObject = require('./_an-object');\nvar check = function (O, proto) {\n  anObject(O);\n  if (!isObject(proto) && proto !== null) throw TypeError(proto + \"\": can't set as\n  prototype!\");\n};\nmodule.exports = {\n  set: Object.setPrototypeOf || ('__proto__' in {} ? // eslint-disable-line\n  function (test, buggy, set) {\n    try {\n      set = require('./_ctx')(Function.call, require('./_object-gopd')).f(Object.prototype, '__proto__').set, 2);\n      set(test, []);\n      buggy = !(test instanceof Array);\n    } catch (e) { buggy = true; }\n    return function setPrototypeOf(O, proto) {\n      check(O, proto);\n      if (buggy) O.__proto__ = proto;\n      else set(O, proto);\n      return O;\n    }; \n  }({}, false) : undefined),\n  check:\n  check\n};\n\n\"module.exports = __WEBPACK_EXTERNAL_MODULE__8bbf__\";\"use strict\";\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'facebook';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f09a';\nvar svgPathData = 'M448 56.7v398.5c0 13.7-11.1 24.7-24.7 24.7H309.1V306.5h58.2l8.7-67.6h-67.6v-43.2c0-19.6 5.4-32.9 33.5-32.9h35.8v-60.5c-6.2-8-27.4-2.7-52.2-2.7-51.6 0-87 31.5-87 89.4v49.9h-58.4v67.6h58.4V480H24.7C11.1 480 0 468.9 0 455.3V56.7C0 43.1 11.1 32 24.7 32h398.5c13.7 0 24.8 11.1 24.8 24.7z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faFacebook = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;\"import mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\";\nexport default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\";\"module.e\nxports =\n\n\"\nwD/AP+gvaeTAAACXBIWXMAAAAsTAAALEwEAmpwYAAAAB3RJTUUh4gkSEA4ZhpLcgAABedJREFU\neNrtVtsFFUYgL+Z2d22uy0N0FKLaL1LAiJEEWjECXWNbiiUDReXgQiCABlQRMVm6BRAiIQzQmGjS+G\nBICJFWEemoUSwxIGK4VA3hUm61FHrZy+zxYUtSCGB7Zpk5y/xfMg/dmX/Pv2e+OWfOmWkOCEJ4aLChrC\nK33VQs9eEdqzDTLh0CXy+BmgCqBqjs2QYDTq8Dk8BfW6wvofYWuj+R057vwSpd2D1U3rhZVugrc2fVetug\nOQsULXAGA9y7wJrDcRW+idL7C5wh2ucnqOQ+dF7+ZFaUAP6HxdtAqoSYCm9LTran9bCXgZWt36e19y6wH4\nXquNX/zfYCzVzXJenduBPvfKdabbZ9xP2fOhoBjUXKMpzAcWg3oaWfeBmlc7kMm2PmWIVx2HB18CTPhQ2\nDLLfgD0Csg2ixEVtn3kpJa6Dlkaf5OiFegfsj0QJowWpKIPORuDeYMPxR4H9iWhhrCctnwJ3BJuDmgnOM6KGc\nYI400A9a0YU2RW5rk4wRJB4NWQ/NqheBkHnZ6KHMJ0zwVKDKubJyAyXgQx4sZUZTSzetw5YRfEgHmQ1\nhlAuccv2QfWd8ABsFpBxYFRoOrJPaPRZRKUDIouwyJicKMGL7OYx8CeBe5aUJfYXfU6nFwE6mX9+km+BM\nyXLiYQKkuBezSDT0NsXE6Oy3G8A7KzwVrsQeBJcg8SGP+O1W/FrLcgeaBvxz78JrBbM8kRMGiACBLmFMM\n4zcCzcMvKvh++NQn2g34dtT8gggRz/6E7a7oFDib7FzJ6PXBKU+SxIkgnDNbsXvb0P2ZnGtiuKfJIESQYKjQF+\nVszbqe/IosgAbUgnNUU5JBmeYNEkGDQHR10asa1iSCFJYgmIkmOyeChEIQ/WGTZlxEBBEEUUQQQQRRR\nPCPkN18WR3oPbTLiCChIP0rcLe0C9LFCKIIIIIIogggggiiCCCCCKIIIIogggggiiCCCCCKIIIIIIogggggiiCCCCIIIIo\nogggggiiCCCCCKIIIIIIzYh+8ep4hpIPa8R6EJ2oQhyzZO5Gdr7GoFpIJSBScjCCCCCKIIIIIIogggggiiCCCCOIP3\nXphqlizPMvfPEUQr2iu30JcUyzNOE6LIMGgWfHqes3yykMqib0yQRiuKZbuClenClyQoQUqiKW5Hq16VDPufs\n08jxSuG2UVQKlmsBu0ID9oBtZApJ8LIpZWAo/4nKcBdN3uIbg9YEGKGvVj3aVwW1Hfj+98H4jqlRXZVriCZF/
```

wcAGfCViQzqPAQc3gMdC8Fsr+Z1mzBhvs+aCma5ZzBJLNhSIHZDyoGR4EaTdgosza6CG4Fs41g70EI09D0a1Q  
PhASVRAbBfYcWNAEaoGH/DYVnhjVcbBfBxjnl4Kix0y4I2y6HJlzfZww1wOah6488AFUvm+Cpfn/zvzQfGNk  
Jp43mIgaAQwENQpaHvQwpO/VcnYcN0CQZDNYq4EpBp6FzZD63cxWlJ0S1IqrWECTCfMg56/SxWaeBGcJocX  
6ySBB0jvA+tywGloDmc0htSMNJV8ZJAjA0FeAPwxJ5jCUTQtx67EaOloME+RwF0Snor9ocr5wwXk02ltDacW  
nKXn/zDsfZDUXnAmo730umcyYE+HzLYQtx4fQPoXQwUByGyCyEO5Zt5XzoIzEdyV4ZWD7TC5ofcHhr5Rlt4  
FJfcBP/tU4KHcs53MtyGWYyskJsMqtwAEgdw0vBoL9tPAvtUSbtYb0DNnZD+LcTdyocwZQKc03mJnVUJsJT  
eFh3tzw+od8B5Eazd+rlesB0He1FuWt4P7IWaea67whxNXR7qYRNerveiEOwLRbK6J1TLPpzoVS7wRW6LD4V  
kLajanvdCKvo2MmEnWBvA2QDpJIAKzvhl1bbp1bf1EIS+czmdG8ZGluUGBVdeEtgq/OaxKgFnKsGthOyQHmF  
SYJ0A+wRET0DdqYv71sLHqYPs+svsTPaMBFuAY2DtB/aAs6OnK+2zdRZCgdJgw5exCz+LZ2FvSupG8I3/ALz  
OxpMdqcQ2AAAAAEIftkSuQmCC\"\", \"//

```
19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\nvar $keys = require('./_object-keys-internal');\nvar  
hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nexports.f =  
Object.getOwnPropertyNames || function getOwnPropertyNames(O) {\n  return $keys(O,  
hiddenKeys);\n};\n\n/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument  
transform.\n * @returns {Function} Returns the new function.\n */\nfunction overArg(func, transform) {\n  return function(arg) {\n    return func(transform(arg));\n  };\n}\n\nmodule.exports = overArg;\n\nvar getMapData =  
require('./_getMapData');\n\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name  
delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n * @returns  
{boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction mapCacheDelete(key) {\n  var result  
= getMapData(this, key)['delete'](key);\n  this.size -= result  
? 1 : 0;\n  return result;\n}\n\nmodule.exports = mapCacheDelete;\n\n// ES2015 Symbol polyfill for environments  
that do not (or partially) support it\n\n'use strict';\n\nvar d = require('d')\n  , validateSymbol =  
require('./validate-symbol')\n  , create = Object.create\n  , defineProperties = Object.defineProperties\n  , defineProperty = Object.defineProperty\n  , objPrototype = Object.prototype\n  , NativeSymbol, SymbolPolyfill,  
HiddenSymbol, globalSymbols = create(null)\n  , isNativeSafe;\n\nif (typeof Symbol === 'function') {\n  NativeSymbol = Symbol;\n  try {\n    String(NativeSymbol());\n    isNativeSafe = true;\n  } catch (ignore) {\n  }\n}\n\nvar generateName = (function () {\n  var created = create(null);\n  return function (desc) {\n    var postfix  
= 0, name, ie11BugWorkaround;\n    while (created[desc + (postfix || "")] ++postfix;\n    desc += (postfix ||  
"");\n    created[desc] = true;\n    name = '@' + desc;\n    defineProperty(objPrototype, name, d.gs(null, function  
(value) {\n      // For IE11 issue see: https://connect.microsoft.com/IE/feedbackdetail/view/1928508\n      ie11-broken-getters-on-dom-objects\n      https://github.com/medikoo/es6-symbol/issues/12\n      (ie11BugWorkaround) return;\n      ie11BugWorkaround = true;\n      defineProperty(this, name,  
d(value));\n      ie11BugWorkaround = false;\n    }));\n    return name;\n  });\n}\n\n// Internal constructor (not one  
exposed) for creating Symbol instances.\n// This one is used to ensure that `someSymbol instanceof Symbol` always  
return false\nHiddenSymbol = function Symbol(description) {\n  if (this instanceof HiddenSymbol) throw new  
TypeError('Symbol is not a constructor');\n  return SymbolPolyfill(description);\n};\n\n// Exposed `Symbol`  
constructor\n// (returns instances of HiddenSymbol)\nmodule.exports = SymbolPolyfill = function  
Symbol(description) {\n  var symbol;\n  if (this instanceof Symbol) throw new TypeError('Symbol is not a  
constructor');\n  if  
(isNativeSafe) return NativeSymbol(description);\n  symbol = create(HiddenSymbol.prototype);\n  symbol.__description__ =  
(description === undefined ? '' : String(description));\n  return defineProperties(symbol, {\n    __description__: d(''  
description),\n    __name__: d('', generateName(description))\n  });\n}\n\ndefineProperties(SymbolPolyfill, {\n  for:  
d(function (key) {\n    if (globalSymbols[key]) return globalSymbols[key];\n    return (globalSymbols[key] =  
SymbolPolyfill(String(key)));\n  }),\n  keyFor: d(function (s) {\n    var key;\n    validateSymbol(s);\n    for (key in  
globalSymbols) if (globalSymbols[key] === s) return key;\n  }),\n  // To ensure proper interoperability with other  
native functions (e.g. Array.from)\n  // fallback to eventual native implementation of given symbol\n  hasInstance: d(''  
(NativeSymbol && NativeSymbol.prototype.hasInstance) || SymbolPolyfill('hasInstance')),  
isConcatSpreadable: d(''
```



```

'a': 1 };\n * var other = { 'a': 1 };\n *\n * _eq(object, object);\n * // => true\n *\n * _eq(object, other);\n * // =>
false\n *\n * _eq('a', 'a');\n * // => true\n *\n * _eq('a', Object('a'));\n * //
=> false\n *\n * _eq(NaN, NaN);\n * // => true\n *\n\nfunction eq(value, other) {\n return value === other || (value
!=== value && other !== other);\n }\n\nmodule.exports = eq;\n", "var Stack = require('./_Stack'),\n baseIsEqual =
require('./_baseIsEqual');\n\n/** Used to compose bitmasks for value comparisons. */\nvar
COMPARE_PARTIAL_FLAG = 1,\n COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * The base
implementation of `_.isMatch` without support for iteratee shorthands.\n *\n * @private\n * @param {Object}
object The object to inspect.\n * @param {Object} source The object of property values to match.\n * @param
{Array} matchData The property names, values, and compare flags to match.\n * @param {Function} [customizer]
The function to customize comparisons.\n * @returns {boolean} Returns `true` if `object` is a match, else `false`.\n
*\n\nfunction baseIsMatch(object, source, matchData, customizer) {\n var index = matchData.length,\n length =
index,\n noCustomizer = !customizer;\n\n if (object == null) {\n return !length;\n }\n object = Object(object);\n while (index--) {\n var data =
matchData[index];\n if ((noCustomizer && data[2])\n ? data[1] !== object[data[0]]\n : !(data[0] in
object)\n ) {\n return false;\n }\n }\n while (++index < length) {\n data = matchData[index];\n var key
= data[0],\n objValue = object[key],\n srcValue = data[1];\n\n if (noCustomizer && data[2]) {\n if
(objValue === undefined && !(key in object)) {\n return false;\n }\n } else {\n var stack = new Stack;\n
if (customizer) {\n var result = customizer(objValue, srcValue, key, object, source, stack);\n }\n if
(! (result === undefined\n ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG |
COMPARE_UNORDERED_FLAG, customizer, stack)\n : result\n )) {\n return false;\n }\n }\n }\n\n return true;\n }\n\nmodule.exports = baseIsMatch;\n", "\n"use
strict";\n\nvar isValue = require('./is-value');\n\nmodule.exports = function (value) {\n\tif (!isValue(value))
throw new TypeError("Cannot use null or undefined");\n\treturn value;\n};\n", "var baseEach =
require('./_baseEach'),\n isArrayLike = require('./isArrayLike');\n\n/**\n * The base implementation of `_.map`
without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to
iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the
new mapped array.\n *\n\nfunction baseMap(collection, iteratee) {\n var index = -1,\n result =
isArrayLike(collection) ? Array(collection.length) : [];\n\n baseEach(collection, function(value, key, collection) {\n
result[++index] = iteratee(value, key, collection);\n });\n return result;\n }\n\nmodule.exports = baseMap;\n", "**\n
* Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n *
@param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base
function.\n *\n\nfunction createBaseFor(fromRight) {\n return function(object, iteratee, keysFunc) {\n var index =
-1,\n iterable = Object(object),\n props = keysFunc(object),\n length = props.length;\n\n while
(length--> 0) {\n var key = props[fromRight ? length : ++index];\n if (iteratee(iterable[key], key, iterable) ===
false) {\n break;\n }\n }\n return object;\n }; }\n\nmodule.exports = createBaseFor;\n", "var freeGlobal
= require('./_freeGlobal');\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports === 'object' &&
exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports
&& typeof module === 'object' && module && !module.nodeType && module;\n\n/** Detect the popular
CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports
=== freeExports;\n\n/** Detect free variable `process` from Node.js. */\nvar freeProcess = moduleExports &&
freeGlobal.process;\n\n/** Used to access faster Node.js helpers. */\nvar nodeUtil = (function() {\n try {\n // Use
`util.types` for Node.js 10+.\n var types = freeModule && freeModule.require &&
freeModule.require('util').types;\n\n if (types) {\n return types;\n }\n\n // Legacy `process.binding('util')` for
Node.js < 10.\n return freeProcess && freeProcess.binding && freeProcess.binding('util');\n } catch (e)
{ }\n})();\n\nmodule.exports = nodeUtil;\n", "var eq = require('./eq'),\n isArrayLike = require('./isArrayLike'),\n
isIndex = require('./_isIndex'),\n isObject = require('./isObject');\n\n/**\n * Checks if the given arguments are from
an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*}
index The potential iteratee index or key argument.\n * @param {*} object The potential

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iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n * else `false`.\n */\nfunction isIterateeCall(value, index, object) {\n  if (!isObject(object)) {\n    return false;\n  }\n  var type =\n    typeof index;\n  if (type === 'number'\n      ? (isArrayLike(object) && isIndex(index, object.length))\n      : (type === 'string' && index in object)\n  ) {\n    return eq(object[index], value);\n  }\n  return false;\n}\n\nmodule.exports = isIterateeCall;\n", "var baseGet = require('./_baseGet');\n\n/**\n * Gets the value at `path` of `object`. If the resolved value is `undefined`, the `defaultValue` is returned in its place.\n *\n * @static\n * @memberOf _\n * @since 3.7.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @param {*} [defaultValue] The value returned for `undefined` resolved values.\n * @returns {*} Returns the resolved value.\n *\n * @example\n * var object = { 'a': [{ 'b': { 'c': 3 } } ]};\n * _get(object, 'a[0].b.c');\n * // => 3\n *\n * _get(object, ['a', '0', 'b', 'c']);\n * // => 3\n *\n * _get(object, 'a.b.c', 'default');\n * // => 'default'\n */\nfunction get(object, path, defaultValue) {\n  var result = object == null ? undefined : baseGet(object, path);\n  return result === undefined ? defaultValue : result;\n}\n\nmodule.exports = get;\n", "/* optional / simple context binding\n\nvar aFunction = require('./_a-function');\nmodule.exports = function (fn, that, length) {\n  aFunction(fn);\n  if (that === undefined) return fn;\n  switch (length) {\n    case 1: return function (a) {\n      return fn.call(that, a);\n    }; \n    case 2: return function (a, b) {\n      return fn.call(that, a, b);\n    }; \n    case 3: return function (a, b, c) {\n      return fn.call(that, a, b, c);\n    }; \n    default: return function (...args) {\n      return fn.apply(that, arguments);\n    }; \n  }\n};\n", "/*\n * Deprecate\n *\n * use\n *\n * strict";\n\nmodule.exports = function (obj) {\n  return typeof obj === "function";\n};\n", "/* 22.1.3.31\n\nArray.prototype[@@unscopables]\n\nvar UNSCOPABLES = require('./_wks')('unscopables');\nvar ArrayProto = Array.prototype;\n\nif (ArrayProto[UNSCOPABLES] === undefined) require('./_hide')(ArrayProto, UNSCOPABLES, {});\n\nmodule.exports = function (key) {\n  ArrayProto[UNSCOPABLES][key] = true;\n};\n", "module.exports = function (exec) {\n  try {\n    return { e: false, v: exec() };\n  } catch (e) {\n    return { e: true, v: e };\n  }\n};\n", "/* 7.1.15 ToLength\n\nvar toInteger = require('./_to-integer');\nvar min = Math.min;\n\nmodule.exports = function (it) {\n  return it > 0 ? min(toInteger(it), 0x1ffffffffff) : 0; // pow(2, 53) - 1 == 9007199254740991\n};\n", "/* Thank's IE8 for his funny defineProperty\n\nmodule.exports = !require('./_fails')(function () {\n  return Object.defineProperty({}, 'a', { get: function () { return 7; } }).a != 7;\n});\n", "var root = require('./_root');\n\n// Built-in value references.\nvar Symbol = root.Symbol;\n\nmodule.exports = Symbol;\n", "var global = require('./_global');\n\nvar navigator = global.navigator;\n\nmodule.exports = navigator && navigator.userAgent ||\n";\n", "var SetCache = require('./_SetCache'),\n  arraySome = require('./_arraySome'),\n  cacheHas = require('./_cacheHas');\n\n/**\n * Used to compose bitmasks for value comparisons.\n *\n * @private\n * @param {number} COMPARE_PARTIAL_FLAG = 1,\n * @param {number} COMPARE_UNORDERED_FLAG = 2;\n */\n\n/**\n * A specialized version of `baseIsEqualDeep` for arrays with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Array} array The array to compare.\n * @param {Array} other The other array to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n *\n * @returns {boolean} Returns `true` if the arrays are equivalent, else `false`.\n */\nfunction equalArrays(array, other, bitmask, customizer, equalFunc, stack) {\n  var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n      arrLength = array.length,\n      othLength = other.length;\n\n  if (arrLength != othLength && !(isPartial && othLength > arrLength)) {\n    return false;\n  }\n  // Assume cyclic values are equal.\n  var stacked = stack.get(array);\n  if (stacked && stack.get(other)) {\n    return stacked == other;\n  }\n  var index = -1,\n      result = true,\n      seen = (bitmask & COMPARE_UNORDERED_FLAG) ? new SetCache : undefined;\n  stack.set(array, other);\n  stack.set(other, array);\n\n  // Ignore non-index properties.\n  while (++index < arrLength) {\n    var arrValue = array[index],\n        othValue = other[index];\n\n    if (customizer) {\n      var compared = isPartial\n        ? customizer(othValue, arrValue, index, other, array, stack)\n        : customizer(arrValue, othValue, index, array, other, stack);\n      if (compared !== undefined) {\n        if (compared) {\n          continue;\n        }\n        result = false;\n        break;\n      }\n    }\n    // Recursively compare arrays (susceptible to call stack

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limits).\n  if (seen) {\n    if (!arraySome(other, function(othValue, othIndex) {\n      if (!cacheHas(seen,
othIndex) &&\n        (arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack)))
{\n        return seen.push(othIndex);\n      }\n    }) {\n      result = false;\n      break;\n    }\n  } else if
(!(\n    arrValue === othValue ||\n      equalFunc(arrValue, othValue, bitmask, customizer, stack)\n  )) {\n
    result = false;\n    break;\n  }\n  stack['delete'](array);\n  stack['delete'](other);\n  return
result;\n}\n\nmodule.exports = equalArrays;\n", "var constant = require('./constant'),\n  defineProperty =
require('./_defineProperty'),\n  identity
= require('./identity');\n\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n
*\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString`
result.\n * @returns {Function} Returns `func`.\n */\nvar baseSetToString = !defineProperty ? identity :
function(func, string) {\n  return defineProperty(func, 'toString', {\n    'configurable': true,\n    'enumerable': false,\n
'value': constant(string),\n    'writable': true\n  });\n};\n\nmodule.exports = baseSetToString;\n", "/* @replace
logic\nrequire('./_fix-re-wks')('replace', 2, function (defined, REPLACE, $replace) {\n // 21.1.3.14
String.prototype.replace(searchValue, replaceValue)\n  return [function replace(searchValue, replaceValue) {\n
'use strict';\n    var O = defined(this);\n    var fn = searchValue === undefined ? undefined :
searchValue[REPLACE];\n    return fn !== undefined\n      ? fn.call(searchValue, O, replaceValue)\n      :
$replace.call(String(O), searchValue, replaceValue);\n  }, $replace];\n});\n", "var getMapData =
require('./_getMapData');\n\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n *
@memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns
`true` if an entry for `key` exists, else `false`.\n */\nfunction mapCacheHas(key) {\n  return getMapData(this,
key).has(key);\n}\n\nmodule.exports = mapCacheHas;\n", "use strict;\n// 25.4.1.5 NewPromiseCapability(C)\nvar
aFunction = require('./_a-function');\n\nfunction PromiseCapability(C) {\n  var resolve, reject;\n  this.promise = new
C(function ($$resolve, $$reject) {\n    if (resolve !== undefined || reject !== undefined) throw TypeError('Bad
Promise constructor');\n    resolve = $$resolve;\n    reject = $$reject;\n  });\n  this.resolve = aFunction(resolve);\n
this.reject = aFunction(reject);\n}\n\nmodule.exports.f = function (C) {\n  return new
PromiseCapability(C);\n};\n", "var
baseGetAllKeys = require('./_baseGetAllKeys'),\n  getSymbols = require('./_getSymbols'),\n  keys =
require('./keys');\n\n/**\n * Creates an array of own enumerable property names and symbols of `object`.\n *\n *
@private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property
names and symbols.\n */\nfunction getAllKeys(object) {\n  return baseGetAllKeys(object, keys,
getSymbols);\n}\n\nmodule.exports = getAllKeys;\n", "var $export = require('./_export');\nvar defined =
require('./_defined');\nvar fails = require('./_fails');\nvar spaces = require('./_string-ws');\nvar space = ' ' +
spaces +
']';\nvar non = "\u200b\u0085";\nvar ltrim = RegExp('^' + space + space + '*');\nvar rtrim = RegExp(space + space +
'*$');\nvar exporter = function (KEY, exec, ALIAS) {\n  var exp = {};\n  var FORCE = fails(function () {\n
return !!spaces[KEY]() || non[KEY]() != non;\n  });\n  var fn = exp[KEY] = FORCE ? exec(trim) : spaces[KEY];\n
if (ALIAS)\n    exp[ALIAS] = fn;\n  $export($export.P + $export.F * FORCE, 'String', exp);\n};\n\n// 1 -> String#trimLeft\n// 2 ->
String#trimRight\n// 3 -> String#trim\nvar trim = exporter.trim = function (string, TYPE) {\n  string =
String(defined(string));\n  if (TYPE & 1) string = string.replace(ltrim, '');\n  if (TYPE & 2) string =
string.replace(rtrim, '');\n  return string;\n};\n\nmodule.exports = exporter;\n", "/* 7.2.8 IsRegExp(argument)\nvar
isObject = require('./_is-object');\nvar cof = require('./_cof');\nvar MATCH =
require('./_wks')('match');\nmodule.exports = function (it) {\n  var isRegExp;\n  return isObject(it) && ((isRegExp =
it[MATCH]) !== undefined ? !!isRegExp : cof(it) === 'RegExp');\n};\n", "/*\n * Converts `set` to an array of its
values.\n *\n * @private\n * @param {Object} set The set to convert.\n * @returns {Array} Returns the values.\n
*/\nfunction setToArray(set) {\n  var index = -1,\n    result = Array(set.size);\n  set.forEach(function(value) {\n
result[++index]
= value;\n  });\n  return result;\n}\n\nmodule.exports = setToArray;\n", "var $iterators =
require('./es6.array.iterator');\nvar getKeys = require('./_object-keys');\nvar redefine = require('./_redefine');\nvar

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global = require('./_global');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar wks =
require('./_wks');\nvar ITERATOR = wks('iterator');\nvar TO_STRING_TAG = wks('toStringTag');\nvar
ArrayValues = Iterators.Array;\n\nvar DOMIterables = {\n  CSSRuleList: true, // TODO: Not spec compliant,
should be false.\n  CSSStyleDeclaration: false,\n  CSSValueList: false,\n  ClientRectList: false,\n  DOMRectList:
false,\n  DOMStringList: false,\n  DOMTokenList: true,\n  DataTransferItemList: false,\n  FileList: false,\n
HTMLAllCollection: false,\n  HTMLCollection: false,\n  HTMLFormElement: false,\n  HTMLSelectElement:
false,\n  MediaList: true, // TODO: Not spec compliant, should be false.\n  MimeTypeArray: false,\n
NamedNodeMap: false,\n  NodeList: true,\n
  PaintRequestList: false,\n  Plugin: false,\n  PluginArray: false,\n  SVGLengthList: false,\n  SVGNumberList:
false,\n  SVGPathSegList: false,\n  SVGPointList: false,\n  SVGStringList: false,\n  SVGTransformList: false,\n
SourceBufferList: false,\n  StyleSheetList: true, // TODO: Not spec compliant, should be false.\n
  TextTrackCueList: false,\n  TextTrackList: false,\n  TouchList: false\n};\n\nfor (var collections =
getKeys(DOMIterables), i = 0; i < collections.length; i++) {\n  var NAME = collections[i];\n  var explicit =
DOMIterables[NAME];\n  var Collection = global[NAME];\n  var proto = Collection && Collection.prototype;\n
var key;\n  if (proto) {\n    if (!proto[ITERATOR]) hide(proto, ITERATOR, ArrayValues);\n    if
(!proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n    Iterators[NAME] = ArrayValues;\n    if
(explicit) for (key in $Iterators) if (!proto[key]) redefine(proto, key, $Iterators[key], true);\n  }\n}\n\n"/**\n * The
base implementation of `_.unary` without
  support for storing metadata.\n * @private\n * @param {Function} func The function to cap arguments for.\n *
@return {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n  return function(value)
{\n    return func(value);\n  };}\n\nmodule.exports = baseUnary;\n","use strict";\nObject.defineProperty(exports,
'__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'clipboard';\nvar width = 384;\nvar height =
512;\nvar ligatures = [];\nvar unicode = 'f328';\nvar svgPathData = 'M384 112v352c0 26.51-21.49 48-48 48H48c-
26.51 0-48-21.49-48-48V112c0-26.51 21.49-48 48-48h80c0-35.29 28.71-64 64-64s64 28.71 64 64h80c26.51 0 48
21.49 48 48zM192 40c-13.255 0-24 10.745-24 24s10.745 24 24 24 24-10.745 24-24-10.745-24-24-24m96 114v-
20a6 6 0 0 0-6-6H102a6 6 0 0 0-6 6v20a6 6 0 0 0 6 6h180a6 6 0 0 0 6-6z';\n\nexports.definition = {\n  prefix:
prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n
  ]};\n\nexports.faClipboard = exports.definition;\nexports.prefix = prefix;\nexports.iconName =
iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode =
unicode;\nexports.svgPathData = svgPathData;","var getAllKeys = require('./_getAllKeys');\n\n/** Used to compose
bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** Used for built-in method
references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar
hasOwnProperty = objectProto.hasOwnProperty;\n\n/** A specialized version of `baseIsEqualDeep` for objects
with support for\n * partial deep comparisons.\n * @private\n * @param {Object} object The object to
compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask
flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize
comparisons.\n * @param {Function} equalFunc The function
  to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n *
@return {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalObjects(object,
other, bitmask, customizer, equalFunc, stack) {\n  var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n
  objProps = getAllKeys(object),\n  objLength = objProps.length,\n  othProps = getAllKeys(other),\n
  othLength = othProps.length;\n\n  if (objLength !== othLength && !isPartial) {\n    return false;\n  }\n
var index =
objLength;\n  while (index-- > 0) {\n    var key = objProps[index];\n    if (!isPartial ? key in other :
hasOwnProperty.call(other, key)) {\n      return false;\n    }\n  }\n\n  // Assume cyclic values are equal.\n  var
stacked = stack.get(object);\n  if (stacked && stack.get(other)) {\n    return stacked === other;\n  }\n  var
result = true;\n  stack.set(object, other);\n  stack.set(other, object);\n\n  var skipCtor = isPartial;\n
\n  while (++index < objLength) {\n    key = objProps[index];\n    var objValue = object[key],\n        othValue =
other[key];\n\n    if (customizer) {\n      var compared = isPartial\n        ? customizer(othValue, objValue,
key, other,

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object, stack)\n      : customizer(objValue, othValue, key, object, other, stack);\n  }\n  // Recursively compare
objects (susceptible to call stack limits).\n  if (!(compared === undefined\n      ? (objValue === othValue ||
equalFunc(objValue, othValue, bitmask, customizer, stack))\n      : compared\n  )) {\n    result = false;\n    break;\n  }\n  skipCtor || (skipCtor = key === 'constructor');\n  }\n  if (result && !skipCtor) {\n    var objCtor =
object.constructor,\n        othCtor = other.constructor;\n\n    // Non `Object` object instances with different
constructors are not equal.\n    if (objCtor !== othCtor &&\n        ('constructor' in object && 'constructor' in other)
&&\n        !(typeof objCtor === 'function' && objCtor
instanceof objCtor &&\n            typeof othCtor === 'function' && othCtor instanceof othCtor)) {\n      result = false;\n    }\n  }\n  stack['delete'](object);\n  stack['delete'](other);\n  return result;\n}\n\nmodule.exports =
equalObjects;\n", "/* Used as references for various `Number` constants. *\n\nvar MAX_SAFE_INTEGER =
9007199254740991;\n\n**\n * Checks if `value` is a valid array-like length.\n * **\n * Note: This method is
loosely based on\n * [ `ToLength` ](http://ecma-international.org/ecma-262/7.0/#sec-to-length).\n * **\n * @static\n *
@memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns
{boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _isLength(3);\n * // =>
true\n *\n * _isLength(Number.MIN_VALUE);\n * // => false\n *\n * _isLength(Infinity);\n * // => false\n *\n *
_isLength('3');\n * // => false\n *\n * ^\nfunction isLength(value) {\n  return typeof value === 'number' &&\n    value
> -1 && value % 1 === 0 && value <= MAX_SAFE_INTEGER;\n}\n\nmodule.exports = isLength;\n", "/*\n * clipboard.js v2.0.4\n * https://zenorocha.github.io/clipboard.js\n * \n * Licensed MIT © Zeno Rocha\n *\n(function
webpackUniversalModuleDefinition(root, factory) {\n  if(typeof exports === 'object' && typeof module ===
'object')\n    module.exports = factory();\n  else if(typeof define === 'function' && define.amd)\n    define([],
factory);\n  else if(typeof exports === 'object')\n    exports["ClipboardJS"] =
factory();\n  else\n    root["ClipboardJS"] = factory();\n})(this, function() {\n  return /*****/ (function(modules) {\n
// webpackBootstrap\n/*****/\n    // The module cache\n/*****/\n    var installedModules = {};\n/*****/\n/*****/\n
// The require function\n/*****/\n    function __webpack_require__(moduleId) {\n/*****/\n/*****/\n    // Check if
module is in cache\n/*****/\n    if(installedModules[moduleId])\n/*****/\n    return
installedModules[moduleId].exports;\n/*****/\n/*****/\n    // Create a new module (and put it into the cache)\n/*****/\n    var module = installedModules[moduleId] =
{\n/*****/\n/*****/\n    id: moduleId,\n/*****/\n/*****/\n    parentId: false,\n/*****/\n/*****/\n    exports: {};\n/*****/\n/*****/\n/*****/\n    // Execute the module function\n/*****/\n    modules[moduleId].call(module.exports, module, module.exports,
__webpack_require__); \n/*****/\n/*****/\n    // Flag the module as loaded\n/*****/\n    module.l =
true;\n/*****/\n/*****/\n    // Return the exports of the module\n/*****/\n    return module.exports;\n/*****/\n/*****/\n/*****/\n    // expose the modules object (__webpack_modules__)\n/*****/\n/*****/\n
__webpack_require__.m = modules;\n/*****/\n/*****/\n    // expose the module cache\n/*****/\n/*****/\n
__webpack_require__.c = installedModules;\n/*****/\n/*****/\n    // define getter function for harmony
exports\n/*****/\n/*****/\n    __webpack_require__.d = function(exports, name, getter) {\n/*****/\n/*****/\n
if(!__webpack_require__.o(exports, name)) {\n/*****/\n/*****/\n
Object.defineProperty(exports, name, { enumerable: true, get: getter });\n/*****/\n/*****/\n/*****/\n/*****/\n
define __esModule on exports\n/*****/\n/*****/\n    __webpack_require__.r = function(exports)
{\n/*****/\n/*****/\n    if(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n/*****/\n/*****/\n
Object.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n/*****/\n/*****/\n/*****/\n/*****/\n
Object.defineProperty(exports, '__esModule', { value: true });\n/*****/\n/*****/\n/*****/\n/*****/\n    // create a
fake namespace object\n/*****/\n/*****/\n    mode & 1: value is a module id, require it\n/*****/\n/*****/\n    mode & 2: merge all
properties of value into the ns\n/*****/\n/*****/\n    mode & 4: return value when already ns object\n/*****/\n/*****/\n    mode &
8|1: behave like require\n/*****/\n/*****/\n    __webpack_require__.t = function(value, mode) {\n/*****/\n/*****/\n
if(mode & 1)\n/*****/\n/*****/\n    value = __webpack_require__(value);\n/*****/\n/*****/\n    if(mode & 8)\n/*****/\n/*****/\n    return value;\n/*****/\n/*****/\n    if(mode & 4) &&
typeof value ===
'object' && value && value.__esModule) return value;\n/*****/\n/*****/\n    var ns = Object.create(null);\n/*****/\n/*****/\n
__webpack_require__.r(ns);\n/*****/\n/*****/\n    Object.defineProperty(ns, 'default', { enumerable: true, value: value

```



```

==== 'function' ? options.text : this.defaultText;\n      this.container = _typeof(options.container) === 'object' ?
options.container : document.body;\n    }\n\n    /**\n     * Adds a click event listener to the passed trigger.\n     * @param {String|HTMLElement|HTMLCollection|NodeList} trigger\n     * /\n     }, {\n     key:
'listenClick',\n     value: function listenClick(trigger) {\n     var _this2 = this;\n     this.listener = (0,
_goodListener2.default)(trigger, 'click', function (e) {\n     return _this2.onClick(e);\n     });\n     }\n\n
/**\n     * Defines a new `ClipboardAction` on each click event.\n     * @param {Event} e\n     * /\n     },
{\n     key: 'onClick',\n     value: function onClick(e) {\n     var trigger = e.delegateTarget ||
e.currentTarget;\n     if (this.clipboardAction) {\n     this.clipboardAction = null;\n     }\n\n
this.clipboardAction = new _clipboardAction2.default({\n     action: this.action(trigger),\n
target: this.target(trigger),\n     text: this.text(trigger),\n     container: this.container,\n     trigger:
trigger,\n     emitter: this\n     });\n     }\n\n     /**\n     * Default `action` lookup function.\n     *
@param {Element} trigger\n     * /\n     }, {\n     key: 'defaultAction',\n     value: function
defaultAction(trigger) {\n     return getAttributeValue('action', trigger);\n     }\n\n     /**\n     * Default
`target` lookup function.\n     * @param {Element} trigger\n     * /\n     }, {\n     key: 'defaultTarget',\n
value: function defaultTarget(trigger) {\n     var selector = getAttributeValue('target', trigger);\n     if
(selector) {\n     return document.querySelector(selector);\n     }\n     }\n\n
/**\n     * Returns the support of the given action, or all actions if no action is\n     * given.\n     *
@param {String} [action]\n     * /\n     }, {\n     key: 'defaultText',\n     value: function defaultText(trigger) {\n     return
getAttributeValue('text', trigger);\n     }\n\n     /**\n     * Destroy lifecycle.\n     * /\n     }, {\n     key:
'destroy',\n     value: function destroy() {\n     this.listener.destroy();\n     if (this.clipboardAction) {\n
this.clipboardAction.destroy();\n     this.clipboardAction = null;\n     }\n     }\n     }], [{\n     key:
'isSupported',\n     value: function isSupported() {\n     var action = arguments.length > 0 && arguments[0]
!== undefined ? arguments[0] : ['copy', 'cut'];\n     var actions = typeof action
==== 'string' ? [action] : action;\n     var support = !!document.queryCommandSupported;\n\n
actions.forEach(function (action) {\n     support = support &&
!!document.queryCommandSupported(action);\n     });\n     return support;\n     }\n     }]);\n\n     return
Clipboard;)(_tinyEmitter2.default);\n\n    /**\n     * Helper function to retrieve attribute value.\n     * @param {String}
suffix\n     * @param {Element} element\n     * /\n     }\n\n     function getAttributeValue(suffix, element) {\n     var attribute =
'data-clipboard-' + suffix;\n     if (!element.hasAttribute(attribute)) {\n     return;\n     }\n     return
element.getAttribute(attribute);\n     }\n\n     module.exports = Clipboard;\n\n    /**\n     * 1 *\n     */\n     (function(module,
exports, __webpack_require__) {\n     "use strict";\n     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     var _createClass =
function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor =
props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if ("value" in
descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function
(Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if
(staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n     var _select =
__webpack_require__(2);\n     var _select2 = _interopRequireDefault(_select);\n     function
_interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n     function
_classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError("Cannot
call a class as a\n     function"); } }\n     /**\n     * Inner class which performs selection from either `text` or `target`\n     * properties and then
executes copy or cut operations.\n     * /\n     var ClipboardAction = function () {\n     /**\n     * @param {Object}
options\n     * /\n     function ClipboardAction(options) {\n     _classCallCheck(this, ClipboardAction);\n     this.resolveOptions(options);\n     this.initSelection();\n     }\n     }\n     /**\n     * Defines base properties passed from

```

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constructor.\n    * @param {Object} options\n    *\n    _createClass(ClipboardAction, [{\n      key:\n      'resolveOptions',\n      value: function resolveOptions() {\n        var options = arguments.length > 0 &&\n        arguments[0] !== undefined ? arguments[0] : {};\n        this.action = options.action;\n        this.container =\n        options.container;\n        this.emitter = options.emitter;\n        this.target = options.target;\n        this.text =\n        options.text;\n        this.trigger = options.trigger;\n\n        this.selectedText = '';\n      }], {\n        /**\n         * Decides which selection strategy is going to be applied\n        based\n         * on the existence of `text` and `target` properties.\n         */\n        }, {\n          key: 'initSelection',\n          value: function initSelection() {\n            if (this.text) {\n              this.selectFake();\n            } else if (this.target) {\n              this.selectTarget();\n            }\n          }}, {\n            /**\n             * Creates a fake textarea element, sets its\n            value from `text` property,\n             * and makes a selection on it.\n             */\n            }, {\n              key: 'selectFake',\n              value: function selectFake() {\n                var _this = this;\n                var isRTL =\n                document.documentElement.getAttribute('dir') === 'rtl';\n                this.removeFake();\n\n                this.fakeHandlerCallback = function () {\n                  return _this.removeFake();\n                };\n                this.fakeHandler =\n                this.container.addEventListener('click', this.fakeHandlerCallback) || true;\n                this.fakeElem =\n                document.createElement('textarea');\n                // Prevent zooming on iOS\n                this.fakeElem.style.fontSize =\n                '12pt';\n                // Reset box model\n                this.fakeElem.style.border = '0';\n                this.fakeElem.style.padding =\n                '0';\n                this.fakeElem.style.margin = '0';\n                // Move element out of screen horizontally\n                this.fakeElem.style.position = 'absolute';\n                this.fakeElem.style[isRTL ? 'right' : 'left'] = '-9999px';\n                //\n                // Move element to the same position vertically\n                var yPos = window.pageYOffset ||\n                document.documentElement.scrollTop;\n                this.fakeElem.style.top = yPos + 'px';\n                this.fakeElem.setAttribute('readonly', '');\n                this.fakeElem.value = this.text;\n                this.container.appendChild(this.fakeElem);\n                this.selectedText = (0,\n                _select2.default)(this.fakeElem);\n                this.copyText();\n              }}, {\n                /**\n                 * Only removes the fake\n                element after another click event, that way\n                 * a user can hit `Ctrl+C` to copy because selection still exists.\n                 */\n                }, {\n                  key: 'removeFake',\n                  value: function removeFake() {\n                    if (this.fakeHandler) {\n                      this.container.removeEventListener('click', this.fakeHandlerCallback);\n                      this.fakeHandler = null;\n                      this.fakeHandlerCallback = null;\n                    }\n                    if (this.fakeElem) {\n                      this.container.removeChild(this.fakeElem);\n                      this.fakeElem = null;\n                    }\n                  }}, {\n                    /**\n                     * Selects the content from element passed on `target` property.\n                     */\n                    }, {\n                      key: 'selectTarget',\n                      value: function selectTarget() {\n                        this.selectedText = (0, _select2.default)(this.target);\n                        this.copyText();\n                      }}, {\n                        /**\n                         * Executes the copy operation based on the current selection.\n                         */\n                        }, {\n                          key: 'copyText',\n                          value: function copyText() {\n                            var succeeded = void 0;\n                            try {\n                              succeeded = document.execCommand(this.action);\n                            } catch (err) {\n                              succeeded =\n                              false;\n                            }\n                            this.handleResult(succeeded);\n                          }}, {\n                            /**\n                             * Fires an event based on the\n                            copy operation result.\n                             * @param {Boolean} succeeded\n                             */\n                            }, {\n                              key: 'handleResult',\n                              value: function handleResult(succeeded) {\n                                this.emitter.emit(succeeded ? 'success' : 'error', {\n                                  action: this.action,\n                                  text: this.selectedText,\n                                  trigger: this.trigger,\n                                  clearSelection:\n                                  this.clearSelection.bind(this)\n                                });\n                              }}, {\n                                /**\n                                 * Moves focus\n                                away from `target` and back to the trigger, removes current selection.\n                                 */\n                                }, {\n                                  key:\n                                  'clearSelection',\n                                  value: function clearSelection() {\n                                    if (this.trigger) {\n                                      this.trigger.focus();\n                                    }\n                                    window.getSelection().removeAllRanges();\n                                  }}, {\n                                    /**\n                                     * Sets the `action` to be\n                                    performed which can be either 'copy' or 'cut'.\n                                     * @param {String} action\n                                     */\n                                    }, {\n                                      key:\n                                      'destroy',\n                                      /**\n                                       * Destroy lifecycle.\n                                       */\n                                      value: function destroy() {\n                                        this.removeFake();\n                                      }}, {\n                                        key: 'action',\n                                        set: function set() {\n                                          var action =\n                                          arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : 'copy';\n                                          this._action = action;\n                                          if (this._action !== 'copy' && this._action !== 'cut') {\n                                            throw new Error("Invalid \"action\" value, use\n                                            either\n                                          ");\n                                          }

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"copy" or "cut");
    }
}

/**
 * Gets the `action` property.
 * @return {String}
 */
get: function get() {
    return this._action;
}

/**
 * Sets the `target`
property using an element
 * that will be have its content copied.
 * @param {Element} target
 */
set: function set(target) {
    if (target !== undefined) {
        if
(target && (typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1)
        {
            if (this.action === 'copy' && target.hasAttribute('disabled')) {
                throw new
Error('Invalid "target" attribute. Please use "readonly" instead of "disabled" attribute');
            }
            if (this.action === 'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled')))
            {
                throw new Error('Invalid "target" attribute. You can\'t cut text from elements with "readonly"
or "disabled" attributes');
            }
            this._target = target;
        } else {
            throw new Error('Invalid "target" value, use a valid Element');
        }
    }
}

/**
 * Gets the `target` property.
 * @return {String|HTMLElement}
 */
get: function get() {
    return this._target;
}
});

return ClipboardAction();

module.exports =
ClipboardAction();

/**/ },

/**/ (function(module, exports) {

function select(element) {
    var
selectedText;

    if (element.nodeName === 'SELECT') {
        element.focus();
        selectedText =
element.value;
    } else if (element.nodeName === 'INPUT' || element.nodeName === 'TEXTAREA') {
        var isReadOnly = element.hasAttribute('readonly');

        if (!isReadOnly) {
            element.setAttribute('readonly', '');
        }
        element.select();
        element.setSelectionRange(0,
element.value.length);

        if (!isReadOnly) {
            element.removeAttribute('readonly');
        }
        selectedText = element.value;
    } else {
        if (element.hasAttribute('contenteditable')) {
            element.focus();
        }
        var selection = window.getSelection();
        var range =
document.createRange();
        range.selectNodeContents(element);
        selection.removeAllRanges();
        selection.addRange(range);
        selectedText = selection.toString();
    }
    return
selectedText;
}

module.exports = select;

/**/ },

/**/ (function(module, exports) {

function
E () {
    // Keep this empty so it's easier to inherit from
    // (via https://github.com/lipsmack from
https://github.com/scottcorgan/tiny-emitter/issues/3)
}

E.prototype
= {
    on: function (name, callback, ctx) {
        var e = this.e || (this.e = {});
        (e[name] || (e[name] =
[])).push({
            fn: callback,
            ctx: ctx
        });
        return this;
    },
    once: function (name, callback, ctx) {
        var self = this;
        function listener () {
            self.off(name, listener);
            callback.apply(ctx, arguments);
        };
        listener._ = callback;
        return this.on(name, listener, ctx);
    },
    emit: function (name) {
        var data =
[].slice.call(arguments, 1);
        var evtArr = ((this.e || (this.e = {}))[name] || []).slice();
        var i = 0;
        var len =
evtArr.length;
        for (i; i < len; i++) {
            evtArr[i].fn.apply(evtArr[i].ctx, data);
        }
        return this;
    },
    off: function (name, callback) {
        var e = this.e || (this.e = {});
        var evts = e[name];
        var liveEvents = [];
        if (evts && callback) {
            for (var i = 0, len = evts.length;
i < len; i++) {
                if (evts[i].fn !== callback && evts[i].fn._ !== callback)
                    liveEvents.push(evts[i]);
            }
        }
        // Remove event from queue to prevent memory leak
        // Suggested by https://github.com/lazd
//
Ref: https://github.com/scottcorgan/tiny-
emitter/commit/c6ebfaa9bc973b33d110a84a307742b7cf94c953#commitcomment-5024910
        (liveEvents.length)
        ? e[name] = liveEvents
        : delete e[name];
        return this;
    }
};

module.exports
= E;

/**/ },

/**/ (function(module, exports, __webpack_require__) {

var is =
__webpack_require__(5);
var delegate = __webpack_require__(6);

/**
 * Validates all params and calls the
right
 * listener function based on its target type.
 * @param
{String|HTMLElement|HTMLCollection|NodeList} target
 * @param {String} type
 * @param {Function}
callback
 * @return {Object}
 */
function listen(target, type, callback) {
    if (!target && !type && !callback)
    {
        throw new Error('Missing required arguments');
    }
    if (!is.string(type)) {
        throw new
TypeError('Second argument must be a String');
    }
    if (!is.fn(callback)) {
        throw new TypeError("Third
argument must be a Function");
    }
    if (is.node(target)) {
        return listenNode(target, type, callback);
    }
}

```

```

} else if (is nodeList(target)) {
  return listenNodeList(target, type, callback);
} else if (is string(target)) {
  return listenSelector(target, type, callback);
} else {
  throw new TypeError('First argument must be a String, HTMLElement, HTMLCollection, or NodeList');
}
}

// Adds an event listener to a HTML element and returns a remove listener function.
@param {HTMLElement} node
@param {String} type
@param {Function} callback
@return {Object}
function listenNode(node, type, callback) {
  node.addEventListener(type, callback);
  return {
    destroy: function() {
      node.removeEventListener(type, callback);
    }
  };
}

// Add an event listener to a list of HTML elements and returns a remove listener function.
@param {NodeList|HTMLCollection} nodeList
@param {String} type
@param {Function} callback
@return {Object}
function listenNodeList(nodeList, type, callback) {
  Array.prototype.forEach.call(nodeList, function(node) {
    node.addEventListener(type, callback);
  });
  return {
    destroy: function() {
      Array.prototype.forEach.call(nodeList, function(node) {
        node.removeEventListener(type, callback);
      });
    }
  };
}

// Add an event listener to a selector and returns a remove listener function.
@param {String} selector
@param {String} type
@param {Function} callback
@return {Object}
function listenSelector(selector, type, callback) {
  return delegate(document.body, selector, type, callback);
}

module.exports = listen;

// 5
(function(module, exports) {
  // Check if argument is a HTML element.
  @param {Object} value
  @return {Boolean}
  exports.node = function(value) {
    return value !== undefined && value instanceof HTMLElement && value.nodeType === 1;
  };

  // Check if argument is a list of HTML elements.
  @param {Object} value
  @return {Boolean}
  exports.nodeList = function(value) {
    var type = Object.prototype.toString.call(value);
    return value !== undefined && (type === '[object NodeList]' || type === '[object HTMLCollection]') && ('length' in value) && (value.length !== 0 || exports.node(value[0]));
  };

  // Check if argument is a string.
  @param {Object} value
  @return {Boolean}
  exports.string = function(value) {
    return typeof value === 'string' || value instanceof String;
  };

  // Check if argument is a function.
  @param {Object} value
  @return {Boolean}
  exports.fn = function(value) {
    var type = Object.prototype.toString.call(value);
    return type === '[object Function]';
  };

  // 6
  (function(module, exports, __webpack_require__) {
    var closest = __webpack_require__(7);

    // Delegates event to a selector.
    @param {Element} element
    @param {String} selector
    @param {String} type
    @param {Function} callback
    @param {Boolean} useCapture
    @return {Object}
    function _delegate(element, selector, type, callback, useCapture) {
      var listenerFn = listener.apply(this, arguments);
      element.addEventListener(type, listenerFn, useCapture);
      return {
        destroy: function() {
          element.removeEventListener(type, listenerFn, useCapture);
        }
      };
    }

    // Delegates event to a selector.
    @param {Element|String|Array} [elements]
    @param {String} selector
    @param {String} type
    @param {Function} callback
    @param {Boolean} useCapture
    @return {Object}
    function delegate(elements, selector, type, callback, useCapture) {
      // Handle the regular Element usage
      if (typeof elements.addEventListener === 'function') {
        return _delegate.apply(null, arguments);
      }

      // Handle Element-less usage, it defaults to global delegation
      if (typeof type === 'function') {
        // Use `document` as the first parameter, then apply arguments
        // This is a short way to .unshift `arguments` without running into deoptimizations
        return _delegate.bind(null, document).apply(null, arguments);
      }

      // Handle Selector-based usage
      if (typeof elements === 'string') {
        elements = document.querySelectorAll(elements);
      }

      // Handle Array-like based usage
      return Array.prototype.map.call(elements, function(element) {
        return _delegate(element, selector, type, callback, useCapture);
      });
    }

    // Finds closest match and invokes callback.
    @param {Element} element
    @param {String} selector
    @param {String} type
    @param {Function} callback
    @return {Function}
    function listener(element, selector, type, callback) {
      return function(e) {
        e.delegateTarget = closest(e.target, selector);
        if (e.delegateTarget) {
          callback.call(element, e);
        }
      };
    }

    module.exports = delegate;

    // 7
    (function(module, exports) {
      var DOCUMENT_NODE_TYPE = 9;

      // A polyfill for

```







```

_s; !(_n = (_s = _i.next()).done); _n = true) {\n    _arr.push(_s.value);\n    if (i && _arr.length === i) break;\n    }\n  } catch (err) {\n    _d = true;\n    _e = err;\n  } finally {\n    try {\n      if (!_n && !_i["return"])
_i["return"]();\n    } finally {\n      if (_d) throw _e;\n    }\n  }\n  return _arr;\n}\n\nreturn
function (arr, i) {\n  if (Array.isArray(arr)) {\n    return arr;\n  } else if (Symbol.iterator in Object(arr)) {\n
return sliceIterator(arr, i);\n  } else {\n    throw new TypeError("Invalid attempt to destructure non-iterable
instance");\n  }\n};\n\nvar toConsumableArray = function (arr) {\n  if (Array.isArray(arr)) {\n    for (var i =
0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n    return arr2;\n  } else {\n    return
Array.from(arr);\n  }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\n\nfunction getAttrConfig(attr) {\n
var element = DOCUMENT.querySelector('script[' + attr + ']');\n  if (element) {\n    return
element.getAttribute(attr);\n  }\n}\n\nfunction coerce(val) {\n  // Getting an empty string will occur if the attribute is
set on the HTML tag but without a value\n  // We'll assume that this is an indication that it should be toggled to
true\n  // For example <script data-search-pseudo-elements src=""..."></script>\n
if (val === "") return true;\n  if (val === 'false') return false;\n  if (val === 'true') return true;\n  return val;\n}\n\nif
(DOCUMENT && typeof DOCUMENT.querySelector === 'function') {\n  var attrs = [['data-family-prefix',
'familyPrefix'], ['data-replacement-class', 'replacementClass'], ['data-auto-replace-svg', 'autoReplaceSvg'], ['data-
auto-add-css', 'autoAddCss'], ['data-auto-a11y', 'autoA11y'], ['data-search-pseudo-elements',
'searchPseudoElements'], ['data-observe-mutations', 'observeMutations'], ['data-keep-original-source',
'keepOriginalSource'], ['data-measure-performance', 'measurePerformance'], ['data-show-missing-icons',
'showMissingIcons']];\n  attrs.forEach(function (_ref) {\n    var _ref2 = slicedToArray(_ref, 2),\n    attr =
_ref2[0],\n    key = _ref2[1];\n    var val = coerce(getAttrConfig(attr));\n    if (val !== undefined && val !==
null) {\n      initial[key] = val;\n    }\n  });\n}\n\nvar _default = _extends({\n  familyPrefix:
DEFAULT_FAMILY_PREFIX,\n  replacementClass: DEFAULT_REPLACEMENT_CLASS,\n  autoReplaceSvg: true,\n  autoAddCss: true,\n
autoA11y: true,\n  searchPseudoElements: false,\n  observeMutations: true,\n  keepOriginalSource: true,\n
measurePerformance: false,\n  showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg)\n  _default.observeMutations = false;\n\nvar config = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig =
config;\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] =
{};\n\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\n\nif
(!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\n\nif
(!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace =
w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\n\nvar listener = function listener() {\n
DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n  loaded = 1;\n  functions.map(function (fn)
{\n    return fn();\n  });\n}\n\nvar loaded = false;\n\nif
(IS_DOM) {\n  loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ :
/^loaded|^i|^c/).test(DOCUMENT.readyState);\n}\n\n if (!loaded)\n  DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n  if
(!IS_DOM) return;\n  loaded ? setTimeout(fn, 0) : functions.push(fn);\n}\n\nvar d = UNITS_IN_GRID;\n\nvar
meaninglessTransform = {\n  size: 16,\n  x: 0,\n  y: 0,\n  rotate: 0,\n  flipX: false,\n  flipY: false\n};\n\nfunction
isReserved(name) {\n  return ~RESERVED_CLASSES.indexOf(name);\n}\n\n\nfunction insertCss(css) {\n  if
(!css || !IS_DOM) {\n    return;\n  }\n  var style = DOCUMENT.createElement('style');\n  style.setAttribute('type',
'text/css');\n  style.innerHTML = css;\n  var headChildren = DOCUMENT.head.childNodes;\n  var beforeChild =
null;\n  for (var i = headChildren.length - 1; i > -1; i--) {\n    var child = headChildren[i];\n    var tagName =
(child.tagName || "").toUpperCase();\n    if (['STYLE', 'LINK'].indexOf(tagName)
> -1) {\n      beforeChild = child;\n    }\n  }\n  DOCUMENT.head.insertBefore(style, beforeChild);\n  return
css;\n}\n\nvar idPool =
'0123456789abcdefghijklmnopqrstuvwxyABCDEFGHIJKLMNOPQRSTUVWXYZ';\n\nfunction nextUniqueId()\n  {\n    var size = 12;\n    var id = "";\n    while (size-- > 0) {\n      id += idPool[Math.random() * 62 | 0];\n    }\n    return
id;\n  }\n\nfunction toArray(obj) {\n  var array = [];\n  for (var i = (obj || []).length >>> 0; i--;) {\n    array[i] =

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obj[i];\n }\n\n return array;\n}\n\nfunction classArray(node) {\n if (node.classList) {\n return
toArray(node.classList);\n } else {\n return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n return
i;\n });\n }\n}\n\nfunction getIconName(familyPrefix, cls) {\n var parts = cls.split('-);\n var prefix = parts[0];\n var iconName = parts.slice(1).join('-);\n\n if (prefix === familyPrefix && iconName !== '' &&
!isReserved(iconName)) {\n return iconName;\n } else {\n return
null;\n }\n}\n\nfunction htmlEscape(str) {\n return (' + str).replace(/&/g, '&amp;').replace(/"/g,
'&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g, '&gt;');\n}\n\nfunction joinAttributes(attributes) {\n
return Object.keys(attributes || {}).reduce(function (acc, attributeName) {\n return acc + (attributeName + '=' +
htmlEscape(attributes[attributeName]) + ' ');\n }, '').trim();\n}\n\nfunction joinStyles(styles) {\n return
Object.keys(styles || {}).reduce(function (acc, styleName) {\n return acc + (styleName + ': ' + styles[styleName] +
');\n }, '');\n}\n\nfunction transformIsMeaningful(transform) {\n return transform.size !==
meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y ||
transform.rotate !== meaninglessTransform.rotate || transform.flipX || transform.flipY;\n}\n\nfunction
transformForSvg(_ref) {\n var transform = _ref.transform,\n containerWidth = _ref.containerWidth,\n
iconWidth = _ref.iconWidth;\n\n var outer = {\n transform: 'translate(' + containerWidth / 2 + ' 256)\n };\n var
innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ')';\n var innerScale = 'scale(' +
transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ')';\n var
innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n var inner = {\n transform: innerTranslate + ' ' + innerScale + ' '
+ innerRotate\n };\n var path = {\n transform: 'translate(' + iconWidth / 2 * -1 + ' -256)\n };\n return {\n outer:
outer,\n inner: inner,\n path: path\n };\n}\n\nfunction transformForCss(_ref2) {\n var transform =
_ref2.transform,\n _ref2$width = _ref2.width,\n width = _ref2$width === undefined ? UNITS_IN_GRID :
_ref2$width,\n _ref2$height = _ref2.height,\n height = _ref2$height === undefined ? UNITS_IN_GRID :
_ref2$height,\n _ref2$startCentered = _ref2.startCentered,\n
startCentered = _ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n var val = '';\n\n if
(startCentered && IS_IE) {\n val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height /
2) + 'em)';\n } else if (startCentered) {\n val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' +
transform.y / d + 'em))';\n } else {\n val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em)';\n }\n}\n\n
val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) +
')';\n val += 'rotate(' + transform.rotate + 'deg)';\n\n return val;\n}\n\nvar ALL_SPACE = {\n x: 0,\n y: 0,\n
width: '100%',\n height: '100%\n'};\n\nvar makeIconMasking = function (_ref) {\n var children = _ref.children,\n
attributes = _ref.attributes,\n main = _ref.main,\n mask = _ref.mask,\n transform = _ref.transform;\n var
mainWidth = main.width,\n
mainPath = main.icon;\n var maskWidth = mask.width,\n maskPath = mask.icon;\n\n\n var trans =
transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth: mainWidth });\n\n var maskRect =
{\n tag: 'rect',\n attributes: _extends({}, ALL_SPACE, {\n fill: 'white\n })\n };\n var maskInnerGroup =
{\n tag: 'g',\n attributes: _extends({}, trans.inner),\n children: [{ tag: 'path', attributes: _extends({},
mainPath.attributes, trans.path, { fill: 'black' }) }]\n };\n var maskOuterGroup = {\n tag: 'g',\n attributes:
_extends({}, trans.outer),\n children: [maskInnerGroup]\n };\n var maskId = 'mask-' + nextUniqueId();\n var
clipId = 'clip-' + nextUniqueId();\n var maskTag = {\n tag: 'mask',\n attributes: _extends({}, ALL_SPACE, {\n
id: maskId,\n maskUnits: 'userSpaceOnUse',\n maskContentUnits: 'userSpaceOnUse\n }),\n children:
[maskRect, maskOuterGroup]\n };\n var defs = {\n tag: 'defs',\n
children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n };\n\n children.push(defs,
{ tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')',
ALL_SPACE }));\n\n return {\n children: children,\n attributes: attributes\n };\n}\n\nvar makeIconStandard =
function (_ref) {\n var children = _ref.children,\n attributes = _ref.attributes,\n main = _ref.main,\n
transform = _ref.transform,\n styles = _ref.styles;\n\n var styleString = joinStyles(styles);\n\n if
(styleString.length > 0) {\n attributes['style'] = styleString;\n }\n\n if (transformIsMeaningful(transform)) {\n
var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n

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children.push({\n  tag: 'g',\n  attributes: _extends({}, trans.outer),\n  children: [{\n    tag: 'g',\n    attributes: _extends({}, trans.inner),\n    children: [{\n      tag: main.icon.tag,\n      children: main.icon.children,\n      attributes: _extends({}, main.icon.attributes, trans.path)\n    }]\n  }]\n } else {\n  children.push(main.icon);\n  }\n\n return {\n  children: children,\n  attributes: attributes\n };}\n\n\nvar asIcon = function (_ref) {\n  var children = _ref.children,\n      main = _ref.main,\n      mask = _ref.mask,\n      attributes = _ref.attributes,\n      styles = _ref.styles,\n      transform = _ref.transform;\n\n  if (transformIsMeaningful(transform) && main.found && !mask.found) {\n    var width = main.width,\n        height = main.height;\n\n    var offset = {\n      x: width / height / 2,\n      y: 0.5\n    };\n    attributes['style'] = joinStyles(_extends({}, styles, {\n      'transform-origin': offset.x + transform.x / 16 + 'em' + (offset.y + transform.y / 16) + 'em"\n }));\n  }\n\n  return [{\n    tag: 'svg',\n    attributes: attributes,\n    children: children\n  }];\n};\n\n\nvar asSymbol = function (_ref) {\n  var prefix = _ref.prefix,\n      iconName = _ref.iconName,\n      children = _ref.children,\n      attributes = _ref.attributes,\n      symbol = _ref.symbol;\n\n  var id = symbol === true ? prefix + '-' + config.familyPrefix + '-' + iconName : symbol;\n\n  return [{\n    tag: 'svg',\n    attributes: {\n      style: 'display: none;\n    },\n    children: [{\n      tag: 'symbol',\n      attributes: _extends({}, attributes, { id: id }),\n      children: children\n    }]\n  }];\n};\n\n\nfunction makeInlineSvgAbstract(params) {\n  var _params$icons = params.icons,\n      main = _params$icons.main,\n      mask = _params$icons.mask,\n      prefix = params.prefix,\n      iconName = params.iconName,\n      transform = params.transform,\n      symbol = params.symbol,\n      title = params.title,\n      extra = params.extra,\n      _params$watchable = params.watchable,\n      watchable = _params$watchable === undefined ? false : _params$watchable;\n\n  var _ref = mask.found ? mask : main,\n      width = _ref.width,\n      height = _ref.height;\n\n  var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n  var attrClass = [config.replacementClass, iconName ? config.familyPrefix + '-' + iconName : '', widthClass].filter(function (c) {\n    return extra.classes.indexOf(c) === -1;\n  }).concat(extra.classes).join(' ');\n\n  var content = {\n    children: [],\n    attributes: _extends({}, extra.attributes, {\n      'data-prefix': prefix,\n      'data-icon': iconName,\n      'class': attrClass,\n      'role': 'img',\n      'xmlns': 'http://www.w3.org/2000/svg',\n      'viewBox': '0 0 ' + width + ' ' + height\n    })\n  };\n\n  if (watchable) {\n    content.attributes[DATA_FA_I2SVG] = ";\n  }\n\n  if (title) content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' + nextUniqueId(), children: [title] });\n\n  var args = _extends({}, content, {\n    prefix: prefix,\n    iconName: iconName,\n    main: main,\n    mask: mask,\n    transform: transform,\n    symbol: symbol,\n    styles: extra.styles\n  });\n\n  var _ref2 = mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n      children = _ref2.children,\n      attributes = _ref2.attributes;\n\n  args.children = children;\n  args.attributes = attributes;\n\n  if (symbol) {\n    return asSymbol(args);\n  } else {\n    return asIcon(args);\n  }\n}\n\n\nfunction makeLayersTextAbstract(params) {\n  var content = params.content,\n      width = params.width,\n      height = params.height,\n      transform = params.transform,\n      title = params.title,\n      extra = params.extra,\n      _params$watchable2 = params.watchable,\n      watchable = _params$watchable2 === undefined ? false : _params$watchable2;\n\n  var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n    'class': extra.classes.join(' ')\n  });\n\n  if (watchable) {\n    attributes[DATA_FA_I2SVG] = ";\n  }\n\n  var styles = _extends({}, extra.styles);\n\n  if (transformIsMeaningful(transform)) {\n    styles['transform'] = transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n    styles['-webkit-transform'] = styles['transform'];\n  }\n\n  var styleString = joinStyles(styles);\n\n  if (styleString.length > 0) {\n    attributes['style'] = styleString;\n  }\n\n  var val = [];\n  val.push({\n    tag: 'span',\n    attributes: attributes,\n    children: [content]\n  });\n\n  if (title) {\n    val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n  }\n\n  return val;\n}\n\n\nfunction makeLayersCounterAbstract(params) {\n  var content = params.content,\n      title = params.title,\n      extra = params.extra;\n\n  var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n    'class': extra.classes.join(' ')\n  });\n\n  var styleString = joinStyles(extra.styles);\n\n  if (styleString.length >

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0) {\n  attributes['style'] = styleString;\n }\n\n var val = [];\n\n val.push({\n  tag: 'span',\n  attributes:
attributes,\n  children: [content]\n });\n\n if (title) {\n  val.push({ tag: 'span', attributes: { class: 'sr-only' },
children: [title] });\n }\n\n return val;\n}\n\n\nvar noop$2 = function noop() {};\n\nvar p = config.measurePerformance
&& PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark:
noop$2, measure: noop$2 };\n\nvar preamble = 'FA \\5.5.0\\';\n\nvar begin = function begin(name) {\n
p.mark(preamble + ' ' + name + ' begins');\n return function () {\n  return end(name);\n };}\n\n\nvar end =
function end(name) {\n p.mark(preamble + ' ' + name + ' ends');\n p.measure(preamble + ' ' + name, preamble + ' ' +
name + ' begins', preamble + ' ' + name + ' ends');\n};\n\n\nvar perf = { begin: begin, end: end };\n\n'use
strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a given context.\n *\n\nvar
bindInternal4
= function bindInternal4 (func, thisContext) {\n return function (a, b, c, d) {\n  return func.call(thisContext, a, b,
c, d);\n };}\n\n\n'use strict';\n\n\n\n/**\n * # Reduce\n *\n * A fast object `.reduce()` implementation.\n *\n *
@param {Object} subject The object to reduce over.\n * @param {Function} fn The reducer function.\n *
@param {mixed} initialValue The initial value for the reducer, defaults to subject[0].\n * @param {Object}
thisContext The context for the reducer.\n * @return {mixed} The final result.\n *\n\nvar reduce =
function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys = Object.keys(subject),\n length =
keys.length,\n iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\n i, key, result;\n\n if
(initialValue === undefined) {\n i = 1;\n result = subject[keys[0]];\n }\n else {\n i = 0;\n result =
initialValue;\n }\n\n for (; i < length;\n i++) {\n key = keys[i];\n result = iterator(result, subject[key], key, subject);\n }\n\n return result;\n};\n\n\nvar
styles$2 = namespace.styles;\n\nvar shims = namespace.shims;\n\n\n\nvar _byUnicode = {};\n\nvar _byLigature =
{};\n\nvar _byOldName = {};\n\n\nvar build = function build() {\n var lookup = function lookup(reducer) {\n return
reduce(styles$2, function (o, style, prefix) {\n o[prefix] = reduce(style, reducer, {});\n return o;\n }, {});\n
};\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n acc[icon[3]] = iconName;\n\n return acc;\n
});\n\n _byLigature = lookup(function (acc, icon, iconName) {\n var ligatures = icon[2];\n\n acc[iconName] =
iconName;\n\n ligatures.forEach(function (ligature) {\n acc[ligature] = iconName;\n });\n\n return acc;\n
});\n\n var hasRegular = 'far' in styles$2;\n\n\n _byOldName = reduce(shims, function (acc, shim) {\n var oldName
= shim[0];\n var prefix = shim[1];\n var iconName =
shim[2];\n\n if (prefix === 'far' && !hasRegular) {\n prefix = 'fas';\n }\n\n acc[oldName] = { prefix: prefix,
iconName: iconName };}\n\n return acc;\n }, {});\n};\n\n\n\nvar build();\n\n\nfunction byUnicode(prefix, unicode) {\n
return _byUnicode[prefix][unicode];\n}\n\n\nfunction byLigature(prefix, ligature) {\n return
_byLigature[prefix][ligature];\n}\n\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix: null,
iconName: null };}\n\n\nvar styles$1 = namespace.styles;\n\n\n\nvar emptyCanonicalIcon = function
emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] };}\n\n\nfunction getCanonicalIcon(values)
{\n return values.reduce(function (acc, cls) {\n var iconName = getIconName(config.familyPrefix, cls);\n\n if
(styles$1[cls]) {\n acc.prefix = cls;\n } else if (iconName) {\n var shim = acc.prefix === 'fa' ?
byOldName(iconName) : {};\n\n acc.iconName = shim.iconName || iconName;\n acc.prefix = shim.prefix ||
acc.prefix;\n } else if (cls !== config.replacementClass && cls.indexOf('fa-w-') !== 0) {\n acc.rest.push(cls);\n }\n\n
return acc;\n }, emptyCanonicalIcon());\n}\n\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n if
(mapping && mapping[prefix] && mapping[prefix][iconName]) {\n return {\n prefix: prefix,\n iconName:
iconName,\n icon: mapping[prefix][iconName]\n };}\n}\n\n\nfunction toHtml(abstractNodes) {\n var tag =
abstractNodes.tag,\n _abstractNodes$attrib = abstractNodes.attributes,\n attributes = _abstractNodes$attrib
=== undefined ? {} : _abstractNodes$attrib,\n _abstractNodes$childr = abstractNodes.children,\n children =
_abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n\n if (typeof abstractNodes === 'string') {\n
return htmlEscape(abstractNodes);\n } else {\n return '<' + tag + ' ' + joinAttributes(attributes) + '>' +
children.map(toHtml).join("") + '</' + tag + '>';\n }\n}\n\n\n\nvar noop$1

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= function noop() {};\n\nfunction isWatched(node) {\n  var i2svg = node.getAttribute ?
node.getAttribute(DATA_FA_I2SVG) : null;\n\n  return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n
if (config.autoReplaceSvg === true) {\n  return mutators.replace;\n  }\n\n  var mutator =
mutators[config.autoReplaceSvg];\n\n  return mutator || mutators.replace;\n}\n\n\nvar mutators = {\n  replace: function
replace(mutation) {\n    var node = mutation[0];\n    var abstract = mutation[1];\n    var newOuterHTML =
abstract.map(function (a) {\n      return toHtml(a);\n    }).join("\\n");\n\n    if (node.parentNode &&
node.outerHTML) {\n      node.outerHTML = newOuterHTML + (config.keepOriginalSource &&
node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' --> : ');
    } else if (node.parentNode) {\n      var newNode = document.createElement('span');\n      node.parentNode.replaceChild(newNode, node);\n      newNode.outerHTML = newOuterHTML;\n    }
  },\n  nest: function nest(mutation)
{\n    var node = mutation[0];\n    var abstract = mutation[1];\n\n    // If we already have a replaced node we do not
want to continue nesting within it.\n    // Short-circuit to the standard replacement\n    if
(~classArray(node).indexOf(config.replacementClass)) {\n      return mutators.replace(mutation);\n    }
\n    var
forSvg = new RegExp(config.familyPrefix + '-.*');\n\n    delete abstract[0].attributes.style;\n\n    var splitClasses =
abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n      if (cls === config.replacementClass ||
cls.match(forSvg)) {\n        acc.toSvg.push(cls);\n      } else {\n        acc.toNode.push(cls);\n      }
\n    }, { toNode: [], toSvg: [] });\n\n    abstract[0].attributes.class = splitClasses.toSvg.join(' ');
\n    var
newInnerHTML = abstract.map(function (a) {\n      return toHtml(a);\n    }).join("\\n");
\n    node.setAttribute('class',
splitClasses.toNode.join(' '));\n    node.setAttribute(DATA_FA_I2SVG,
");\n    node.innerHTML = newInnerHTML;\n  }
}\n\n\nfunction perform(mutations, callback) {\n  var
callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n  if (mutations.length === 0) {\n
callbackFunction();\n  } else {\n    var frame = WINDOW.requestAnimationFrame || function (op) {\n      return
op();\n    };\n\n    frame(function () {\n      var mutator = getMutator();\n      var mark = perf.begin('mutate');\n\n      mutations.map(mutator);\n\n      mark();\n\n      callbackFunction();\n    });\n  }
}\n\n\nvar disabled =
false;\n\nfunction disableObservation(operation) {\n  disabled = true;\n  operation();\n  disabled = false;\n}\n\n\nvar
mo = null;\n\nfunction observe(options) {\n  if (!MUTATION_OBSERVER) {\n    return;\n  }\n\n  if
(!config.observeMutations) {\n    return;\n  }\n\n  var treeCallback = options.treeCallback,\n      nodeCallback =
options.nodeCallback,\n      pseudoElementsCallback = options.pseudoElementsCallback,\n
_options$observeMutat
= options.observeMutationsRoot,\n      observeMutationsRoot = _options$observeMutat === undefined ?
DOCUMENT.body : _options$observeMutat;\n\n\n  mo = new MUTATION_OBSERVER(function (objects) {\n
if (disabled) return;\n\n    toArray(objects).forEach(function (mutationRecord) {\n      if (mutationRecord.type ===
'childList' && mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n      if
(config.searchPseudoElements) {\n        pseudoElementsCallback(mutationRecord.target);\n      }
\n      treeCallback(mutationRecord.target);\n    }
\n    if (mutationRecord.type === 'attributes' &&
mutationRecord.target.parentNode && config.searchPseudoElements) {\n      pseudoElementsCallback(mutationRecord.target.parentNode);\n    }
\n    if (mutationRecord.type === 'attributes'
&& isWatched(mutationRecord.target) &&
~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n      if
(mutationRecord.attributeName === 'class')
{\n        var _getCanonicalIcon = getCanonicalIcon(classArray(mutationRecord.target)),\n            prefix =
_getCanonicalIcon.prefix,\n            iconName = _getCanonicalIcon.iconName;\n\n        if (prefix)
mutationRecord.target.setAttribute('data-prefix', prefix);\n        if (iconName)
mutationRecord.target.setAttribute('data-icon', iconName);\n      } else {\n        nodeCallback(mutationRecord.target);\n      }
\n    }
\n  });\n\n  if (!IS_DOM) return;\n\n  mo.observe(observeMutationsRoot, {\n    childList: true,
attributes: true, characterData: true, subtree: true
\n  });\n}\n\n\nfunction disconnect() {\n  if (!mo) return;\n\n  mo.disconnect();\n}\n\n\nvar styleParser = function (node) {\n
var style = node.getAttribute('style');\n\n  var val = [];\n\n  if (style) {\n    val = style.split(';').reduce(function (acc,

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style) {\n  var styles = style.split(':');\n  var prop = styles[0];\n  var value = styles.slice(1);\n\n  if (prop &&
value.length
> 0) {\n  acc[prop] = value.join(':').trim();\n  }\n\n  return acc;\n  }, {});\n}\n\n return
val;\n};\n\nfunction toHex(unicode) {\n  var result = '';\n\n  for (var i = 0; i < unicode.length; i++) {\n  var hex =
unicode.charCodeAt(i).toString(16);\n  result += ('000' + hex).slice(-4);\n  }\n\n  return result;\n}\n\nvar
classParser = function (node) {\n  var existingPrefix = node.getAttribute('data-prefix');\n  var existingIconName =
node.getAttribute('data-icon');\n  var innerText = node.innerText !== undefined ? node.innerText.trim() : '';\n  var
val = getCanonicalIcon(classArray(node));\n\n  if (existingPrefix && existingIconName) {\n  val.prefix =
existingPrefix;\n  val.iconName = existingIconName;\n  }\n\n  if (val.prefix && innerText.length > 1) {\n
val.iconName = byLigature(val.prefix, node.innerText);\n  } else if (val.prefix && innerText.length === 1) {\n
val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n  }\n\n  return val;\n};\n\nvar
parseTransformString = function parseTransformString(transformString) {\n  var transform = {\n  size: 16,\n  x:
0,\n  y: 0,\n  flipX: false,\n  flipY: false,\n  rotate: 0\n  };\n\n  if (!transformString) {\n  return transform;\n  }
else {\n  return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n  var parts =
n.toLowerCase().split('-');\n  var first = parts[0];\n  var rest = parts.slice(1).join('-');\n\n  if (first && rest ===
'h') {\n  acc.flipX = true;\n  return acc;\n  }\n\n  if (first && rest === 'v') {\n  acc.flipY = true;\n
return acc;\n  }\n\n  rest = parseFloat(rest);\n\n  if (isNaN(rest)) {\n  return acc;\n  }\n\n  switch
(first) {\n  case 'grow':\n  acc.size = acc.size + rest;\n  break;\n  case 'shrink':\n  acc.size =
acc.size - rest;\n  break;\n  case 'left':\n  acc.x = acc.x - rest;\n
break;\n  case 'right':\n  acc.x = acc.x + rest;\n  break;\n  case 'up':\n  acc.y = acc.y - rest;\n
break;\n  case 'down':\n  acc.y = acc.y + rest;\n  break;\n  case 'rotate':\n  acc.rotate =
acc.rotate + rest;\n  break;\n  }\n\n  return acc;\n  }, transform);\n  }\n};\n\nvar transformParser =
function (node) {\n  return parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser =
function (node) {\n  var symbol = node.getAttribute('data-fa-symbol');\n\n  return symbol === null ? false : symbol
=== '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n  var extraAttributes =
toArray(node.attributes).reduce(function (acc, attr) {\n  if (acc.name !== 'class' && acc.name !== 'style') {\n
acc[attr.name] = attr.value;\n  }\n  return acc;\n  }, {});\n\n  var title = node.getAttribute('title');\n\n  if
(config.autoA11y) {\n  if (title) {\n
extraAttributes['aria-labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n  } else {\n
extraAttributes['aria-hidden'] = 'true';\n  }\n  }\n\n  return extraAttributes;\n};\n\nvar maskParser = function (node)
{\n  var mask = node.getAttribute('data-fa-mask');\n\n  if (!mask) {\n  return emptyCanonicalIcon();\n  } else {\n
return getCanonicalIcon(mask.split(' ').map(function (i) {\n  return i.trim();\n  }));\n  }\n};\n\nvar blankMeta =
{\n  iconName: null,\n  title: null,\n  prefix: null,\n  transform: meaninglessTransform,\n  symbol: false,\n  mask:
null,\n  extra: { classes: [], styles: {}, attributes: {} }\n};\n\nfunction parseMeta(node) {\n  var _classParser =
classParser(node),\n  iconName = _classParser.iconName,\n  prefix = _classParser.prefix,\n  extraClasses =
_classParser.rest;\n\n  var extraStyles = styleParser(node);\n  var transform = transformParser(node);\n  var symbol
= symbolParser(node);\n  var extraAttributes = attributesParser(node);\n
var mask = maskParser(node);\n\n  return {\n  iconName: iconName,\n  title: node.getAttribute('title'),\n
prefix: prefix,\n  transform: transform,\n  symbol: symbol,\n  mask: mask,\n  extra: {\n  classes:
extraClasses,\n  styles: extraStyles,\n  attributes: extraAttributes\n  }\n  };\n}\n\nfunction MissingIcon(error)
{\n  this.name = 'MissingIcon';\n  this.message = error || 'Icon unavailable';\n  this.stack = new
Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\n\nMissingIcon.prototype.constructor =
MissingIcon;\n\nvar FILL = { fill: 'currentColor' };\n\nvar ANIMATION_BASE = {\n  attributeType: 'XML',\n  repeatCount: 'indefinite',\n  dur: '2s'\n};\n\nvar RING = {\n  tag: 'path',\n  attributes: _extends({}, FILL, {\n  d:
'M156.5,447.7l-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7c127.6,430.5,141.5,440,156.5,447.7z
M40.6,272H8.5c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2c45.1,305.5,41.8,289,40.6,272z
M40.6,240c1.4-18.8,5.2-37,11.1-54.1l-29.5-12.6

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C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-25.5,32.8-
34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-
37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z
M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-
1.4,18.8-5.2,37-11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-
49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-
12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-
61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z
M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-
8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z
M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-11.9C470,128.5,457.3,109.4,442.3,92.3z
M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z\n }}\n};\nvar
OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n attributeName: 'opacity'\n});\nvar DOT = {\n
tag: 'circle',\n attributes: _extends({}, FILL, {\n cx: '256',\n cy: '364',\n r: '28'\n }),\n children: [{ tag:
'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' } ) }, { tag:
'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' } ) }]\n};\nvar QUESTION = {\n
tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '1',\n d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-
71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-
5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-
77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n
}),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' } )
}]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '0',\n d:
'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8,5.2-12.5-12-12.5h-23
C237.7,122,232.2,127.7,232.5,134.5z'\n }),\n children: [{ tag: 'animate', attributes: _extends({},
OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' } ) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT,
QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\n\nvar LAYERS_TEXT_CLASSNAME = 'fa-
layers-text';\n\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands|Free|Pro)/;\n\nvar
STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\n\nvar
FONT_WEIGHT_TO_PREFIX = {\n '900': 'fas',\n '400': 'far',\n '300': 'fal'\n};\n\nfunction findIcon(iconName,
prefix) {\n
var val = {\n found: false,\n width: 512,\n height: 512,\n icon: missing\n }; \n\n if (iconName && prefix
&& styles[prefix] && styles[prefix][iconName]) {\n var icon = styles[prefix][iconName];\n var width =
icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n val = {\n found: true,\n width:
width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n }; \n
}\n\n else if (iconName && prefix && !config.showMissingIcons) {\n throw new MissingIcon('Icon is missing for
prefix ' + prefix + ' with icon name ' + iconName);\n } \n\n return val;\n }\n\nfunction
generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n title =
nodeMeta.title,\n prefix = nodeMeta.prefix,\n transform = nodeMeta.transform,\n symbol =
nodeMeta.symbol,\n mask = nodeMeta.mask,\n extra = nodeMeta.extra;\n\n return [node,
makeInlineSvgAbstract({\n
icons: {\n main: findIcon(iconName, prefix),\n mask: findIcon(mask.iconName, mask.prefix)\n },\n
prefix: prefix,\n iconName: iconName,\n transform: transform,\n symbol: symbol,\n mask: mask,\n title:
title,\n extra: extra,\n watchable: true\n }]);\n }\n\nfunction generateLayersText(node, nodeMeta) {\n var title =
nodeMeta.title,\n transform = nodeMeta.transform,\n extra = nodeMeta.extra;\n\n var width = null;\n var
height = null;\n\n if (IS_IE) {\n var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n var
boundingClientRect = node.getBoundingClientRect();\n width = boundingClientRect.width / computedFontSize;\n
height = boundingClientRect.height / computedFontSize;\n }\n\n if (config.autoA11y && !title) {\n
extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n content:

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node.innerHTML,\n width: width,\n height: height,\n transform: transform,\n
  title: title,\n extra: extra,\n watchable: true\n }));\n\nfunction generateMutation(node) {\n var nodeMeta =
parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n return
generateLayersText(node, nodeMeta);\n } else {\n return generateSvgReplacementMutation(node, nodeMeta);\n
}\n\nfunction searchPseudoElements(root) {\n if (!IS_DOM) return;\n\n var end =
perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n
toArray(root.querySelectorAll('*')).filter(function (n) {\n return n.parentNode !== document.head &&
!~TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS.indexOf(n.tagName.toUpperCase()) &&
!n.getAttribute(DATA_FA_PSEUDO_ELEMENT) && (!n.parentNode || n.parentNode.tagName !== 'svg');\n
}).forEach(function (node) {\n ['before', 'after'].forEach(function (pos) {\n var children =
toArray(node.children);\n var alreadyProcessedPseudoElement = children.filter(function (c) {\n return
c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n })[0];\n\n var styles =
WINDOW.getComputedStyle(node, pos);\n var fontFamily = styles.getPropertyValue('font-
family').match(FONT_FAMILY_PATTERN);\n var fontWeight = styles.getPropertyValue('font-weight');\n\n
if (alreadyProcessedPseudoElement && !fontFamily) {\n // If we've already processed it but the current
computed style does not result in a font-family,\n // that probably means that a class name that was previously
present to make the icon has been\n // removed. So we now should delete the icon.\n
node.removeChild(alreadyProcessedPseudoElement);\n } else if (fontFamily) {\n var content =
styles.getPropertyValue('content');\n var prefix = ~['Light', 'Regular', 'Solid', 'Brands'].indexOf(fontFamily[1])
? STYLE_TO_PREFIX[fontFamily[1]] : FONT_WEIGHT_TO_PREFIX[fontWeight];\n var iconName =
byUnicode(prefix, toHex(content.length ===
3 ? content.substr(1, 1) : content));\n // Only convert the pseudo element in this :before/:after position into an
icon if we haven't\n // already done so with the same prefix and iconName\n if
(!alreadyProcessedPseudoElement || alreadyProcessedPseudoElement.getAttribute(DATA_PREFIX) !== prefix ||
alreadyProcessedPseudoElement.getAttribute(DATA_ICON) !== iconName) {\n if
(alreadyProcessedPseudoElement) {\n // Delete the old one, since we're replacing it with a new one\n
node.removeChild(alreadyProcessedPseudoElement);\n }\n\n var extra = blankMeta.extra;\n\n
extra.attributes[DATA_FA_PSEUDO_ELEMENT] = pos;\n var abstract =
makeInlineSvgAbstract(_extends({}, blankMeta, {\n icons: {\n main: findIcon(iconName,
prefix),\n mask: emptyCanonicalIcon()\n },\n prefix: prefix,\n iconName:
iconName,\n
  extra: extra,\n watchable: true\n }));\n\n var element =
DOCUMENT.createElement('svg');\n\n if (pos === 'before') {\n node.insertBefore(element,
node.firstChild);\n } else {\n node.appendChild(element);\n }\n\n element.outerHTML
= abstract.map(function (a) {\n return toHtml(a);\n }).join('\\n');\n\n }));\n\n
});\n\n end();\n\n}\n\nfunction onTree(root) {\n var callback = arguments.length > 1 && arguments[1] !==
undefined ? arguments[1] : null;\n\n if (!IS_DOM) return;\n\n var htmlClassList =
DOCUMENT.documentElement.classList;\n var hclAdd = function hclAdd(suffix) {\n return
htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n }; \n var hclRemove = function
hclRemove(suffix) {\n return htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n
};\n\n var prefixes = Object.keys(styles);\n\n var prefixesDomQuery = ['. ' + LAYERS_TEXT_CLASSNAME + ':not([' + DATA_FA_I2SVG +
'])'].concat(prefixes.map(function (p) {\n return '.' + p + ':not([' + DATA_FA_I2SVG + ']);\n })).join(', ');\n\n if
(prefixesDomQuery.length === 0) {\n return;\n }\n\n var candidates =
toArray(root.querySelectorAll(prefixesDomQuery));\n\n if (candidates.length > 0) {\n hclAdd('pending');\n
hclRemove('complete');\n } else {\n return;\n }\n\n var mark = perf.begin('onTree');\n\n var mutations =
candidates.reduce(function (acc, node) {\n try {\n var mutation = generateMutation(node);\n\n if (mutation)
{\n acc.push(mutation);\n }\n } catch (e) {\n if (!PRODUCTION) {\n if (e instanceof MissingIcon)

```





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pull-left,\\n.fab.fa-pull-left {\\n margin-right: .3em; }\\n\\n.fas.fa-pull-right,\\n.far.fa-pull-
right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n margin-left: .3em; }\\n\\n.fas-spin {\\n -webkit-animation: fa-spin
2s infinite linear;\\n animation: fa-spin 2s infinite linear; }\\n\\n.fas-pulse {\\n -webkit-animation: fa-spin 1s
infinite steps(8);\\n animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n 0% {\\n -
webkit-transform: rotate(0deg);\\n transform: rotate(0deg); }\\n 100% {\\n -webkit-transform:
rotate(360deg);\\n transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n 0% {\\n -webkit-transform:
rotate(0deg);\\n
transform: rotate(0deg); }\\n 100% {\\n -webkit-transform: rotate(360deg);\\n transform: rotate(360deg);
} }\\n\\n.fas-rotate-90 {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\\n -
webkit-transform: rotate(90deg);\\n transform: rotate(90deg); }\\n\\n.fas-rotate-180 {\\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\\n -webkit-transform: rotate(180deg);\\n
transform: rotate(180deg); }\\n\\n.fas-rotate-270 {\\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\\n -webkit-transform: rotate(270deg);\\n
transform: rotate(270deg); }\\n\\n.fas-flip-horizontal {\\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\\n -webkit-transform: scale(-1,
1);\\n transform: scale(-1, 1); }\\n\\n.fas-flip-vertical {\\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform:
scale(1, -1);\\n transform: scale(1, -1); }\\n\\n.fas-flip-horizontal.fas-flip-vertical {\\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(-1, -
1);\\n transform: scale(-1, -1); }\\n\\n.root .fas-rotate-90,\\n.root .fas-rotate-180,\\n.root .fas-rotate-270,\\n.root .fas-
flip-horizontal,\\n.root .fas-flip-vertical {\\n -webkit-filter: none;\\n filter: none; }\\n\\n.fas-stack {\\n display:
inline-block;\\n height: 2em;\\n position: relative;\\n width: 2.5em; }\\n\\n.fas-stack-1x,\\n.fas-stack-2x {\\n bottom:
0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fas-stack-1x {\\n
height: 1em;\\n width: 1.25em; }\\n\\n.svg-inline--fa.fas-stack-2x {\\n height: 2em;\\n width: 2.5em; }\\n\\n.fas-
inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -1px;\\n
overflow: hidden;\\n
padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-only-focusable:focus {\\n
clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n width: auto; }\\n\\n\";\\n\\nvar css
= function () {\\n var dfp = DEFAULT_FAMILY_PREFIX;\\n var drc = DEFAULT_REPLACEMENT_CLASS;\\n
var fp = config.familyPrefix;\\n var rc = config.replacementClass;\\n var s = baseStyles;\\n\\n if (fp !== dfp || rc !==
drc) {\\n var dPatt = new RegExp('\\\\\\\\.' + dfp + '\\\\\\\\-', 'g');\\n var rPatt = new RegExp('\\\\\\\\.' + drc, 'g');\\n
s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\\n }\\n\\n return s;\\n};\\n\\nfunction define(prefix, icons) {\\n var
normalized = Object.keys(icons).reduce(function (acc, iconName) {\\n var icon = icons[iconName];\\n var
expanded = !icon.icon;\\n\\n if (expanded) {\\n acc[icon.iconName] = icon.icon;\\n } else {\\n acc[iconName]
= icon;\\n }\\n return acc;\\n }, {});\\n\\n if (typeof
namespace.hooks.addPack === 'function') {\\n namespace.hooks.addPack(prefix, normalized);\\n } else {\\n
namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);\\n }\\n\\n /**\\n * Font
Awesome 4 used the prefix of `fa` for all icons. With the introduction\\n * of new styles we needed to differentiate
between them. Prefix `fa` is now an alias\\n * for `fas` so we'll ease the upgrade process for our users by
automatically defining\\n * this as well.\\n *\\n *\\n * if (prefix === 'fas') {\\n define('fa', icons);\\n }\\n}\\n\\nvar Library
= function () {\\n function Library() {\\n classCallCheck(this, Library);\\n\\n this.definitions = {};\\n }\\n\\n
createClass(Library, [{\\n key: 'add',\\n value: function add() {\\n var _this = this;\\n\\n for (var _len =
arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {\\n definitions[_key] =
arguments[_key];\\n }\\n\\n var additions = definitions.reduce(this._pullDefinitions,
{});\\n\\n Object.keys(additions).forEach(function (key) {\\n _this.definitions[key] = _extends({},
_this.definitions[key] || {}, additions[key]);\\n define(key, additions[key]);\\n build();\\n });\\n }\\n }, {\\n
key: 'reset',\\n value: function reset() {\\n this.definitions = {};\\n }\\n }, {\\n key: '_pullDefinitions',\\n value:
function _pullDefinitions(additions, definition) {\\n var normalized = definition.prefix && definition.iconName

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&& definition.icon ? { 0: definition } : definition;\n\n    Object.keys(normalized).map(function (key) {\n        var
_normalized$key = normalized[key],\n        prefix = _normalized$key.prefix,\n        iconName =
_normalized$key.iconName,\n        icon = _normalized$key.icon;\n\n        if (!additions[prefix])
additions[prefix] = {};\n        additions[prefix][iconName] = icon;\n    });\n\n    return additions;\n  }\n });\n}
return Library();\n}\n\nfunction prepIcon(icon)
{\n  var width = icon[0];\n  var height = icon[1];\n  var vectorData = icon.slice(4);\n\n  return {\n    found: true,\n    width: width,\n    height: height,\n    icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n  };\n}\n\nfunction ensureCss() {\n  if (config.autoAddCss && !_cssInserted) {\n    insertCss(css());\n    _cssInserted
= true;\n  }\n}\n\nfunction apiObject(val, abstractCreator) {\n  Object.defineProperty(val, 'abstract', {\n    get:
abstractCreator\n  });\n  Object.defineProperty(val, 'html', {\n    get: function get() {\n      return
val.abstract.map(function (a) {\n        return toHtml(a);\n      });\n    }\n  });\n  Object.defineProperty(val, 'node',
{\n    get: function get() {\n      if (!IS_DOM) return;\n\n      var container = DOCUMENT.createElement('div');\n
container.innerHTML = val.html;\n      return container.children;\n    }\n  });\n\n  return val;\n}\n\nfunction
findIconDefinition(params) {\n  var _params$prefix = params.prefix,\n
prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n  iconName = params.iconName;\n\n  if
(!iconName) return;\n\n  return iconFromMapping(library.definitions, prefix, iconName) ||
iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n  return function
(maybeIconDefinition) {\n    var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] :
{};\n\n    var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition :
findIconDefinition(maybeIconDefinition || {});\n\n    var mask = params.mask;\n\n    if (mask) {\n      mask =
(mask || {}).icon ? mask : findIconDefinition(mask || {});\n    }\n\n    return next(iconDefinition, _extends({},
params, { mask: mask }));\n  };\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n
config.autoReplaceSvg = false;\n  config.observeMutations = false;\n\n  disconnect();\n};\n\nvar _cssInserted =
false;\n\nvar dom = {\n  i2svg:
function i2svg() {\n    var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n
if (IS_DOM) {\n      ensureCss();\n\n      var _params$node = params.node,\n          node = _params$node ===
undefined ? DOCUMENT : _params$node,\n          _params$callback = params.callback,\n          callback =
_params$callback === undefined ? function () {} : _params$callback;\n\n      if (config.searchPseudoElements)
{\n        searchPseudoElements(node);\n      }\n\n      onTree(node, callback);\n    }\n  },\n  css: css,\n  insertCss:
function insertCss$$1() {\n    if (!_cssInserted) {\n      insertCss(css());\n      _cssInserted = true;\n    }\n  },\n
watch: function watch() {\n    var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] :
{};\n\n    var autoReplaceSvgRoot = params.autoReplaceSvgRoot,\n        observeMutationsRoot =
params.observeMutationsRoot;\n\n    if (config.autoReplaceSvg === false) {\n      config.autoReplaceSvg
= true;\n    }\n\n    config.observeMutations = true;\n\n    domready(function () {\n      autoReplace({\n
autoReplaceSvgRoot: autoReplaceSvgRoot\n      });\n\n      observe({\n        treeCallback: onTree,\n
nodeCallback: onNode,\n        pseudoElementsCallback: searchPseudoElements,\n        observeMutationsRoot:
observeMutationsRoot\n      });\n    });\n  }\n};\n\nvar parse = {\n  transform: function transform(transformString)
{\n    return parseTransformString(transformString);\n  }\n};\n\nvar icon = resolveIcons(function (iconDefinition)
{\n  var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n  var
_params$transform = params.transform,\n  transform = _params$transform === undefined ?
meaninglessTransform : _params$transform,\n  _params$symbol = params.symbol,\n  symbol =
_params$symbol === undefined ? false : _params$symbol,\n  _params$mask = params.mask,\n  mask =
_params$mask === undefined ? null : _params$mask,\n
_params$title = params.title,\n  title = _params$title === undefined ? null : _params$title,\n
_params$classes = params.classes,\n  classes = _params$classes === undefined ? [] : _params$classes,\n
_params$attributes = params.attributes,\n  attributes = _params$attributes === undefined ? {} :
_params$attributes,\n  _params$styles = params.styles,\n  styles = _params$styles === undefined ? {} :
_params$styles;\n\n  if (!iconDefinition) return;\n\n  var prefix = iconDefinition.prefix,\n  iconName =

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iconDefinition.iconName,\n    icon = iconDefinition.icon;\n\n\n    return apiObject(_extends({ type: 'icon' },
iconDefinition), function () {\n    ensureCss();\n\n    if (config.autoA11y) {\n    if (title) {\n    attributes['aria-
labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n    } else {\n    attributes['aria-hidden'] =
'true';\n    }\n    }\n\n    return makeInlineSvgAbstract({\n    icons: {\n    main:
prepIcon(icon),\n    mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n
}),\n    prefix: prefix,\n    iconName: iconName,\n    transform: _extends({}, meaninglessTransform, transform),\n
symbol: symbol,\n    title: title,\n    extra: {\n    attributes: attributes,\n    styles: styles,\n    classes:
classes\n    }\n    });\n\n\n    nvar text = function text(content) {\n    var params = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : {};\n    var _params$transform2 = params.transform,\n    transform =
_params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n    _params$title2 =
params.title,\n    title = _params$title2 === undefined ? null : _params$title2,\n    _params$classes2 =
params.classes,\n    classes = _params$classes2 === undefined ? [] : _params$classes2,\n    _params$attributes2 =
params.attributes,\n    attributes = _params$attributes2 ===
undefined ? {} : _params$attributes2,\n    _params$styles2 = params.styles,\n    styles = _params$styles2 ===
undefined ? {} : _params$styles2;\n\n\n    return apiObject({ type: 'text', content: content }, function () {\n
ensureCss();\n\n    return makeLayersTextAbstract({\n    content: content,\n    transform: _extends({},
meaninglessTransform, transform),\n    title: title,\n    extra: {\n    attributes: attributes,\n    styles: styles,\n
classes: [config.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n    }\n    });\n\n\n\n    nvar
counter = function counter(content) {\n    var params = arguments.length > 1 && arguments[1] !== undefined ?
arguments[1] : {};\n    var _params$title3 = params.title,\n    title = _params$title3 === undefined ? null :
_params$title3,\n    _params$classes3 = params.classes,\n    classes = _params$classes3 === undefined ? [] :
_params$classes3,\n    _params$attributes3 = params.attributes,\n    attributes
= _params$attributes3 === undefined ? {} : _params$attributes3,\n    _params$styles3 = params.styles,\n    styles
= _params$styles3 === undefined ? {} : _params$styles3;\n\n\n    return apiObject({ type: 'counter', content: content
}, function () {\n    ensureCss();\n\n    return makeLayersCounterAbstract({\n    content: content.toString(),\n
title: title,\n    extra: {\n    attributes: attributes,\n    styles: styles,\n    classes: [config.familyPrefix + '-
layers-counter'].concat(toConsumableArray(classes))\n    }\n    });\n\n\n\n\n    nvar layer = function
layer(assembly) {\n    return apiObject({ type: 'layer' }, function () {\n    ensureCss();\n\n    var children = [];\n\n
assembly(function (args) {\n    Array.isArray(args) ? args.map(function (a) {\n    children =
children.concat(a.abstract);\n    }): children = children.concat(args.abstract);\n    });\n\n    return [{\n    tag:
'span',\n    attributes: { class: config.familyPrefix +
'-layers' },\n    children: children\n    }];\n\n\n\n\n    nvar api = {\n    noAuto: noAuto,\n    config: config,\n    dom:
dom,\n    library: library,\n    parse: parse,\n    findIconDefinition: findIconDefinition,\n    icon: icon,\n    text: text,\n
counter: counter,\n    layer: layer,\n    toHtml: toHtml\n    };\n\n\n    nvar autoReplace = function autoReplace() {\n    var params
= arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n    var _params$autoReplaceSv =
params.autoReplaceSvgRoot,\n    autoReplaceSvgRoot = _params$autoReplaceSv === undefined ? DOCUMENT
: _params$autoReplaceSv;\n\n\n    if (Object.keys(namespace.styles).length > 0 && IS_DOM &&
config.autoReplaceSvg) api.dom.i2svg({ node: autoReplaceSvgRoot });\n\n\n\n    nexport { icon, noAuto, config,
toHtml, layer, text, counter, library, dom, parse, findIconDefinition };\n\n","import FontAwesomeIcon from
'@fortawesome/vue-fontawesome'\nexport { library } from '@fortawesome/fontawesome-svg-core'\nexport default
FontAwesomeIcon\n","/* Used
as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n\n/* Used
to detect unsigned integer values. */\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n\n\n/* Checks if `value` is a valid array-
like index. */\n * @private\n * @param {*} value The value to check.\n * @param {number}
[length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if
`value` is a valid index, else `false`.\n * \nfunction isIndex(value, length) {\n    var type = typeof value;\n    length =
length == null ? MAX_SAFE_INTEGER : length;\n\n    return !!length && (type == 'number' || (type !=
'symbol' && reIsUint.test(value))) && (value > -1 && value % 1 == 0 && value <

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length);\n}\n\nmodule.exports = isIndex;\n", "var baseSetToString = require('./_baseSetToString'),\n  shortOut =
require('./_shortOut');\n\n/**\n * Sets the `toString` method of `func` to return `string`.\n * @private\n * @param {Function} func The function to
  modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar
setToString = shortOut(baseSetToString);\n\nmodule.exports = setToString;\n", "/* false -> Array#indexOf\n// true -
> Array#includes\n\nvar toIObject = require('./_to-iobject');\nvar toLength = require('./_to-length');\nvar
toAbsoluteIndex = require('./_to-absolute-index');\n\nmodule.exports = function (IS_INCLUDES) {\n  return function
($this, el, fromIndex) {\n    var O = toIObject($this);\n    var length = toLength(O.length);\n    var index =
toAbsoluteIndex(fromIndex, length);\n    var value;\n    // Array#includes uses SameValueZero equality algorithm\n
    // eslint-disable-next-line no-self-compare\n    if (IS_INCLUDES && el !== el) while (length > index) {\n      value =
O[index++];\n      // eslint-disable-next-line no-self-compare\n      if (value !== value) return true;\n    } //
Array#indexOf ignores holes, Array#includes - not\n    } else for (;length > index; index++) if
  (IS_INCLUDES || index in O) {\n      if (O[index] === el) return IS_INCLUDES || index || 0;\n    } return
!IS_INCLUDES && -1;\n  };\n};\n", "use strict";\nObject.defineProperty(exports, '__esModule', { value: true
});\n\nvar prefix = 'fas';\nvar iconName = 'share-alt';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar
unicode = 'f1e0';\nvar svgPathData = 'M352 320c-22.608 0-43.387 7.819-59.79 20.8951-102.486-64.054a96.551
96.551 0 0 0-41.6831102.486-64.054C308.613 184.181 329.392 192 352 192c53.019 0 96-42.981 96-96S405.019
0 352 0s-96 42.981-96 96c0 7.158.79 14.13 2.276 20.841L155.79 180.895C139.387 167.819 118.608 160 96 160c-
53.019 0-96 42.981-96 96s42.981 96 96 96c22.608 0 43.387-7.819 59.79-20.8951102.486 64.054A96.301 96.301 0
0 0 256 416c0 53.019 42.981 96 96 96s96-42.981 96-96-42.981-96-96-96z';\n\nexports.definition = {\n  prefix:
prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n
  ]};\n\nexports.faShareAlt
= exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width =
width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData =
svgPathData;\n\n/**\n * Checks if a `cache` value for `key` exists.\n * @private\n * @param {Object} cache The
cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an
entry for `key` exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n  return
cache.has(key);\n}\n\nmodule.exports = cacheHas;\n", "var arrayReduce = require('./_arrayReduce'),\n  baseEach =
require('./_baseEach'),\n  baseIteratee = require('./_baseIteratee'),\n  baseReduce = require('./_baseReduce'),\n
  isArray = require('./isArray');\n\n/**\n * Reduces `collection` to a value which is the accumulated result of
  running\n * each element in `collection` thru `iteratee`, where each successive\n * invocation is supplied the return
  value
  of the previous. If `accumulator` is not given, the first element of `collection` is used as the initial\n * value. The
  iteratee is invoked with four arguments:\n * (accumulator, value, index|key, collection).\n * Many lodash
  methods are guarded to work as iteratees for methods like\n * `_.reduce`, `_.reduceRight`, and `_.transform`.\n * The
  guarded methods are:\n * `assign`, `defaults`, `defaultsDeep`, `includes`, `merge`, `orderBy`,\n * and `sortBy`.\n
  *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection
  The collection to iterate over.\n * @param {Function} [iteratee=_identity] The function invoked per iteration.\n *
  @param {*} [accumulator] The initial value.\n * @returns {*} Returns the accumulated value.\n * @see
  _.reduceRight\n * @example\n * _._reduce([1, 2], function(sum, n) {\n *   return sum + n;\n * }, 0);\n * // => 3\n
  *\n * _._reduce({ 'a': 1, 'b': 2, 'c': 1 }, function(result, value, key) {\n *   (result[value]
  || (result[value] = [])).push(key);\n *   return result;\n * }, {});\n * // => { '1': ['a', 'c'], '2': ['b'] }
  (iteration order is not
  guaranteed)\n */\nfunction reduce(collection, iteratee, accumulator) {\n  var func = isArray(collection) ?
arrayReduce : baseReduce,\n    initAccum = arguments.length < 3;\n\n  return func(collection, baseIteratee(iteratee,
  4), accumulator, initAccum, baseEach);\n}\n\nmodule.exports = reduce;\n", "use strict";\n\nvar global =
require('./_global');\nvar has = require('./_has');\nvar cof = require('./_cof');\nvar inheritIfRequired =
require('./_inherit-if-required');\nvar toPrimitive = require('./_to-primitive');\nvar fails = require('./_fails');\nvar
gOPN = require('./_object-gopn').f;\nvar gOPD = require('./_object-gopd').f;\nvar dP = require('./_object-dp').f;\nvar

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$trim = require('./_string-trim').trim;\nvar NUMBER = 'Number';\nvar $Number = global[NUMBER];\nvar Base =
$Number;\nvar proto = $Number.prototype;\n// Opera ~12 has broken Object#toString\nvar
BROKEN_COF = cof(require('./_object-create')(proto)) == NUMBER;\nvar TRIM = 'trim' in
String.prototype;\n\n// 7.1.3 ToNumber(argument)\nvar toNumber = function (argument) {\n  var it =
toPrimitive(argument, false);\n  if (typeof it == 'string' && it.length > 2) {\n    it = TRIM ? it.trim() : $trim(it, 3);\n  }\n  var first = it.charCodeAt(0);\n  var third, radix, maxCode;\n  if (first === 43 || first === 45) {\n    third =
it.charCodeAt(2);\n    if (third === 88 || third === 120) return NaN; // Number('+0x1') should be NaN, old V8 fix\n  } else if (first === 48) {\n    switch (it.charCodeAt(1)) {\n      case 66: case 98: radix = 2; maxCode = 49; break;\n      // fast equal /^0b[01]+$/\n      case 79: case 111: radix = 8; maxCode = 55; break; // fast equal /^0o[0-7]+$/\n      default: return +it;\n    }\n    for (var digits = it.slice(2), i = 0, l = digits.length, code; i < l; i++) {\n      code =
digits.charCodeAt(i);\n      // parseInt parses a string
      to a first unavailable symbol\n      // but ToNumber should return NaN if a string contains unavailable symbols\n      if (code < 48 || code > maxCode) return NaN;\n    }\n    return parseInt(digits, radix);\n  }\n  return +it;\n};\n\nif
(!$Number('0o1') || !$Number('0b1') || !$Number('+0x1')) {\n  $Number = function Number(value) {\n    var it =
arguments.length < 1 ? 0 : value;\n    var that = this;\n    return that instanceof $Number\n      // check on
      1..constructor(fo) case\n      && (BROKEN_COF ? fails(function () { proto.valueOf.call(that); }) : cof(that) !=
NUMBER)\n      ? inheritIfRequired(new Base(toNumber(it)), that, $Number) : toNumber(it);\n  };\n  for (var keys
= require('./_descriptors') ? gOPN(Base) : (\n    // ES3:\n    'MAX_VALUE,MIN_VALUE,NaN,NEGATIVE_INFINITY,POSITIVE_INFINITY,' +\n    // ES6 (in case, if
modules with ES6 Number statics required before):\n    'EPSILON,isFinite,isInteger,isNaN,isSafeInteger,MAX_SAFE_INTEGER,' +\n    'MIN_SAFE_INTEGER,parseFloat,parseInt,isInteger'\n  )\n    ).split(','), j = 0, key; keys.length > j; j++) {\n    if (has(Base, key = keys[j]) && !has($Number, key)) {\n      dp($Number, key, gOPD(Base, key));\n    }\n  }\n  $Number.prototype = proto;\n  proto.constructor = $Number;\n  require('./_redefine')(global, NUMBER, $Number);\n}\n\n", "module.exports =
require('./_forEach');\n", "module.exports = !require('./_descriptors') && !require('./_fails')(function () {\n  return
Object.defineProperty(require('./_dom-create')('div'), 'a', { get: function () { return 7; } }).a != 7;\n});\n", "var
baseFlatten = require('./_baseFlatten'),\n  baseOrderBy = require('./_baseOrderBy'),\n  baseRest =
require('./_baseRest'),\n  isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Creates an array of elements, sorted
in ascending order by the results of\n * running each element in a collection thru each iteratee. This method\n *
performs a stable sort, that is, it preserves the original sort order of\n * equal elements. The
iteratees are invoked with one argument: (value).\n * @static\n * @memberOf _\n * @since 0.1.0\n *
@category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param
{...(Function|Function[])} [iteratees=_.identity]\n * The iteratees to sort by.\n * @returns {Array} Returns the
new sorted array.\n * @example\n *\n * var users = [\n *   { 'user': 'fred', 'age': 48 },\n *   { 'user': 'barney', 'age': 36 },\n *   { 'user': 'fred', 'age': 40 },\n *   { 'user': 'barney', 'age': 34 }\n * ];\n *\n * _.sortBy(users, [function(o) {\n *   return o.user; }]);\n * // => objects for [['barney', 36], ['barney', 34], ['fred', 48], ['fred', 40]]\n *\n * _.sortBy(users, ['user', 'age']);\n * // => objects for [['barney', 34], ['barney', 36], ['fred', 40], ['fred', 48]]\n *\n * var sortBy =
baseRest(function(collection, iteratees) {\n  if (collection == null) {\n    return [];\n  }\n  var length =
iteratees.length;\n  if (length > 1 && isIterateeCall(collection, iteratees[0],
iteratees[1])) {\n    iteratees = [];\n  } else if (length > 2 && isIterateeCall(iteratees[0], iteratees[1], iteratees[2])) {\n    iteratees = [iteratees[0]];\n  }\n  return baseOrderBy(collection, baseFlatten(iteratees, 1),
[]);\n});\n\nmodule.exports = sortBy;\n", "var getNative = require('./_getNative'),\n  root = require('./_root');\n\n/*
Built-in method references that are verified to be native. */\nvar Set = getNative(root, 'Set');\n\nmodule.exports =
Set;\n", "var g;\n\n// This works in non-strict mode\ng = (function() {\n  return this;\n})();\n\ntry {\n  // This works if
eval is allowed (see CSP)\n  g = g || Function("return this")() || (1, eval)("this");\n} catch (e) {\n  // This works if
the window reference is available\n  if (typeof window === "object")\n    g = window;\n}\n\n// g can still be
undefined, but nothing to do about it...\n\n// We return undefined, instead of nothing here, so it's\n// easier to handle

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this case. if(!global) { ...}\n\nmodule.exports =
g;\n", "var id = 0;\nvar px = Math.random();\nmodule.exports = function (key) {\n return 'Symbol('.concat(key ===
undefined ? " : key, ')", (++id + px).toString(36));\n};\n", "use strict";\nvar addToUnscopables = require('./_add-to-
unscopables');\nvar step = require('./_iter-step');\nvar Iterators = require('./_iterators');\nvar toObject =
require('./_to-iobject');\n\n// 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13 Array.prototype.keys()\n// 22.1.3.29
Array.prototype.values()\n// 22.1.3.30 Array.prototype[@@iterator]()\nmodule.exports = require('./_iter-
define')(Array, 'Array', function (iterated, kind) {\n this._t = toObject(iterated); // target\n this._i = 0; //
next index\n this._k = kind; // kind\n// 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n var
O = this._t;\n var kind = this._k;\n var index = this._i++;\n if (!O || index >= O.length) {\n this._t = undefined;\n
return step(1);\n } \n if (kind == 'keys') return
step(0, index);\n if (kind == 'values') return step(0, O[index]);\n return step(0, [index, O[index]]);\n},
'values');\n\n// argumentsList[@@iterator] is %ArrayProto_values% (9.4.4.6, 9.4.4.7)\nIterators.Arguments =
Iterators.Array;\n\naddToUnscopables('keys');\naddToUnscopables('values');\naddToUnscopables('entries');\n", "var
isSymbol = require('./isSymbol');\n\n/**\n * Compares values to sort them in ascending order.\n * @private\n *
@param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns
{number} Returns the sort order indicator for `value`.\n */\nfunction compareAscending(value, other) {\n if (value
!== other) {\n var valIsDefined = value !== undefined,\n valIsNull = value === null,\n valIsReflexive =
value === value,\n valIsSymbol = isSymbol(value);\n\n var othIsDefined = other !== undefined,\n
othIsNull = other === null,\n othIsReflexive = other === other,\n othIsSymbol = isSymbol(other);\n\n if ((!othIsNull && !othIsSymbol && !valIsSymbol && value > other) ||\n (valIsSymbol && othIsDefined
&& othIsReflexive && !othIsNull && !othIsSymbol) ||\n (valIsNull && othIsDefined && othIsReflexive) ||\n
(!valIsDefined && othIsReflexive) ||\n !valIsReflexive) {\n return 1;\n } \n if ((!valIsNull &&
!valIsSymbol && !othIsSymbol && value < other) ||\n (othIsSymbol && valIsDefined && valIsReflexive &&
!valIsNull && !valIsSymbol) ||\n (othIsNull && valIsDefined && valIsReflexive) ||\n (!othIsDefined &&
valIsReflexive) ||\n !othIsReflexive) {\n return -1;\n } \n } \n return 0;\n}\n\nmodule.exports =
compareAscending;\n", "var eq = require('./eq');\n\n/**\n * Gets the index at which the `key` is found in `array` of
key-value pairs.\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to
search for.\n * @returns {number} Returns the index of the matched value, else
`-1`.\n */\nfunction assocIndexOf(array, key) {\n var length = array.length;\n while (length--) {\n if
(eq(array[length][0], key)) {\n return length;\n } \n } \n return -1;\n}\n\nmodule.exports =
assocIndexOf;\n", "/*!\n * Font Awesome Free 5.0.13 by @fontawesome - https://fontawesome.com\n * License -
https://fontawesome.com/license (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\n\nvar noop =
function noop() {};\n\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 =
null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\ntry {\n if (typeof window !== 'undefined')
_WINDOW = window;\n if (typeof document !== 'undefined') _DOCUMENT = document;\n if (typeof
MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n if (typeof performance
!== 'undefined') _PERFORMANCE = performance;\n} catch (e) {} \n\nvar _ref = _WINDOW.navigator || {};\nvar
_ref$userAgent = _ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? "
: _ref$userAgent;\n\nvar WINDOW = _WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar
MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\n\nvar
IS_BROWSER = !!WINDOW.document;\nvar IS_DOM = !!DOCUMENT.documentElement &&
!!DOCUMENT.head && typeof DOCUMENT.addEventListener === 'function' && typeof
DOCUMENT.createElement === 'function';\n\nvar IS_IE = ~userAgent.indexOf('MSIE') ||
~userAgent.indexOf('Trident');\n\nvar NAMESPACE_IDENTIFIER = '__FONT_AWESOME__';\n\nvar
UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS =
'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-
pseudo-element';\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\n\nvar PRODUCTION =
function () {\n try {\n return process.env.NODE_ENV === 'production';\n } catch (e) {\n return false;\n
}

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})\n);\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-counter'].concat(oneToTen.map(function (n) {\n  return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n  return 'w-' + n;\n}));\n\nvar classCallCheck = function (instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError("Cannot call a class as a function");\n  }\n};\n\nvar createClass = function () {\n  function defineProperties(target, props) {\n    for (var i = 0; i < props.length; i++) {\n      var descriptor = props[i];\n      descriptor.enumerable = descriptor.enumerable || false;\n      descriptor.configurable = true;\n      if ("value" in descriptor)\n        descriptor.writable = true;\n      Object.defineProperty(target, descriptor.key, descriptor);\n    }\n  }\n\n  return function (Constructor, protoProps, staticProps) {\n    if (protoProps) defineProperties(Constructor.prototype, protoProps);\n    if (staticProps) defineProperties(Constructor, staticProps);\n    return Constructor;\n  };\n};\n\n\nvar _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    return target;\n  };\n};\n\nvar toConsumableArray = function (arr) {\n  if (Array.isArray(arr)) {\n    for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n    return arr2;\n  } else {\n    return Array.from(arr);\n  }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\nvar initialKeys = Object.keys(initial);\nvar _default = _extends({\n  familyPrefix: DEFAULT_FAMILY_PREFIX,\n  replacementClass: DEFAULT_REPLACEMENT_CLASS,\n  autoReplaceSvg: true,\n  autoAddCss: true,\n  autoA11y: true,\n  searchPseudoElements: false,\n  observeMutations: true,\n  keepOriginalSource: true,\n  measurePerformance: false,\n  showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations = false;\n\nvar config$1 = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config$1;\n\nfunction update(newConfig) {\n  var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n  var _params$asNewDefault = params.asNewDefault,\n      asNewDefault = _params$asNewDefault === undefined ? false : _params$asNewDefault;\n  var validKeys = Object.keys(config$1);\n  var ok = asNewDefault ? function (k) {\n    return ~validKeys.indexOf(k) && !~initialKeys.indexOf(k);\n  } : function (k) {\n    return ~validKeys.indexOf(k);\n  };\n\n  Object.keys(newConfig).forEach(function (configKey) {\n    if (ok(configKey)) config$1[configKey] = newConfig[configKey];\n  });\n}\n\nfunction auto(value) {\n  update({\n    autoReplaceSvg: value,\n    observeMutations: value\n });\n}\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] = {};\n\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\n\nif (!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\n\nif (!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\n\nvar listener = function listener() {\n  DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n  loaded = 1;\n  functions.map(function (fn) {\n    return fn();\n  });\n};\n\nvar loaded = false;\n\nif (IS_DOM) {\n  loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n  if (!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n  if (!IS_DOM) return;\n  loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar meaninglessTransform = {\n  size: 16,\n  x: 0,\n  y: 0,\n  rotate: 0,\n  flipX: false,\n  flipY: false\n};\n\nfunction isReserved(name) {\n  return ~RESERVED_CLASSES.indexOf(name);\n}\n\nfunction bunker(fn) {\n  try {\n    fn();\n  } catch (e) {\n    if (!PRODUCTION) {\n      throw e;\n    }\n  }\n}\n\nfunction insertCss(css) {\n  if (!css || !IS_DOM) {\n    return;\n  }\n\n  var style = DOCUMENT.createElement('style');\n  style.setAttribute('type', 'text/css');\n  style.innerHTML = css;\n\n  var headChildren = DOCUMENT.head.childNodes;\n  var beforeChild = null;\n\n  for (var i = headChildren.length - 1; i > -1; i--) {\n

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var child = headChildren[i];\n  var tagName = (child.tagName || "").toUpperCase();\n  if (['STYLE',
'LINK'].indexOf(tagName) > -1) {\n    beforeChild = child;\n  }\n  }\n  }\n  DOCUMENT.head.insertBefore(style,
beforeChild);\n  }\n  return css;\n}\n\nvar
_uniqueId = 0;\n\nfunction nextUniqueId() {\n  _uniqueId++;\n  return _uniqueId;\n}\n\nfunction toArray(obj)
{\n  var array = [];\n  for (var i = (obj || []).length >>> 0; i--;) {\n    array[i] = obj[i];\n  }\n  return
array;\n}\n\nfunction classArray(node) {\n  if (node.classList) {\n    return toArray(node.classList);\n  } else {\n
return (node.getAttribute('class') || "").split(' ').filter(function (i) {\n    return i;\n  });\n  }\n}\n\nfunction
getIconName(familyPrefix, cls) {\n  var parts = cls.split('-');\n  var prefix = parts[0];\n  var iconName =
parts.slice(1).join('-');\n  if (prefix === familyPrefix && iconName !== " && !isReserved(iconName)) {\n    return
iconName;\n  } else {\n    return null;\n  }\n}\n\nfunction htmlEscape(str) {\n  return (" + str).replace(/&/g,
'&amp;').replace(/"/g, '&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g, '&gt;');\n}\n\nfunction
joinAttributes(attributes) {\n  return Object.keys(attributes || {}).reduce(function
(acc, attributeName) {\n    return acc + (attributeName + '=' + htmlEscape(attributes[attributeName]) + '\"');\n  },
"").trim();\n}\n\nfunction joinStyles(styles) {\n  return Object.keys(styles || {}).reduce(function (acc, styleName) {\n
return acc + (styleName + ': ' + styles[styleName] + ';');\n  }, "");\n}\n\nfunction transformIsMeaningful(transform)
{\n  return transform.size !== meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y
!== meaninglessTransform.y || transform.rotate !== meaninglessTransform.rotate || transform.flipX ||
transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n  var transform = _ref.transform,\n  containerWidth =
_ref.containerWidth,\n  iconWidth = _ref.iconWidth;\n  var outer = {\n    transform: 'translate(' +
containerWidth / 2 + ' 256')\n  };\n  var innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 +
')\n';\n  var innerScale = 'scale(' + transform.size / 16 * (transform.flipX
? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ')';\n  var innerRotate = 'rotate(' + transform.rotate
+ ' 0 0)';\n  var inner = {\n    transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n  };\n  var path = {\n
transform: 'translate(' + iconWidth / 2 * -1 + ' -256')\n  };\n  return {\n    outer: outer,\n    inner: inner,\n    path:
path\n  };\n}\n\nfunction transformForCss(_ref2) {\n  var transform = _ref2.transform,\n  _ref2$width =
_ref2.width,\n  width = _ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n  _ref2$height =
_ref2.height,\n  height = _ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n
_ref2$startCentered = _ref2.startCentered,\n  startCentered = _ref2$startCentered === undefined ? false :
_ref2$startCentered;\n  var val = ";\n  if (startCentered && IS_IE) {\n    val += 'translate(' + (transform.x / d -
width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em)';\n  } else
if (startCentered) {\n    val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d +
'em))';\n  } else {\n    val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em)';\n  }\n  val += 'scale(' +
transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) + ')';\n  val +=
'rotate(' + transform.rotate + 'deg)';\n  return val;\n}\n\nvar ALL_SPACE = {\n  x: 0,\n  y: 0,\n  width: '100%',\n
height: '100%\n'};\n\nvar makeIconMasking = function (_ref) {\n  var children = _ref.children,\n  attributes =
_ref.attributes,\n  main = _ref.main,\n  mask = _ref.mask,\n  transform = _ref.transform;\n  var mainWidth =
main.width,\n  mainPath = main.icon;\n  var maskWidth = mask.width,\n  maskPath = mask.icon;\n  var
trans = transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth: mainWidth });\n  var
maskRect = {\n    tag: 'rect',\n    attributes: _extends({},
ALL_SPACE, {\n      fill: 'white'\n    })\n  };\n  var maskInnerGroup = {\n    tag: 'g',\n    attributes: _extends({},
trans.inner),\n    children: [{ tag: 'path', attributes: _extends({}, mainPath.attributes, trans.path, { fill: 'black' }) }]\n
};\n  var maskOuterGroup = {\n    tag: 'g',\n    attributes: _extends({}, trans.outer),\n    children: [maskInnerGroup]\n
};\n  var maskId = 'mask-' + nextUniqueId();\n  var clipId = 'clip-' + nextUniqueId();\n  var maskTag = {\n    tag:
'mask',\n    attributes: _extends({}, ALL_SPACE, {\n      id: maskId,\n      maskUnits: 'userSpaceOnUse',\n
maskContentUnits: 'userSpaceOnUse'\n    }),\n    children: [maskRect, maskOuterGroup]\n  };\n  var defs = {\n
tag: 'defs',\n  children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n  };\n  children.push(defs, { tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#'
+ maskId + ')', ALL_SPACE)

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});\n\n return {\n  children: children,\n  attributes: attributes\n };};\n\nvar makeIconStandard = function (_ref)
{\n  var children = _ref.children,\n  attributes = _ref.attributes,\n  main = _ref.main,\n  transform =
_ref.transform,\n  styles = _ref.styles;\n\n  var styleString = joinStyles(styles);\n\n  if (styleString.length > 0) {\n
  attributes['style'] = styleString;\n  }\n\n  if (transformIsMeaningful(transform)) {\n  var trans = transformForSvg({
transform: transform, containerWidth: main.width, iconWidth: main.width });\n  children.push({\n  tag: 'g',\n  attributes: _extends({}, trans.outer),\n  children: [{\n  tag: 'g',\n  attributes: _extends({}, trans.inner),\n
children: [{\n  tag: main.icon.tag,\n  children: main.icon.children,\n  attributes: _extends({},
main.icon.attributes, trans.path)\n  }]\n  }]\n  });\n  } else {\n  children.push(main.icon);\n  }\n\n  return {\n
children:
children,\n  attributes: attributes\n };};\n\nvar asIcon = function (_ref) {\n  var children = _ref.children,\n
main = _ref.main,\n  mask = _ref.mask,\n  attributes = _ref.attributes,\n  styles = _ref.styles,\n  transform =
_ref.transform;\n\n  if (transformIsMeaningful(transform) && main.found && !mask.found) {\n  var width =
main.width,\n  height = main.height;\n\n  var offset = {\n  x: width / height / 2,\n  y: 0.5\n  };;\n
  attributes['style'] = joinStyles(_extends({}, styles, {\n  'transform-origin': offset.x + transform.x / 16 + 'em ' +
(offset.y + transform.y / 16) + 'em\n  }));\n  }\n\n  return [{\n  tag: 'svg',\n  attributes: attributes,\n  children:
children\n  }];};\n\nvar asSymbol = function (_ref) {\n  var prefix = _ref.prefix,\n  iconName =
_ref.iconName,\n  children = _ref.children,\n  attributes = _ref.attributes,\n  symbol = _ref.symbol;\n\n  var
id = symbol === true ? prefix + '-' + config$1.familyPrefix
+ '-' + iconName : symbol;\n\n  return [{\n  tag: 'svg',\n  attributes: {\n  style: 'display: none;',\n  },\n
children: [{\n  tag: 'symbol',\n  attributes: _extends({}, attributes, { id: id }),\n  children: children\n  }]\n
}];};\n\nfunction makeInlineSvgAbstract(params) {\n  var _params$icons = params.icons,\n  main =
_params$icons.main,\n  mask = _params$icons.mask,\n  prefix = params.prefix,\n  iconName =
params.iconName,\n  transform = params.transform,\n  symbol = params.symbol,\n  title = params.title,\n
extra = params.extra,\n  _params$watchable = params.watchable,\n  watchable = _params$watchable ===
undefined ? false : _params$watchable;\n\n  var _ref = mask.found ? mask : main,\n  width = _ref.width,\n
height = _ref.height;\n\n  var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n  var attrClass =
[config$1.replacementClass, iconName ? config$1.familyPrefix + '-' + iconName
: '', widthClass].concat(extra.classes).join(' ');\n\n  var content = {\n  children: [],\n  attributes: _extends({},
extra.attributes, {\n  'data-prefix': prefix,\n  'data-icon': iconName,\n  'class': attrClass,\n  'role': 'img',\n
'xmlns': 'http://www.w3.org/2000/svg',\n  'viewBox': '0 0 ' + width + ' ' + height\n  });\n\n  if (watchable) {\n
content.attributes[DATA_FA_I2SVG] = ";\n  }\n\n  if (title) content.children.push({ tag: 'title', attributes: { id:
content.attributes['aria-labelledby'] || 'title-' + nextUniqueId(), children: [title] });\n\n  var args = _extends({},
content, {\n  prefix: prefix,\n  iconName: iconName,\n  main: main,\n  mask: mask,\n  transform: transform,\n
symbol: symbol,\n  styles: extra.styles\n });\n\n  var _ref2 = mask.found && main.found ?
makeIconMasking(args) : makeIconStandard(args),\n  children = _ref2.children,\n  attributes =
_ref2.attributes;\n\n  args.children = children;\n  args.attributes
= attributes;\n\n  if (symbol) {\n  return asSymbol(args);\n  } else {\n  return asIcon(args);\n  }\n}\n\nfunction
makeLayersTextAbstract(params) {\n  var content = params.content,\n  width = params.width,\n  height =
params.height,\n  transform = params.transform,\n  title = params.title,\n  extra = params.extra,\n
_params$watchable2 = params.watchable,\n  watchable = _params$watchable2 === undefined ? false :
_params$watchable2;\n\n  var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n  'class':
extra.classes.join(' ')\n });\n\n  if (watchable) {\n  attributes[DATA_FA_I2SVG] = ";\n  }\n\n  var styles =
_extends({}, extra.styles);\n\n  if (transformIsMeaningful(transform)) {\n  styles['transform'] = transformForCss({
transform: transform, startCentered: true, width: width, height: height });\n  styles['-webkit-transform'] =
styles['transform'];\n  }\n\n  var styleString = joinStyles(styles);\n\n  if (styleString.length > 0) {\n
attributes['style'] = styleString;\n  }\n\n  var val = [];\n\n  val.push({\n  tag:
'span',\n  attributes: attributes,\n  children: [content]\n  });\n\n  if (title) {\n  val.push({ tag: 'span', attributes: {
class: 'sr-only' }, children: [title] });\n  }\n\n  return val;\n}\n\nvar noop$2 = function noop() {};\nvar p =

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config$1.measurePerformance && PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure
? PERFORMANCE : { mark: noop$2, measure: noop$2 };nvar preamble = 'FA \\5.0.13\\';n\nvar begin = function
begin(name) {\n p.mark(preamble + '' + name + ' begins');\n return function () {\n return end(name);\n
};\n};n\nvar end = function end(name) {\n p.mark(preamble + '' + name + ' ends');\n p.measure(preamble + '' +
name, preamble + '' + name + ' begins', preamble + '' + name + ' ends');\n};\n\nvar perf = { begin: begin, end: end
};\n\n'use strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a
given context.\n */\nvar bindInternal4 = function bindInternal4 (func, thisContext) {\n return function (a, b, c, d)
{\n return func.call(thisContext, a, b, c, d);\n };}\n\n'use strict';\n\n\n/**\n * # Reduce\n * A fast object
.reduce() implementation.\n */\n * @param {Object} subject The object to reduce over.\n * @param
{Function} fn The reducer function.\n * @param {mixed} initialValue The initial value for the reducer,
defaults to subject[0].\n * @param {Object} thisContext The context for the reducer.\n * @return {mixed}
The final result.\n */\nvar reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys
= Object.keys(subject),\n length = keys.length,\n iterator = thisContext !== undefined ? bindInternal4(fn,
thisContext) : fn,\n i, key, result;\n\n if (initialValue === undefined) {\n i = 1;\n result = subject[keys[0]];\n
}\n else {\n i = 0;\n result = initialValue;\n
}\n\n for (; i < length; i++) {\n key = keys[i];\n result = iterator(result, subject[key], key, subject);\n }\n\n
return result;\n};\n\nvar styles$2 = namespace.styles;\nvar shims = namespace.shims;\n\n\nvar _byUnicode =
{};\nvar _byLigature = {};\nvar _byOldName = {};\n\nvar build = function build() {\n var lookup = function
lookup(reducer) {\n return reduce(styles$2, function (o, style, prefix) {\n o[prefix] = reduce(style, reducer,
{});\n return o;\n }, {});\n };}\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n acc[icon[3]] =
iconName;\n\n return acc;\n });\n\n _byLigature = lookup(function (acc, icon, iconName) {\n var ligatures =
icon[2];\n\n acc[iconName] = iconName;\n\n ligatures.forEach(function (ligature) {\n acc[ligature] =
iconName;\n });\n\n return acc;\n });\n\n var hasRegular = 'far' in styles$2;\n\n _byOldName = reduce(shims,
function (acc, shim) {\n var oldName = shim[0];\n var prefix =
shim[1];\n var iconName = shim[2];\n\n if (prefix === 'far' && !hasRegular) {\n prefix = 'fas';\n }\n\n
acc[oldName] = { prefix: prefix, iconName: iconName };}\n\n return acc;\n }, {});\n};\n\nbuild();\n\nfunction
byUnicode(prefix, unicode) {\n return _byUnicode[prefix][unicode];\n}\n\nfunction byLigature(prefix, ligature) {\n
return _byLigature[prefix][ligature];\n}\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix:
null, iconName: null };}\n\nvar styles$1 = namespace.styles;\n\n\nvar emptyCanonicalIcon = function
emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] ];}\n};\n\nfunction getCanonicalIcon(values)
{\n return values.reduce(function (acc, cls) {\n var iconName = getIconName(config$1.familyPrefix, cls);\n\n if
(styles$1[cls]) {\n acc.prefix = cls;\n } else if (iconName) {\n var shim = acc.prefix === 'fa' ?
byOldName(iconName) : {};\n\n acc.iconName = shim.iconName || iconName;\n acc.prefix
= shim.prefix || acc.prefix;\n } else if (cls !== config$1.replacementClass && cls.indexOf('fa-w-') !== 0) {\n
acc.rest.push(cls);\n }\n\n return acc;\n }, emptyCanonicalIcon());\n}\n\nfunction iconFromMapping(mapping,
prefix, iconName) {\n if (mapping && mapping[prefix] && mapping[prefix][iconName]) {\n return {\n
prefix: prefix,\n iconName: iconName,\n icon: mapping[prefix][iconName]\n };}\n}\n\nfunction
toHtml(abstractNodes) {\n var tag = abstractNodes.tag,\n _abstractNodes$attrib = abstractNodes.attributes,\n
attributes = _abstractNodes$attrib === undefined ? {} : _abstractNodes$attrib,\n _abstractNodes$childr =
abstractNodes.children,\n children = _abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n\n if
(typeof abstractNodes === 'string') {\n return htmlEscape(abstractNodes);\n } else {\n return '<' + tag + '' +
joinAttributes(attributes) + '>' + children.map(toHtml).join('') + '<' + tag
+ '>';\n }\n}\n\nvar noop$1 = function noop() {};\n\nfunction isWatched(node) {\n var i2svg = node.getAttribute ?
node.getAttribute(DATA_FA_I2SVG) : null;\n\n return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n
if (config$1.autoReplaceSvg === true) {\n return mutators.replace;\n }\n\n var mutator =
mutators[config$1.autoReplaceSvg];\n\n return mutator || mutators.replace;\n}\n\nvar mutators = {\n replace:
function replace(mutation) {\n var node = mutation[0];\n var abstract = mutation[1];\n var newOuterHTML =
abstract.map(function (a) {\n return toHtml(a);\n }).join('\\n');\n\n if (node.parentNode &&

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node.outerHTML) {\n    node.outerHTML = newOuterHTML + (config$1.keepOriginalSource &&
node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' --> ': '');\n    } else if (node.parentNode) {\n
var newNode = document.createElement('span');\n    node.parentNode.replaceChild(newNode, node);\n
newNode.outerHTML = newOuterHTML;\n
    }\n    },\n    nest: function nest(mutation) {\n    var node = mutation[0];\n    var abstract = mutation[1];\n\n    // If we
already have a replaced node we do not want to continue nesting within it.\n    // Short-circuit to the standard
replacement\n    if (~classArray(node).indexOf(config$1.replacementClass)) {\n    return
mutators.replace(mutation);\n    }\n\n    var forSvg = new RegExp(config$1.familyPrefix + '-.*');\n\n    delete
abstract[0].attributes.style;\n\n    var splitClasses = abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n
if (cls === config$1.replacementClass || cls.match(forSvg)) {\n    acc.toSvg.push(cls);\n    } else {\n
acc.toNode.push(cls);\n    }\n\n    return acc;\n    }, { toNode: [], toSvg: [] });\n\n    abstract[0].attributes.class =
splitClasses.toSvg.join('');\n\n    var newInnerHTML = abstract.map(function (a) {\n    return toHtml(a);\n
}).join('\\n');\n    node.setAttribute('class', splitClasses.toNode.join('
'));
node.setAttribute(DATA_FA_I2SVG, "");\n    node.innerHTML = newInnerHTML;\n    }\n};\n\nfunction
perform(mutations, callback) {\n    var callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n    if
(mutations.length === 0) {\n    callbackFunction();\n    } else {\n    var frame = WINDOW.requestAnimationFrame ||
function (op) {\n    return op();\n    };\n\n    frame(function () {\n    var mutator = getMutator();\n    var mark =
perf.begin('mutate');\n\n    mutations.map(mutator);\n\n    mark();\n\n    callbackFunction();\n    });\n    }\n}\n\n\n
disabled = false;\n\nfunction disableObservation(operation) {\n    disabled = true;\n    operation();\n    disabled =
false;\n}\n\n\nvar mo = null;\n\nfunction observe(options) {\n    if (!MUTATION_OBSERVER) return;\n\n    var
treeCallback = options.treeCallback,\n    nodeCallback = options.nodeCallback,\n    pseudoElementsCallback =
options.pseudoElementsCallback;\n\n    mo = new MUTATION_OBSERVER(function (objects)
{\n    if (disabled) return;\n\n    toArray(objects).forEach(function (mutationRecord) {\n    if (mutationRecord.type
=== 'childList' && mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n
if (config$1.searchPseudoElements) {\n    pseudoElementsCallback(mutationRecord.target);\n    }\n\n
treeCallback(mutationRecord.target);\n    }\n\n    if (mutationRecord.type === 'attributes' &&
mutationRecord.target.parentNode && config$1.searchPseudoElements) {\n
pseudoElementsCallback(mutationRecord.target.parentNode);\n    }\n\n    if (mutationRecord.type === 'attributes'
&& isWatched(mutationRecord.target) &&
~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n    if
(mutationRecord.attributeName === 'class') {\n    var _getCanonicalIcon =
getCanonicalIcon(classArray(mutationRecord.target)),\n    prefix = _getCanonicalIcon.prefix,\n
iconName = _getCanonicalIcon.iconName;\n\n    if (prefix) mutationRecord.target.setAttribute('data-prefix', prefix);\n    if (iconName)
mutationRecord.target.setAttribute('data-icon', iconName);\n    } else {\n
nodeCallback(mutationRecord.target);\n    }\n    }\n});\n\n    if (!IS_DOM) return;\n\n    mo.observe(DOCUMENT.getElementsByTagName('body')[0], {\n    childList: true, attributes: true, characterData:
true, subtree: true\n    });\n}\n\n\nfunction disconnect() {\n    if (!mo) return;\n    mo.disconnect();\n}\n\n\nvar styleParser
= function (node) {\n    var style = node.getAttribute('style');\n\n    var val = [];\n\n    if (style) {\n    val =
style.split(';').reduce(function (acc, style) {\n    var styles = style.split(':');\n    var prop = styles[0];\n    var value
= styles.slice(1);\n\n    if (prop && value.length > 0) {\n    acc[prop] = value.join(':').trim();\n    }\n\n    return
acc;\n    }, {});\n    }\n\n    return val;\n};\n\nfunction toHex(unicode) {\n    var result
= '';\n\n    for (var i = 0; i < unicode.length; i++) {\n    var hex = unicode.charCodeAtAt(i).toString(16);\n    result +=
('000' + hex).slice(-4);\n    }\n\n    return result;\n}\n\n\nvar classParser = function (node) {\n    var existingPrefix =
node.getAttribute('data-prefix');\n    var existingIconName = node.getAttribute('data-icon');\n    var innerText =
node.innerText !== undefined ? node.innerText.trim() : '';\n\n    var val = getCanonicalIcon(classArray(node));\n\n    if
(existingPrefix && existingIconName) {\n    val.prefix = existingPrefix;\n    val.iconName = existingIconName;\n
}\n\n    if (val.prefix && innerText.length > 1) {\n    val.iconName = byLigature(val.prefix, node.innerText);\n    } else

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if (val.prefix && innerText.length === 1) {\n  val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n
}\n\n return val;\n};\n\nvar parseTransformString = function parseTransformString(transformString) {\n  var
transform = {\n  size: 16,\n  x: 0,\n  y: 0,\n  flipX: false,\n
  flipY: false,\n  rotate: 0\n };;\n\n if (!transformString) {\n  return transform;\n } else {\n  return
transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n    var parts = n.toLowerCase().split('-');\n
var first = parts[0];\n    var rest = parts.slice(1).join('-');\n\n    if (first && rest === 'h') {\n      acc.flipX = true;\n
return acc;\n    }\n\n    if (first && rest === 'v') {\n      acc.flipY = true;\n      return acc;\n    }\n\n    rest =
parseFloat(rest);\n\n    if (isNaN(rest)) {\n      return acc;\n    }\n\n    switch (first) {\n      case 'grow':\n
acc.size = acc.size + rest;\n      break;\n      case 'shrink':\n      acc.size = acc.size - rest;\n      break;\n
case 'left':\n      acc.x = acc.x - rest;\n      break;\n      case 'right':\n      acc.x = acc.x + rest;\n      break;\n
case 'up':\n      acc.y = acc.y - rest;\n      break;\n      case
'down':\n      acc.y = acc.y + rest;\n      break;\n      case 'rotate':\n      acc.rotate = acc.rotate + rest;\n
break;\n    }\n\n    return acc;\n  }, transform);\n }\n};\n\nvar transformParser = function (node) {\n  return
parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser = function (node) {\n  var
symbol = node.getAttribute('data-fa-symbol');\n\n  return symbol === null ? false : symbol === " ? true :
symbol;\n};\n\nvar attributesParser = function (node) {\n  var extraAttributes =
toArray(node.attributes).reduce(function (acc, attr) {\n    if (acc.name !== 'class' && acc.name !== 'style') {\n
acc[attr.name] = attr.value;\n    }\n    return acc;\n  }, {});\n\n  var title = node.getAttribute('title');\n\n  if
(config$.autoA11y) {\n    if (title) {\n      extraAttributes['aria-labelledby'] = config$.replacementClass + '-title-'
+ nextUniqueId();\n    } else {\n      extraAttributes['aria-hidden'] = 'true';\n    }\n  }\n\n  return extraAttributes;\n};\n\nvar maskParser = function (node) {\n  var mask = node.getAttribute('data-
fa-mask');\n\n  if (!mask) {\n    return emptyCanonicalIcon();\n  } else {\n    return getCanonicalIcon(mask.split('
').map(function (i) {\n    return i.trim();\n  }));\n  }\n};\n\nfunction parseMeta(node) {\n  var _classParser =
classParser(node),\n  iconName = _classParser.iconName,\n  prefix = _classParser.prefix,\n  extraClasses =
_classParser.rest;\n\n  var extraStyles = styleParser(node);\n  var transform = transformParser(node);\n  var symbol
= symbolParser(node);\n  var extraAttributes = attributesParser(node);\n  var mask = maskParser(node);\n\n  return
{\n    iconName: iconName,\n    title: node.getAttribute('title'),\n    prefix: prefix,\n    transform: transform,\n
symbol: symbol,\n    mask: mask,\n    extra: {\n      classes: extraClasses,\n      styles: extraStyles,\n      attributes:
extraAttributes\n    }\n  };\n};\n\nfunction MissingIcon(error)
{\n  this.name = 'MissingIcon';\n  this.message = error || 'Icon unavailable';\n  this.stack = new
Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor =
MissingIcon;\n\nvar FILL = { fill: 'currentColor' };\nvar ANIMATION_BASE = {\n  attributeType: 'XML',\n
repeatCount: 'indefinite',\n  dur: '2s'\n};\nvar RING = {\n  tag: 'path',\n  attributes: _extends({}, FILL, {\n  d:
'M156.5,447.7l-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7c127.6,430.5,141.5,440,156.5,447.7z
M40.6,272h8.5c1.4,21.2,5.4,41.7,11.7,61.1l50,321.2c45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-
37,11.1-54.1l-29.5-12.6c14.7,194.3,10,216.7,8.5,240h40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-
41.5l69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5l64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-
46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6l397,419.6z M115,92.4c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-
20.7,9.9-39.8,22.6-56.8,37.6l115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5
l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5l447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6c7.5-
21.1,12.2-43.5,13.6-66.8h471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-
11.7l321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6v471.4z
M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1c-1.4-21.2-5.4-41.7-11.7-61.1l462,190.8z M92.4,397c-12-13.9-22.3-
29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9l92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-
29.5c317.7,14.7,295.3,10,272,8.5v40.6z M190.8,50c15.7-5,32.2-8.2,49.2-9.4v8.5c-21.2,1.4-41.7,5.4-
61.1,11.7l190.8,50z M442.3,92.3l419.6,115c12,13.9,22.3,29.4,30.5,46.1l29.8-
11.9c470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5
C370.4,72.1,384.4,81.5,397,92.4z\n })\n};\n\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n

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attributeName: 'opacity\n});\nvar DOT = {\n tag: 'circle',\n attributes: _extends({},
  FILL, {\n cx: '256',\n cy: '364',\n r: '28'\n })),\n children: [{ tag: 'animate', attributes: _extends({},
  ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' } ) }, { tag: 'animate', attributes: _extends({},
  OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' } ) }]\n});\nvar QUESTION = {\n tag: 'path',\n attributes:
  _extends({}, FILL, {\n opacity: '1',\n d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-
  17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-
  27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-
  77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n })),\n children: [{ tag: 'animate', attributes: _extends({},
  OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' } ) }]\n});\nvar EXCLAMATION = {\n tag: 'path',\n attributes:
  _extends({}, FILL, {\n opacity: '0',\n d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-
  11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23
  C237.7,122,232.2,127.7,232.5,134.5z'\n })),\n children: [{ tag: 'animate', attributes: _extends({},
  OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' } ) }]\n});\n\nvar missing = { tag: 'g', children: [RING, DOT,
  QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\n\nvar LAYERS_TEXT_CLASSNAME = 'fa-
  layers-text';\n\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands)/;\n\nvar
  STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\n\nfunction
  findIcon(iconName, prefix) {\n var val = {\n found: false,\n width: 512,\n height: 512,\n icon: missing\n
  };\n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n var icon =
  styles[prefix][iconName];\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n
  val = {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill:
  'currentColor', d: vectorData[0]
  } }\n };;\n } else if (iconName && prefix && !config$1.showMissingIcons) {\n throw new MissingIcon('Icon is
  missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction
  generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n title =
  nodeMeta.title,\n prefix = nodeMeta.prefix,\n transform = nodeMeta.transform,\n symbol =
  nodeMeta.symbol,\n mask = nodeMeta.mask,\n extra = nodeMeta.extra;\n\n return [node,
  makeInlineSvgAbstract({\n icons: {\n main: findIcon(iconName, prefix),\n mask: findIcon(mask.iconName,
  mask.prefix)\n },\n prefix: prefix,\n iconName: iconName,\n transform: transform,\n symbol: symbol,\n
  mask: mask,\n title: title,\n extra: extra,\n watchable: true\n }]);\n}\n\nfunction generateLayersText(node,
  nodeMeta) {\n var title = nodeMeta.title,\n transform = nodeMeta.transform,\n extra = nodeMeta.extra;\n\n
  var width = null;\n var height = null;\n\n if (IS_IE) {\n var computedFontSize =
  parseInt(getComputedStyle(node).fontSize, 10);\n var boundingClientRect = node.getBoundingClientRect();\n
  width = boundingClientRect.width / computedFontSize;\n height = boundingClientRect.height /
  computedFontSize;\n }\n\n if (config$1.autoA11y && !title) {\n extra.attributes['aria-hidden'] = 'true';\n }\n\n
  return [node, makeLayersTextAbstract({\n content: node.innerHTML,\n width: width,\n height: height,\n
  transform: transform,\n title: title,\n extra: extra,\n watchable: true\n }]);\n}\n\nfunction
  generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if
  (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n return generateLayersText(node,
  nodeMeta);\n } else {\n return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction
  remove(node) {\n if (typeof node.remove === 'function') {\n node.remove();\n } else if (node &&
  node.parentNode)
  {\n node.parentNode.removeChild(node);\n }\n}\n\nfunction searchPseudoElements(root) {\n if (!IS_DOM)
  return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n
  toArray(root.querySelectorAll('*')).forEach(function (node) {\n ['before', 'after'].forEach(function (pos) {\n
  var styles = WINDOW.getComputedStyle(node, pos);\n var fontFamily = styles.getPropertyValue('font-
  family').match(FONT_FAMILY_PATTERN);\n var children = toArray(node.children);\n var
  pseudoElement = children.filter(function (c) {\n return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) ===
  pos;\n })[0];\n\n if (pseudoElement) {\n if (pseudoElement.nextSibling &&

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width: 5em;\n min-width:  
1.5em;\n overflow: hidden;\n padding: .25em;\n right: 0;\n text-overflow: ellipsis;\n top: 0;\n -webkit-transform: scale(0.25);\n transform: scale(0.25);\n -webkit-transform-origin: top right;\n transform-origin: top right; }\n\n.fa-layers-bottom-right {\n bottom: 0;\n right: 0;\n top: auto;\n -webkit-transform: scale(0.25);\n transform: scale(0.25);\n -webkit-transform-origin: bottom right;\n transform-origin: bottom right; }\n\n.fa-layers-bottom-left {\n bottom: 0;\n left: 0;\n right: auto;\n top: auto;\n -webkit-transform: scale(0.25);\n transform: scale(0.25);\n -webkit-transform-origin: bottom left;\n transform-origin: bottom left; }\n\n.fa-layers-top-right {\n right: 0;\n top: 0;\n -webkit-transform: scale(0.25);\n transform: scale(0.25);\n -webkit-transform-origin: top right;\n transform-origin: top right; }\n\n.fa-layers-top-left {\n left: 0;\n right: auto;\n top: 0;\n -webkit-transform: scale(0.25);\n transform: scale(0.25);\n -webkit-transform-origin: top left;\n transform-origin: top left; }\n\n.fa-lg {\n font-size: 1.33333em;\n line-height: 0.75em;\n vertical-align: -.0667em; }\n\n.fa-xs {\n font-size: .75em; }\n\n.fa-sm {\n font-size: .875em; }\n\n.fa-1x {\n font-size: 1em; }\n\n.fa-2x {\n font-size: 2em; }\n\n.fa-3x {\n font-size: 3em; }\n\n.fa-4x {\n font-size: 4em; }\n\n.fa-5x {\n font-size: 5em; }\n\n.fa-6x {\n font-size: 6em; }\n\n.fa-7x {\n font-size: 7em; }\n\n.fa-8x {\n font-size: 8em; }\n\n.fa-9x {\n font-size: 9em; }\n\n.fa-10x {\n font-size: 10em; }\n\n.fa-fw {\n text-align: center;\n width: 1.25em; }\n\n.fa-ul {\n list-style-type: none;\n margin-left: 2.5em;\n padding-left: 0; }\n\n .fa-ul > li {\n position: relative; }\n\n.fa-li {\n left: -2em;\n position: absolute;\n text-align: center;\n width: 2em;\n line-height: inherit; }\n\n.fa-border {\n border: solid 0.08em #eee;\n border-radius: .1em;\n padding: .2em .25em .15em; }\n\n.fa-pull-left {\n float: left; }\n\n.fa-pull-right {\n float: right; }\n\n.fa.fa-pull-left,\n\n.fas.fa-pull-left,\n\n.far.fa-pull-left,\n\n.fal.fa-pull-left,\n\n.fab.fa-pull-left {\n margin-right: .3em; }\n\n.fa.fa-pull-right,\n\n.fas.fa-pull-right,\n\n.far.fa-pull-right,\n\n.fal.fa-pull-right,\n\n.fab.fa-pull-right {\n margin-left: .3em; }\n\n.fa-spin {\n -webkit-animation: fa-spin 2s infinite linear;\n animation: fa-spin 2s infinite linear; }\n\n.fa-pulse {\n -webkit-animation: fa-spin 1s infinite steps(8);\n animation: fa-spin 1s infinite steps(8); }\n\n\n@-webkit-keyframes fa-spin {\n 0% {\n -webkit-transform: rotate(0deg);\n transform: rotate(0deg); }\n 100% {\n -webkit-transform: rotate(360deg);\n transform: rotate(360deg); }\n }\n\n\n@keyframes fa-spin {\n 0% {\n -webkit-transform: rotate(0deg);\n transform: rotate(0deg); }\n 100% {\n -webkit-transform: rotate(360deg);\n transform: rotate(360deg); }\n }\n\n\n.fa-rotate-90 {\n -ms-filter: \\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\n -webkit-transform: rotate(90deg);\n transform: rotate(90deg); }\n\n\n.fa-rotate-180 {\n -ms-filter: \\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\n -webkit-transform: rotate(180deg);\n transform: rotate(180deg); }\n\n\n.fa-rotate-270 {\n -ms-filter: \\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\n -webkit-transform: rotate(270deg);\n transform: rotate(270deg); }\n\n\n.fa-flip-horizontal {\n -ms-filter: \\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\n -webkit-transform: scale(-1, 1);\n transform: scale(-1, 1); }\n\n\n.fa-flip-vertical {\n -ms-filter: \\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\n -webkit-transform: scale(1, -1);\n transform: scale(1, -1); }\n\n\n.fa-flip-horizontal.fa-flip-vertical {\n -ms-filter: \\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\n -webkit-transform: scale(-1, -1);\n transform: scale(-1, -1); }\n\n\n.root .fa-rotate-90,\n\n.root .fa-rotate-180,\n\n.root .fa-rotate-270,\n\n.root .fa-flip-horizontal,\n\n.root .fa-flip-vertical {\n -webkit-filter: none;\n filter: none; }\n\n\n.fa-stack {\n display: inline-block;\n height: 2em;\n position: relative;\n width: 2em; }\n\n\n.fa-stack-1x,\n\n.fa-stack-2x {\n bottom: 0;\n left: 0;\n margin: auto;\n position: absolute;\n right: 0;\n top: 0; }\n\n\n.svg-inline--fa.fa-stack-1x {\n height: 1em;\n width: 1em; }\n\n\n.svg-inline--fa.fa-stack-2x {\n height: 2em;\n width: 2em; }\n\n\n.fa-inverse {\n color: #fff; }\n\n\n.sr-only {\n border: 0;\n clip: rect(0, 0, 0, 0);\n height: 1px;\n



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margin: -1px;\n overflow: hidden;\n padding: 0;\n position: absolute;\n width: 1px; }\n\n.sr-only-
focusable:active, .sr-only-focusable:focus {\n clip: auto;\n height: auto;\n margin: 0;\n overflow: visible;\n
position: static;\n width: auto; }\n\n";\n\nvar css = function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var
drc = DEFAULT_REPLACEMENT_CLASS;\n var fp = config$.familyPrefix;\n var rc =
config$.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc) {\n var dPatt = new
RegExp("\\\\.' + dfp + '\\\\-', 'g');\n var rPatt = new RegExp("\\\\.' + drc, 'g');\n s = s.replace(dPatt, '.' + fp + '-
').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var normalized =
Object.keys(icons).reduce(function (acc, iconName) {\n var icon = icons[iconName];\n var expanded =
!!icon.icon;\n\n if (expanded) {\n acc[icon.iconName] = icon.icon;\n } else {\n acc[iconName] = icon;\n
}\n return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n
namespace.hooks.addPack(prefix, normalized);\n } else {\n namespace.styles[prefix] = _extends({},
namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n * Font Awesome 4 used the prefix of `fa` for all icons.
With the introduction\n * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n *
for `fas` so we'll ease the upgrade process for our users by automatically defining\n * this as well.\n */\n if (prefix
=== 'fas') {\n define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n
classCallCheck(this, Library);\n\n this.definitions = {};\n }\n\n createClass(Library, [{\n key: 'add',\n value:
function add() {\n var _this = this;\n\n for (var _len = arguments.length, definitions = Array(_len), _key = 0;
_key < _len; _key++) {\n definitions[_key] = arguments[_key];\n }\n\n var
additions = definitions.reduce(this._pullDefinitions, {});\n\n Object.keys(additions).forEach(function (key) {\n
_this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n define(key,
additions[key]);\n });\n\n }, {\n key: 'reset',\n value: function reset() {\n this.definitions = {};\n }\n
}, {\n key: '_pullDefinitions',\n value: function _pullDefinitions(additions, definition) {\n var normalized =
definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n
Object.keys(normalized).map(function (key) {\n var _normalized$key = normalized[key],\n prefix =
_normalizedName.prefix,\n iconName = _normalized$key.iconName,\n icon =
_normalizedName.icon;\n\n if (!additions[prefix]) additions[prefix] = {};\n\n additions[prefix][iconName]
= icon;\n });\n\n return additions;\n }\n }]);\n\n return Library;\n}();\n\nfunction
prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n
found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d:
vectorData[0] } }\n };\n}\n\nvar _cssInserted = false;\n\nfunction ensureCss() {\n if (!config$.autoAddCss) {\n
return;\n }\n\n if (!_cssInserted) {\n insertCss(css());\n }\n\n _cssInserted = true;\n}\n\nfunction apiObject(val,
abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n get: abstractCreator\n });\n\n
Object.defineProperty(val, 'html', {\n get: function get() {\n return val.abstract.map(function (a) {\n return
toHtml(a);\n });\n });\n\n Object.defineProperty(val, 'node', {\n get: function get() {\n if (!IS_DOM)
return;\n\n var container = DOCUMENT.createElement('div');\n container.innerHTML = val.html;\n return
container.children;\n }\n });\n\n
return val;\n}\n\nfunction findIconDefinition(params) {\n var _params$prefix = params.prefix,\n prefix =
_params$prefix === undefined ? 'fa' : _params$prefix,\n iconName = params.iconName;\n\n if (!iconName)
return;\n\n return iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles,
prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n var params =
arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n\n var iconDefinition =
(maybeIconDefinition || {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n var
mask = params.mask;\n\n if (mask) {\n mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n
}\n\n return next(iconDefinition, _extends({}, params, { mask: mask }));\n }\n}\n\nvar library = new
Library();\n\nvar noAuto = function noAuto() {\n auto(false);\n disconnect();\n};\n\nvar dom = {\n i2svg:
function i2svg() {\n var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n
if (IS_DOM) {\n ensureCss();\n\n var _params$node = params.node,\n node = _params$node ===
undefined ? DOCUMENT : _params$node,\n _params$callback = params.callback,\n callback =

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_params$callback === undefined ? function () {} : _params$callback;\n\n    if (config$1.searchPseudoElements)
    {\n      searchPseudoElements(node);\n    }\n    onTree(node, callback);\n  }\n},\n\n  css: css,\n\n  insertCss:
function insertCss($$1) {\n  insertCss(css());\n}\n};\n\n  nvar parse = {\n    transform: function
transform(transformString) {\n      return parseTransformString(transformString);\n    }\n};\n\n  nvar icon =
resolveIcons(function (iconDefinition) {\n    var params = arguments.length > 1 && arguments[1] !== undefined ?
arguments[1] : {};\n    var _params$transform = params.transform,\n        transform = _params$transform ===
undefined
    ? meaninglessTransform : _params$transform,\n        _params$symbol = params.symbol,\n        symbol =
_params$symbol === undefined ? false : _params$symbol,\n        _params$mask = params.mask,\n        mask =
_params$mask === undefined ? null : _params$mask,\n        _params$title = params.title,\n        title = _params$title
=== undefined ? null : _params$title,\n        _params$classes = params.classes,\n        classes = _params$classes ===
undefined ? [] : _params$classes,\n        _params$attributes = params.attributes,\n        attributes = _params$attributes
=== undefined ? {} : _params$attributes,\n        _params$styles = params.styles,\n        styles = _params$styles ===
undefined ? {} : _params$styles;\n\n    if (!iconDefinition) return;\n\n    var prefix = iconDefinition.prefix,\n        iconName = iconDefinition.iconName,\n        icon = iconDefinition.icon;\n\n    return apiObject(_extends({ type:
'icon' }, iconDefinition), function () {\n      ensureCss();\n\n      if (config$1.autoA11y) {\n        if
(title) {\n          attributes['aria-labelledby'] = config$1.replacementClass + '-title-' + nextUniqueId();\n        } else {\n          attributes['aria-hidden'] = 'true';\n        }\n      }\n\n      return makeInlineSvgAbstract({\n        icons: {\n          main:
prepIcon(icon),\n          mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n        },\n        prefix: prefix,\n        iconName: iconName,\n        transform: _extends({}, meaninglessTransform, transform),\n        symbol: symbol,\n        title: title,\n        extra: {\n          attributes: attributes,\n          styles: styles,\n          classes:
classes\n        }\n      });\n    });\n\n    nvar text = function text(content) {\n      var params = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : {};\n      var _params$transform2 = params.transform,\n          transform =
_params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n          _params$title2 =
params.title,\n          title = _params$title2
      === undefined ? null : _params$title2,\n          _params$classes2 = params.classes,\n          classes = _params$classes2
      === undefined ? [] : _params$classes2,\n          _params$attributes2 = params.attributes,\n          attributes =
_params$attributes2 === undefined ? {} : _params$attributes2,\n          _params$styles2 = params.styles,\n          styles =
_params$styles2 === undefined ? {} : _params$styles2;\n\n      return apiObject({ type: 'text', content: content },
function () {\n        ensureCss();\n\n        return makeLayersTextAbstract({\n          content: content,\n          transform:
_extends({}, meaninglessTransform, transform),\n          title: title,\n          extra: {\n            attributes: attributes,\n            styles: styles,\n            classes: [config$1.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n          }\n        });\n      });\n    }\n\n    nvar layer = function layer(assembly) {\n      return apiObject({ type: 'layer' }, function () {\n        ensureCss();\n\n        var children = [];\n\n        assembly(function
(args) {\n          Array.isArray(args) ? args.map(function (a) {\n            children = children.concat(a.abstract);\n          }):
children = children.concat(args.abstract);\n        });\n\n        return [{\n          tag: 'span',\n          attributes: { class:
config$1.familyPrefix + '-layers' },\n          children: children\n        }];\n      });\n    }\n\n    nvar api$1 = {\n      noAuto: noAuto,\n      dom: dom,\n      library: library,\n      parse: parse,\n      findIconDefinition: findIconDefinition,\n      icon: icon,\n      text: text,\n      layer: layer\n    };\n\n    nvar autoReplace = function autoReplace() {\n      if (IS_DOM && config$1.autoReplaceSvg)
      api$1.dom.i2svg({ node: DOCUMENT });\n    };\n\n    function bootstrap() {\n      if (IS_BROWSER) {\n        if
(!WINDOW.FontAwesome) {\n          WINDOW.FontAwesome = api$1;\n        }\n\n        domready(function () {\n          if
(Object.keys(namespace.styles).length > 0) {\n            autoReplace();\n          }\n\n          if (config$1.observeMutations &&
typeof MutationObserver === 'function') {\n            observe({\n              treeCallback:
onTree,\n              nodeCallback: onNode,\n              pseudoElementsCallback: searchPseudoElements\n            });\n          }\n        });\n      }\n\n      namespace.hooks = _extends({}, namespace.hooks, {\n        addPack: function addPack(prefix, icons)
{\n          namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, icons);\n          build();\n        }\n      });\n\n      autoReplace();\n    },\n\n    addShims: function addShims(shims) {\n      var _namespace$shims;\n      (_namespace$shims = namespace.shims).push.apply(_namespace$shims, toConsumableArray(shims));\n    }\n  }

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build();\n  autoReplace();\n  }\n });\n}\n\nObject.defineProperty(api$1, 'config', {\n  get: function get() {\n    return config$1;\n  },\n  set: function set(newConfig) {\n    update(newConfig);\n  }\n});\n\nif (IS_DOM)\n  bunker(bootstrap);\n\nvar config = api$1.config;\n\nexport { config, icon, noAuto, layer, text, library, dom, parse,\n  findIconDefinition };\n\nexport default api$1;\n\n", "var isObject = require('./_is-object');\n\nmodule.exports\n  = function (it) {\n    if (!isObject(it)) throw TypeError(it + ' is not an object!');\n    return it;\n  };\n\n", "/*\n * This method returns the first argument it receives.\n * *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n * *\n * var object = { 'a': 1 };\n * *\n * console.log(_identity(object) === object);\n * // => true\n * *\n * function identity(value) {\n *   return\n\nmodule.exports = identity;\n\n", "var has = require('./_has');\n\nvar toObject = require('./_to-object');\n\nvar arrayIndexOf = require('./_array-includes')(false);\n\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n  var O = toObject(object);\n  var i = 0;\n  var result = [];\n  var key;\n  for (key in O) if (key !== IE_PROTO) has(O, key) && result.push(key);\n  // Don't enum bug & hidden keys\n  while (names.length > i) if (has(O, key = names[i++])) {\n    ~arrayIndexOf(result, key) || result.push(key);\n  }\n  return result;\n};\n\n", "var Symbol = require('./_Symbol'),\n  arrayMap = require('./_arrayMap'),\n  isArray = require('./isArray'),\n  isSymbol = require('./isSymbol');\n\n/** Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n  symbolToString = symbolProto ? symbolProto.toString : undefined;\n\n/**\n * The base implementation of `_.toString` which doesn't convert nullish\n * values to empty strings.\n * *\n * @private\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n * *\n * function baseToString(value) {\n *   // Exit early for strings to avoid a performance hit in some environments.\n *   if (typeof value === 'string') {\n *     return value;\n *   }\n *   if (isArray(value)) {\n *     // Recursively convert values (susceptible to call stack limits).\n *     return arrayMap(value, baseToString) + '';\n *   }\n *   if (isSymbol(value)) {\n *     return symbolToString ? symbolToString.call(value) : '';\n *   }\n *   var result = (value + '');\n *   return (result === '0' && (1 / value) === -INFINITY) ? '-0' : result;\n * }\n\nmodule.exports = baseToString;\n\n", "var ListCache = require('./_ListCache'),\n  Map = require('./_Map'),\n  MapCache = require('./_MapCache');\n\n/** Used as the size to enable large array optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n\n/**\n * Sets the stack `key` to `value`.\n * *\n * @private\n * @name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n * *\n * function stackSet(key, value) {\n *   var data = this.__data__;\n *   if (data instanceof ListCache) {\n *     var pairs = data.__data__;\n *     if (!Map || (pairs.length < LARGE_ARRAY_SIZE - 1)) {\n *       pairs.push([key, value]);\n *       this.size = ++data.size;\n *       return this;\n *     }\n *     data = this.__data__ = new MapCache(pairs);\n *   }\n *   data.set(key, value);\n *   this.size = data.size;\n *   return this;\n * }\n\nmodule.exports = stackSet;\n\n", "use strict";\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\nvar prefix = 'fas';\nvar iconName = 'envelope';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f0e0';\nvar svgPathData = 'M502.3 190.8c3.9-3.1 9.7-.2 9.7 4.7V400c0 26.5-21.5 48-48 48H48c-26.5 0-48-21.5-48-48V195.6c0-5 5.7-7.8 9.7-4.7 22.4 17.4 52.1 39.5 154.1 113.6 21.1 15.4 56.7 47.8 92.2 47.6 35.7 32.8 92.3-47.6 102-74.1 131.6-96.3 154-113.7zM256 320c23.2 4 56.6-29.2 73.4-41.4 132.7-96.3 142.8-104.7 173.4-128.7 5.8-4.5 9.2-11.5 9.2-18.9v-19c0-26.5-21.5-48-48-48H48c21.5 64 0 85.5 0 112v19c0 7.4 3.4 14.3 9.2 18.9 30.6 23.9 40.7 32.4 173.4 128.7 16.8 12.2 50.2 41.8 73.4 41.4z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]\n};\n\nexports.faEnvelope = exports.definition;\n\nexports.prefix = prefix;\n\nexports.iconName = iconName;\n\nexports.width = width;\n\nexports.height = height;\n\nexports.ligatures = ligatures;\n\nexports.unicode = unicode;\n\nexports.svgPathData = svgPathData;\n\n", "/*\n * This method returns a new empty array.\n * *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n * @example\n * *\n * var arrays = _.times(2, _stubArray);\n * *\n * console.log(arrays);\n * // => [], []\n * *\n * console.log(arrays[0] === arrays[1]);\n * // => false\n * *\n * function stubArray() {\n *   return [];\n * }\n\nmodule.exports = stubArray;\n\n", "var baseIsArguments = require('./_baseIsArguments'),\n  isObjectLike = require('./isObjectLike');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n**

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Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Built-in
value references. */\nvar propertyIsEnumerable
= objectProto.propertyIsEnumerable;\n\n/**\n * Checks if `value` is likely an `arguments` object.\n * \n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns
{boolean} Returns `true` if `value` is an `arguments` object, `false` otherwise.\n * @example\n *\n *
_.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n
*\nvar isArguments = baseIsArguments(function() { return arguments; }()) ? baseIsArguments : function(value) {\n
return isObjectLike(value) && hasOwnProperty.call(value, 'callee') && !propertyIsEnumerable.call(value,
'callee');\n};\n\nmodule.exports = isArguments;\n","module.exports = function (it) {\n return typeof it === 'object' ?
it !== null : typeof it === 'function';\n};\n","/**\n * The base implementation of `_.sortBy` which uses `comparer` to
define the\n * sort order of `array` and replaces criteria objects with their
corresponding\n * values.\n * \n * @private\n * @param {Array} array The array to sort.\n * @param {Function}
comparer The function to define sort order.\n * @returns {Array} Returns `array`.\n */\nfunction baseSortBy(array,
comparer) {\n var length = array.length;\n\n array.sort(comparer);\n while (length--) {\n array[length] =
array[length].value;\n }\n return array;\n}\n\nmodule.exports = baseSortBy;\n","export default function
_classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new
TypeError("Cannot call a class as a function");\n }\n},"module.exports = function (done, value) {\n return {
value: value, done: !!done };;\n};\n","var MapCache = require('./_MapCache'),\n setCacheAdd =
require('./_setCacheAdd'),\n setCacheHas = require('./_setCacheHas');\n\n/**\n * \n * Creates an array cache object
to store unique values.\n * \n * @private\n * @constructor\n * @param {Array} [values] The values to cache.\n
*\n */\nfunction SetCache(values) {\n var index = -1,\n length = values == null ? 0 : values.length;\n\n this.__data__ = new MapCache;\n while
(++index < length) {\n this.add(values[index]);\n }\n}\n\n// Add methods to `SetCache`.\nSetCache.prototype.add
= SetCache.prototype.push = setCacheAdd;\nSetCache.prototype.has = setCacheHas;\n\nmodule.exports =
SetCache;\n","module.exports = function (it) {\n if (typeof it !== 'function') throw TypeError(it + ' is not a
function!');\n return it;\n};\n","var root = require('./_root');\n\n/**\n * \n * Used to detect overreaching core-js shims. */\nvar
coreJsData = root['__core-js_shared__'];\n\nmodule.exports = coreJsData;\n","/**\n * \n * Checks if `value` is in the
array cache.\n * \n * @private\n * @name has\n * @memberOf SetCache\n * @param {*} value The value to search
for.\n * @returns {number} Returns `true` if `value` is found, else `false`.\n */\nfunction setCacheHas(value) {\n
return this.__data__.has(value);\n}\n\nmodule.exports = setCacheHas;\n","/**\n * \n * Used for
built-in method references. */\nvar funcProto = Function.prototype;\n\n/**\n * \n * Used to resolve the decompiled source
of functions. */\nvar funcToString = funcProto.toString;\n\n/**\n * \n * Converts `func` to its source code.\n * \n *
*\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n
*\n */\nfunction toSource(func) {\n if (func != null) {\n try {\n return funcToString.call(func);\n } catch (e) {}
}\n\n try {\n return (func + "");\n } catch (e) {} }\n\n return "";\n}\n\nmodule.exports = toSource;\n","var redefine =
require('./_redefine');\n\nmodule.exports = function (target, src, safe) {\n for (var key in src) redefine(target, key,
src[key], safe);\n return target;\n};\n","var arrayMap = require('./_arrayMap'),\n baseIteratee =
require('./_baseIteratee'),\n baseMap = require('./_baseMap'),\n isArray = require('./isArray');\n\n/**\n * \n * Creates
an array of values by running each element in `collection` thru\n *
`iteratee`. The iteratee is invoked with three arguments:\n * (value, index|key, collection).\n * \n * Many lodash
methods are guarded to work as iteratees for methods like\n * `_.every`, `_.filter`, `_.map`, `_.mapValues`,
`_.reject`, and `_.some`.\n * \n * The guarded methods are:\n * `ary`, `chunk`, `curry`, `curryRight`, `drop`,
`dropRight`, `every`, `fill`, `invert`, `parseInt`, `random`, `range`, `rangeRight`, `repeat`, `sampleSize`,
`slice`, `some`, `sortBy`, `split`, `take`, `takeRight`,\n * `template`, `trim`, `trimEnd`, `trimStart`, and `words`.\n *
*\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The
collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n *
*\n * @returns {Array} Returns the new mapped array.\n * @example\n *\n * function square(n) {\n * return n * n;\n
* }\n *\n * _.map([4, 8], square);\n * // => [16, 64]\n *\n * _.map({ 'a': 4, 'b': 8 }, square);\n

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* // => [16, 64] (iteration order is not guaranteed)\n *\n * var users = [\n *   { 'user': 'barney' },\n *   { 'user': 'fred' }\n * ];\n *\n * // The `_.property` iteratee shorthand.\n * _\n * .map(users, 'user');\n *\n * // => ['barney', 'fred']\n *\n * \nfunction map(collection, iteratee) {\n  var func = isArray(collection) ? arrayMap : baseMap;\n  return func(collection, baseIteratee(iteratee, 3));\n}\n\nmodule.exports = map;\n", "import mod from \"-
!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&"; export default
mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"; \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//
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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// resolves . and .. elements in a path array with
directory names there\n// must be no slashes, empty elements, or device names (c:\) in the array\n// (so also no
leading and trailing slashes - it does not distinguish\n// relative and absolute paths)\nfunction normalizeArray(parts,
allowAboveRoot) {\n  // if the path tries
to go above the root, `up` ends up > 0\n  var up = 0;\n  for (var i = parts.length - 1; i >= 0; i--) {\n    var last =
parts[i];\n    if (last === '.') {\n      parts.splice(i, 1);\n    } else if (last === '..') {\n      parts.splice(i, 1);\n      up++;\n    } else if (up) {\n      parts.splice(i, 1);\n      up--;\n    } }\n  // if the path is allowed to go above the root, restore
leading ..s\n  if (allowAboveRoot) {\n    for (; up--; up) {\n      parts.unshift('.');\n    } }\n  return parts;\n}\n\n//
Split a filename into [root, dir, basename, ext], unix version\n// 'root' is just a slash, or nothing.\nvar splitPathRe =\n/^(\\/?)([\\s\\S]*?)(?:\\.([1,2])?[^\w]+?)((?:[\\w]*$)/);\nvar splitPath = function(filename) {\n  return
splitPathRe.exec(filename).slice(1);\n};\n\n// path.resolve([from ...], to)\n// posix version\nexports.resolve =
function() {\n  var resolvedPath = \"\",\n      resolvedAbsolute = false;\n  for (var i = arguments.length - 1; i >=
-1 && !resolvedAbsolute; i--) {\n    var path = (i >= 0) ? arguments[i] : process.cwd();\n    // Skip empty and
invalid entries\n    if (typeof path !== 'string') {\n      throw new TypeError('Arguments to path.resolve must be
strings');\n    } else if (!path) {\n      continue;\n    }\n    resolvedPath = path + '/' + resolvedPath;\n    resolvedAbsolute = path.charAt(0) === '.';\n  }\n  // At this point the path should be resolved to a full absolute
path, but\n  // handle relative paths to be safe (might happen when process.cwd() fails)\n  // Normalize the path\n  resolvedPath = normalizeArray(filter(resolvedPath.split('/'), function(p) {\n    return !!p;\n })),
!resolvedAbsolute).join('/');\n  return ((resolvedAbsolute ? '/' : '') + resolvedPath) || '.';\n};\n\n//
path.normalize(path)\n// posix version\nexports.normalize = function(path) {\n  var isAbsolute =

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exports.isAbsolute(path),\n    trailingSlash = substr(path, -1) === '/';\n\n // Normalize the path\n path =
normalizeArray(filter(path.split('/'),
function(p) {\n    return !!p;\n }), !isAbsolute).join('/');\n\n if (!path && !isAbsolute) {\n    path = '.';\n }\n\n if (path
&& trailingSlash) {\n    path += '/';\n }\n\n return (isAbsolute ? '/' : '') + path;\n};\n\n// posix
version\n\nexports.isAbsolute = function(path) {\n    return path.charAt(0) === '/';\n};\n\n// posix version\n\nexports.join
= function() {\n    var paths = Array.prototype.slice.call(arguments, 0);\n    return exports.normalize(filter(paths,
function(p, index) {\n        if (typeof p !== 'string') {\n            throw new TypeError('Arguments to path.join must be
strings');\n        }\n        return p;\n })).join('/');\n};\n\n\n// path.relative(from, to)\n\n// posix version\n\nexports.relative =
function(from, to) {\n    from = exports.resolve(from).substr(1);\n    to = exports.resolve(to).substr(1);\n\n    function
trim(arr) {\n        var start = 0;\n        for (; start < arr.length; start++) {\n            if (arr[start] !== '') break;\n        }\n\n        var end
= arr.length
- 1;\n        for (; end >= 0; end--) {\n            if (arr[end] !== '') break;\n        }\n\n        if (start > end) return [];\n        return
arr.slice(start, end - start + 1);\n    }\n\n    var fromParts = trim(from.split('/'));\n    var toParts = trim(to.split('/'));\n\n    var
length = Math.min(fromParts.length, toParts.length);\n    var samePartsLength = length;\n    for (var i = 0; i < length;
i++) {\n        if (fromParts[i] !== toParts[i]) {\n            samePartsLength = i;\n            break;\n        }\n    }\n\n    var outputParts =
[];\n    for (var i = samePartsLength; i < fromParts.length; i++) {\n        outputParts.push('..');\n    }\n\n    outputParts =
outputParts.concat(toParts.slice(samePartsLength));\n\n    return outputParts.join('/');\n};\n\n\nexports.sep =
'/';\n\nexports.delimiter = '.';\n\nexports.dirname = function(path) {\n    var result = splitPath(path),\n        root =
result[0],\n        dir = result[1];\n\n    if (!root && !dir) {\n        // No dirname whatsoever\n        return '.';\n    }\n\n    if (dir)
{\n        // It has a dirname, strip
trailing slash\n        dir = dir.substr(0, dir.length - 1);\n    }\n\n    return root + dir;\n};\n\n\nexports.basename =
function(path, ext) {\n    var f = splitPath(path)[2];\n    // TODO: make this comparison case-insensitive on windows?\n\n    if (ext && f.substr(-1 * ext.length) === ext) {\n        f = f.substr(0, f.length - ext.length);\n    }\n\n    return
f;\n};\n\n\nexports.extname = function(path) {\n    return splitPath(path)[3];\n};\n\n\nfunction filter(xs, f) {\n    if
(xs.filter) return xs.filter(f);\n    var res = [];\n    for (var i = 0; i < xs.length; i++) {\n        if (f(xs[i], i, xs))
res.push(xs[i]);\n    }\n    return res;\n};\n\n\n// String.prototype.substr - negative index don't work in IE8\n\nvar substr =
'ab'.substr(-1) === 'b'\n    ? function (str, start, len) {\n        return str.substr(start, len)\n    }\n    : function (str, start, len) {\n        if (start < 0) start = str.length + start;\n        return str.substr(start, len);\n    }\n};\n\n\n// IE 8- don't enum bug
keys\n\nmodule.exports = (\n
'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'\n).split(',')\n;\n",
var
hashClear = require('./_hashClear'),\n    hashDelete = require('./_hashDelete'),\n    hashGet = require('./_hashGet'),\n
hashHas = require('./_hashHas'),\n    hashSet = require('./_hashSet');\n\n\n/**\n * Creates a hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n *\nfunction Hash(entries)
{\n    var index = -1,\n        length = entries == null ? 0 : entries.length;\n\n    this.clear();\n    while (++index < length) {\n        var
entry = entries[index];\n        this.set(entry[0], entry[1]);\n    }\n}\n\n\n// Add methods to
`Hash`\n\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get =
hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set = hashSet;\n\n\nmodule.exports = Hash;\n\n",
var
castPath = require('./_castPath'),\n    isArguments = require('./isArguments'),\n    isArray = require('./isArray'),\n
isIndex = require('./_isIndex'),\n    isLength = require('./isLength'),\n    toKey = require('./_toKey');\n\n\n/**\n *
Checks if `path` exists on `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param
{Array|string} path The path to check.\n * @param {Function} hasFunc The function to check properties.\n *\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n *\nfunction hasPath(object, path, hasFunc) {\n    path = castPath(path, object);\n\n    var index = -1,\n        length = path.length,\n        result = false;\n\n    while (++index
< length) {\n        var key = toKey(path[index]);\n        if (!(result = object != null && hasFunc(object, key))) {\n            break;\n        }\n        object = object[key];\n    }\n\n    if (result || ++index != length) {\n        return result;\n    }\n\n    length = object
== null ? 0 : object.length;\n    return !!length && isLength(length) && isIndex(key, length) &&\n        (isArray(object)
|| isArguments(object));\n}\n\n\nmodule.exports

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= hasPath;\n", "var isArray = require('./isArray'),\n  isKey = require('./isKey'),\n  stringToPath =
require('./stringToPath'),\n  toString = require('./toString');\n\n/**\n * Casts `value` to a path array if it's not one.\n
*\n * @private\n * @param {*} value The value to inspect.\n * @param {Object} [object] The object to query keys
on.\n * @returns {Array} Returns the cast property path array.\n */\nfunction castPath(value, object) {\n  if
(isArray(value)) {\n    return value;\n  }\n  return isKey(value, object) ? [value] :
stringToPath(toString(value));\n}\n\nmodule.exports = castPath;\n", "var MapCache =
require('./_MapCache');\n\n/**\n * Error message constants. *\n\nvar FUNC_ERROR_TEXT = 'Expected a
function';\n\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines
the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the
first argument\n * provided to the memoized
function is used as the map cache key. The `func`\n * is invoked with the `this` binding of the memoized function.\n
*\n * **Note:** The cache is exposed as the `cache` property on the memoized\n * function. Its creation may be
customized by replacing the `_.memoize.Cache`\n * constructor with one whose instances implement the\n *
[Map`](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n * method
interface of `clear`, `delete`, `get`, `has`, and `set`.\n * @static\n * @memberOf _\n * @since 0.1.0\n *
@category Function\n * @param {Function} func The function to have its output memoized.\n * @param
{Function} [resolver] The function to resolve the cache key.\n * @returns {Function} Returns the new memoized
function.\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };
\n * var other = { 'c': 3, 'd': 4 };
\n *\n * var values =
_.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a =
2;\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n
*\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _memoize.Cache = WeakMap;\n
*\n\nfunction memoize(func, resolver) {\n  if (typeof func != 'function' || (resolver != null && typeof resolver !=
'function')) {\n    throw new TypeError(FUNC_ERROR_TEXT);\n  }\n  var memoized = function() {\n    var args =
arguments,\n        key = resolver ? resolver.apply(this, args) : args[0],\n        cache = memoized.cache;\n\n    if
(cache.has(key)) {\n      return cache.get(key);\n    }\n\n    var result = func.apply(this, args);\n    memoized.cache =
cache.set(key, result) || cache;\n    return result;\n  };\n  memoized.cache = new (memoize.Cache || MapCache);\n
return memoized;\n}\n\n// Expose `MapCache`.\nmemoize.Cache = MapCache;\n\nmodule.exports =
memoize;\n", "use strict";\nObject.defineProperty(exports, '__esModule', { value: true });\n\nvar prefix
= 'fas';\nvar iconName = 'times';\nvar width = 352;\nvar height = 512;\nvar ligatures = [];\nvar unicode =
'f00d';\nvar svgPathData = 'M242.72 256l100.07-100.07c12.28-12.28 12.28-32.19 0-44.48l-22.24-22.24c-12.28-
12.28-32.19-12.28-44.48 0l176 189.28 75.93 89.21c-12.28-12.28-32.19-12.28-44.48 0l9.21 111.45c-12.28 12.28-
12.28 32.19 0 44.48l109.28 256 9.21 356.07c-12.28 12.28-12.28 32.19 0 44.48l22.24 22.24c12.28 12.28 32.2 12.28
44.48 0l176 322.72l100.07 100.07c12.28 12.28 32.2 12.28 44.48 0l22.24-22.24c12.28-12.28 12.28-32.19 0-
44.48l242.72 256z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n
height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faTimes = exports.definition;\nexports.prefix =
prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures =
ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;\n", "var baseGet =
require('./_baseGet');\n\n/**\n * A specialized version of `baseProperty` which supports deep paths.\n *\n * @private\n * @param {Array|string}
path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction
basePropertyDeep(path) {\n  return function(object) {\n    return baseGet(object, path);\n  };\n}\n\nmodule.exports =
basePropertyDeep;\n", "use strict";\n\n// eslint-disable-next-line no-empty-function\nmodule.exports = function ()
{\n};\n\n/**\n * Used for built-in method references. *\n\nvar objectProto = Object.prototype;\n\n/**\n * Checks if `value`
is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean}
Returns `true` if `value` is a prototype, else `false`.\n */\nfunction isPrototype(value) {\n  var Ctor = value &&
value.constructor,\n      proto = (typeof Ctor == 'function' && Ctor.prototype) || objectProto;\n  return value ===
proto;\n}\n\nmodule.exports = isPrototype;\n", "7.3.20 SpeciesConstructor(O,

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defaultConstructor)\nvar anObject = require('./_an-object');\nvar aFunction = require('./_a-function');\nvar SPECIES
= require('./_wks')('species');\nmodule.exports = function (O, D) {\n  var C = anObject(O).constructor;\n  var S;\n  return C === undefined || (S = anObject(C)[SPECIES]) == undefined ? D : aFunction(S);\n};\n\n", "var arrayLikeKeys
= require('./_arrayLikeKeys'),\n  baseKeys = require('./_baseKeys'),\n  isArrayLike =
require('./isArrayLike');\n\n/**\n * Creates an array of the own enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects. See the\n * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * for more details.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _keys(new Foo);\n * // => ['a', 'b'] (iteration order is not guaranteed)\n *\n * _keys('hi');\n * // => ['0', '1']\n *\n * _\nfunction keys(object) {\n  return isArrayLike(object) ? arrayLikeKeys(object) :
baseKeys(object);\n}\n\nmodule.exports = keys;\n\n", "use strict";\n\nmodule.exports = function () {\n  ttry
{\n\t\tObject.keys("primitive");\n\t\treturn true;\n\t} catch (e) {\n\t\treturn false;\n\t}\n};\n\n", "/*\n * Converts
`map` to its key-value pairs.\n *\n * @private\n * @param {Object} map The map to convert.\n * @returns {Array}
Returns the key-value pairs.\n *\n * _\nfunction mapToArray(map) {\n  var index = -1,\n      result = Array(map.size);\n\n  map.forEach(function(value, key) {\n    result[++index] = [key, value];\n  });\n  return result;\n}\n\nmodule.exports
= mapToArray;\n\n", "use strict";\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\nvar prefix =
'fas';\nvar iconName = 'code';\nvar width = 640;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f121';\nvar
svgPathData = 'M278.9 511.5l-61-17.7c-6.4-1.8-10-8.5-8.2-14.9L346.2 8.7c1.8-6.4 8.5-10 14.9-8.2l61 17.7c6.4 1.8
10 8.5 8.2 14.9L293.8 503.3c-1.9 6.4-8.5 10.1-14.9 8.2zm-114-112.2l43.5-46.4c4.6-4.9 4.3-12.7-.8-17.2L117
256l90.6-79.7c5.1-4.5 5.5-12.3-8-17.2l-43.5-46.4c-4.5-4.8-12.1-5.1-17-.5L3.8 247.2c-5.1 4.7-5.1 12.8 0 17.5l144.1
135.1c4.9 4.6 12.5 4.4 17-.5zm327.2 61l44.1-135.1c5.1-4.7 5.1-12.8 0-17.5L492.1 112.1c-4.8-4.5-12.4-4.3-17
.5L431.6 159c-4.6 4.9-4.3 12.7 8 17.2L523 256l-90.6 79.7c-5.1 4.5-5.5 12.3-.8 17.2l43.5 46.4c4.5 4.9 12.1 5.1 17
.6z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n
ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faCode = exports.definition;\n\nexports.prefix =
prefix;\n\nexports.iconName = iconName;\n\nexports.width = width;\n\nexports.height = height;\n\nexports.ligatures =
ligatures;\n\nexports.unicode = unicode;\n\nexports.svgPathData = svgPathData;\n\n", "/*\n * The base implementation
of `_property` without support for deep paths.\n *\n * @private\n * @param {string} key The key of the property
to get.\n * @returns {Function} Returns the new accessor function.\n *\n * _\nfunction baseProperty(key) {\n  return
function(object) {\n    return object == null ? undefined : object[key];\n  };}\n\nmodule.exports =
baseProperty;\n\n", "var ListCache = require('./_ListCache');\n\n/**\n * Removes all key-value entries from the
stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n *\n * _\nfunction stackClear() {\n  this.__data__ =
new ListCache;\n  this.size = 0;\n}\n\nmodule.exports = stackClear;\n\n", "/*!\n * @fileOverview Kickass library to
create and place poppers near their reference elements.\n *\n * @version 1.14.5\n * @license\n * Copyright (c) 2016
Federico Zivolo and contributors\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 deal\n * in the Software without
restriction, including without limitation the rights\n * to use, copy, modify, merge, publish, distribute, sublicense,
and/or sell\n * 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 all\n
* 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 FROM,\n * OUT OF OR IN CONNECTION WITH THE SOFTWARE OR
THE USE OR OTHER DEALINGS IN THE\n * SOFTWARE.\n *\n * _\nvar isBrowser = typeof window !==
'undefined' && typeof document !== 'undefined';\n\nvar longerTimeoutBrowsers

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= ['Edge', 'Trident', 'Firefox'];\nvar timeoutDuration = 0;\nfor (var i = 0; i < longerTimeoutBrowsers.length; i += 1)
{\n  if (isBrowser && navigator.userAgent.indexOf(longerTimeoutBrowsers[i]) >= 0) {\n    timeoutDuration = 1;\n    break;\n  }\n}\n\nfunction microtaskDebounce(fn) {\n  var called = false;\n  return function () {\n    if (called) {\n      return;\n    }\n    called = true;\n    window.Promise.resolve().then(function () {\n      called = false;\n      fn();\n    });\n  };\n}\n\nfunction taskDebounce(fn) {\n  var scheduled = false;\n  return function () {\n    if (!scheduled) {\n      scheduled = true;\n      setTimeout(function () {\n        scheduled = false;\n        fn();\n      }, timeoutDuration);\n    }\n  };\n}\n\nvar supportsMicroTasks = isBrowser && window.Promise;\n\n/**\n * Create a debounced version of a method, that's asynchronously deferred\n * but called in the minimum time possible.\n *\n * @method\n * @memberof Popper.Utils\n * @argument {Function} fn\n * @returns {Function}\n */\nvar debounce = supportsMicroTasks ? microtaskDebounce : taskDebounce;\n\n/**\n * Check if the given variable is a function\n *\n * @method\n * @memberof Popper.Utils\n * @argument {Any} functionToCheck - variable to check\n * @returns {Boolean} answer to: is a function?\n */\nfunction isFunction(functionToCheck) {\n  var getType = {};\n  return functionToCheck && getType.toString.call(functionToCheck) === '[object Function]';\n}\n\n/**\n * Get CSS computed property of the given element\n *\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {String} property\n *\n * @function\n * @returns {String} value of the given property\n */\nfunction getStyleComputedProperty(element, property) {\n  if (element.nodeType !== 1) {\n    return [];\n  }\n  // NOTE: 1 DOM access here\n  var window = element.ownerDocument.defaultView;\n  var css = window.getComputedStyle(element, null);\n  return property ? css[property] : css;\n}\n\n/**\n * Returns the parentNode or the host of the element\n *\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} parent\n */\nfunction getParentNode(element) {\n  if (element.nodeName === 'HTML') {\n    return element;\n  }\n  return element.parentNode || element.host;\n}\n\n/**\n * Returns the scrolling parent of the given element\n *\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} scroll parent\n */\nfunction getScrollParent(element) {\n  // Return body, `getScroll` will take care to get the correct `scrollTop` from it\n  if (!element) {\n    return document.body;\n  }\n  switch (element.nodeName) {\n    case 'HTML':\n    case 'BODY':\n      return element.ownerDocument.body;\n  }\n  // Firefox want us to check `-x` and `-y` variations as well\n  var _getStyleComputedProp = getStyleComputedProperty(element);\n  var overflow = _getStyleComputedProp.overflow,\n      overflowX = _getStyleComputedProp.overflowX,\n      overflowY = _getStyleComputedProp.overflowY;\n  if (/(auto|scroll|overlay)/.test(overflow + overflowY + overflowX)) {\n    return element;\n  }\n  return getScrollParent(getParentNode(element));\n}\n\nvar isIE11 = isBrowser && !(window.MSInputMethodContext && document.documentMode);\nvar isIE10 = isBrowser && /MSIE 10/.test(navigator.userAgent);\n\n/**\n * Determines if the browser is Internet Explorer\n *\n * @method\n * @memberof Popper.Utils\n * @param {Number} version to check\n * @returns {Boolean} isIE\n */\nfunction isIE(version) {\n  if (version === 11) {\n    return isIE11;\n  }\n  if (version === 10) {\n    return isIE10;\n  }\n  return isIE11 || isIE10;\n}\n\n/**\n * Returns the offset parent of the given element\n *\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} offset parent\n */\nfunction getOffsetParent(element) {\n  if (!element) {\n    return document.documentElement;\n  }\n  var noOffsetParent = isIE(10) ? document.body : null;\n\n  // NOTE: 1 DOM access here\n  var offsetParent = element.offsetParent || null;\n  // Skip hidden elements which don't have an offsetParent\n  while (offsetParent === noOffsetParent && element.nextElementSibling) {\n    offsetParent = (element = element.nextElementSibling).offsetParent;\n  }\n  var nodeName = offsetParent && offsetParent.nodeName;\n  if (!nodeName || nodeName === 'BODY' || nodeName === 'HTML') {\n    return element ? element.ownerDocument.documentElement : document.documentElement;\n  }\n  // .offsetParent will return the closest TH, TD or TABLE in case\n  // no offsetParent is present, I hate this job...\n  if (['TH', 'TD', 'TABLE'].indexOf(offsetParent.nodeName) !== -1 && getStyleComputedProperty(offsetParent, 'position') === 'static') {\n    return getOffsetParent(offsetParent);\n  }\n  return offsetParent;\n}\n\nfunction isOffsetContainer(element) {\n  var nodeName = element.nodeName;\n  if (nodeName === 'BODY') {\n    return

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false;\n }\n return nodeName
=== 'HTML' || getOffsetParent(element.firstChild) === element;\n}\n\n/**\n * Finds the root node
(document, shadowDOM root) of the given element\n * @method\n * @memberof Popper.Utils\n * @argument
{Element} node\n * @returns {Element} root node\n */\nfunction getRoot(node) {\n if (node.parentNode !== null)
{\n return getRoot(node.parentNode);\n }\n\n return node;\n}\n\n/**\n * Finds the offset parent common to the
two provided nodes\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element1\n *
@argument {Element} element2\n * @returns {Element} common offset parent\n */\nfunction
findCommonOffsetParent(element1, element2) {\n // This check is needed to avoid errors in case one of the
elements isn't defined for any reason\n if (!element1 || !element1.nodeType || !element2 || !element2.nodeType) {\n
return document.documentElement;\n }\n\n // Here we make sure to give as \"start\" the element that comes first in
the DOM\n var order = element1.compareDocumentPosition(element2)
& Node.DOCUMENT_POSITION_FOLLOWING;\n var start = order > element1 : element2;\n var end = order >
element2 : element1;\n // Get common ancestor container\n var range = document.createRange();\n
range.setStart(start, 0);\n range.setEnd(end, 0);\n var commonAncestorContainer =
range.commonAncestorContainer;\n\n // Both nodes are inside #document\n\n if (element1 !==
commonAncestorContainer && element2 !== commonAncestorContainer || start.contains(end)) {\n if
(isOffsetContainer(commonAncestorContainer)) {\n return commonAncestorContainer;\n }\n\n return
getOffsetParent(commonAncestorContainer);\n }\n\n // one of the nodes is inside shadowDOM, find which one\n
var element1root = getRoot(element1);\n if (element1root.host) {\n return
findCommonOffsetParent(element1root.host, element2);\n } else {\n return findCommonOffsetParent(element1,
getRoot(element2).host);\n }\n}\n\n/**\n * Gets the scroll value of the given element
in the given side (top and left)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n *
@argument {String} side `top` or `left`\n * @returns {number} amount of scrolled pixels\n */\nfunction
getScroll(element) {\n var side = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'top';\n
var upperSide = side === 'top' ? 'scrollTop' : 'scrollLeft';\n var nodeName = element.nodeName;\n\n if (nodeName
=== 'BODY' || nodeName === 'HTML') {\n var html = element.ownerDocument.documentElement;\n var
scrollingElement = element.ownerDocument.scrollingElement || html;\n return scrollingElement[upperSide];\n
}\n\n return element[upperSide];\n}\n\n/**\n * Sum or subtract the element scroll values (left and top) from a given
rect object\n * @method\n * @memberof Popper.Utils\n * @param {Object} rect - Rect object you want to
change\n * @param {HTMLElement} element - The element from the function reads the scroll values\n * @param
{Boolean} subtract
- set to true if you want to subtract the scroll values\n * @return {Object} rect - The modifier rect object\n
*/\nfunction includeScroll(rect, element) {\n var subtract = arguments.length > 2 && arguments[2] !== undefined ?
arguments[2] : false;\n\n var scrollTop = getScroll(element, 'top');\n var scrollLeft = getScroll(element, 'left');\n
var modifier = subtract ? -1 : 1;\n rect.top += scrollTop * modifier;\n rect.bottom += scrollTop * modifier;\n
rect.left += scrollLeft * modifier;\n rect.right += scrollLeft * modifier;\n return rect;\n}\n\n/**\n * Helper to detect
borders of a given element\n * @method\n * @memberof Popper.Utils\n * @param {CSSStyleDeclaration} styles\n *
Result of `getStyleComputedProperty` on the given element\n * @param {String} axis - `x` or `y`\n * @return
{number} borders - The borders size of the given axis\n */\nfunction getBordersSize(styles, axis) {\n var sideA =
axis === 'x' ? 'Left' : 'Top';\n var sideB = sideA === 'Left' ? 'Right' : 'Bottom';\n\n return
parseFloat(styles['border' + sideA + 'Width'], 10) + parseFloat(styles['border' + sideB + 'Width'],
10);\n}\n\nfunction getSize(axis, body, html, computedStyle) {\n return Math.max(body['offset' + axis],
body['scroll' + axis], html['client' + axis], html['offset' + axis], isIE(10) ? parseInt(html['offset' +
axis]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Top' : 'Left')]) + parseInt(computedStyle['margin' +
(axis === 'Height' ? 'Bottom' : 'Right')]) : 0);\n}\n\nfunction getWindowSizes(document) {\n var body =
document.body;\n var html = document.documentElement;\n var computedStyle = isIE(10) &&
getComputedStyle(html);\n\n return {\n height: getSize('Height', body, html, computedStyle),\n width:
getSize('Width', body, html, computedStyle)\n };\n}\n\nvar classCallCheck = function (instance, Constructor) {\n if

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    -= borderTopWidth - marginTop;\n    offsets.left -= borderLeftWidth - marginLeft;\n    offsets.right -=
borderLeftWidth - marginLeft;\n\n    // Attach marginTop and marginLeft because in some circumstances we may
need them\n    offsets.marginTop = marginTop;\n    offsets.marginLeft = marginLeft;\n  }\n\n  if (isIE10 &&
!fixedPosition ? parent.contains(scrollParent) : parent === scrollParent && scrollParent.nodeName !== 'BODY') {\n
    offsets = includeScroll(offsets, parent);\n  }\n\n  return offsets;\n}\n\nfunction
getViewPortOffsetRectRelativeToArbitraryNode(element) {\n  var excludeScroll = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : false;\n\n  var html = element.ownerDocument.documentElement;\n
var relativeOffset = getOffsetRectRelativeToArbitraryNode(element, html);\n  var width =
Math.max(html.clientWidth, window.innerWidth || 0);\n  var height = Math.max(html.clientHeight,
window.innerHeight || 0);\n\n  var scrollTop = !excludeScroll ? getScroll(html)
: 0;\n  var scrollLeft = !excludeScroll ? getScroll(html, 'left') : 0;\n\n  var offset = {\n    top: scrollTop -
relativeOffset.top + relativeOffset.marginTop,\n    left: scrollLeft - relativeOffset.left + relativeOffset.marginLeft,\n
width: width,\n    height: height\n  };\n\n  return getClientRect(offset);\n}\n\n/**\n * Check if the given element is
fixed or is inside a fixed parent\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n *
@argument {Element} customContainer\n * @returns {Boolean} answer to 'isFixed?'\n */\nfunction
isFixed(element) {\n  var nodeName = element.nodeName;\n  if (nodeName === 'BODY' || nodeName ===
'HTML') {\n    return false;\n  }\n  if (getStyleComputedProperty(element, 'position') === 'fixed') {\n    return true;\n
}\n  return isFixed(getParentNode(element));\n}\n\n/**\n * Finds the first parent of an element that has a
transformed property defined\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n *
@returns {Element} first transformed parent or documentElement\n */\nfunction
getFixedPositionOffsetParent(element) {\n  // This check is needed to avoid errors in case one of the elements isn't
defined for any reason\n  if (!element || !element.parentElement || isIE()) {\n    return document.documentElement;\n
}\n  var el = element.parentElement;\n  while (el && getStyleComputedProperty(el, 'transform') === 'none') {\n    el
= el.parentElement;\n  }\n  return el || document.documentElement;\n}\n\n/**\n * Computed the boundaries limits
and return them\n * @method\n * @memberof Popper.Utils\n * @param {HTMLElement} popper\n * @param
{HTMLElement} reference\n * @param {number} padding\n * @param {HTMLElement} boundariesElement -
Element used to define the boundaries\n * @param {Boolean} fixedPosition - Is in fixed position mode\n *
@returns {Object} Coordinates of the boundaries\n */\nfunction getBoundaries(popper, reference, padding,
boundariesElement) {\n  var fixedPosition = arguments.length
> 4 && arguments[4] !== undefined ? arguments[4] : false;\n\n  // NOTE: 1 DOM access here\n  var boundaries
= { top: 0, left: 0 };\n  var offsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) :
findCommonOffsetParent(popper, reference);\n\n  // Handle viewport case\n  if (boundariesElement === 'viewport')
{\n    boundaries = getViewPortOffsetRectRelativeToArbitraryNode(offsetParent, fixedPosition);\n  } else {\n    //
Handle other cases based on DOM element used as boundaries\n    var boundariesNode = void 0;\n    if
(boundariesElement === 'scrollParent') {\n      boundariesNode = getScrollParent(getParentNode(reference));\n    }
if (boundariesNode.nodeName === 'BODY') {\n      boundariesNode = popper.ownerDocument.documentElement;\n
    }\n  } else if (boundariesElement === 'window') {\n    boundariesNode =
popper.ownerDocument.documentElement;\n  } else {\n    boundariesNode = boundariesElement;\n  }\n\n  var
offsets = getOffsetRectRelativeToArbitraryNode(boundariesNode,
offsetParent, fixedPosition);\n\n  // In case of HTML, we need a different computation\n  if
(boundariesNode.nodeName === 'HTML' && !isFixed(offsetParent)) {\n    var _getWindowSizes =
getWindowSizes(popper.ownerDocument),\n        height = _getWindowSizes.height,\n        width =
_getWindowSizes.width;\n\n    boundaries.top += offsets.top - offsets.marginTop;\n    boundaries.bottom = height
+ offsets.top;\n    boundaries.left += offsets.left - offsets.marginLeft;\n    boundaries.right = width + offsets.left;\n
  } else {\n    // for all the other DOM elements, this one is good\n    boundaries = offsets;\n  }\n\n  // Add
padding\n  padding = padding || 0;\n  var isPaddingNumber = typeof padding === 'number';\n  boundaries.left +=
isPaddingNumber ? padding : padding.left || 0;\n  boundaries.top += isPaddingNumber ? padding : padding.top ||
0;\n  boundaries.right -= isPaddingNumber ? padding : padding.right || 0;\n  boundaries.bottom

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    -= isPaddingNumber ? padding : padding.bottom || 0;\n\n return boundaries;\n}\n\nfunction getArea(_ref) {\n var
width = _ref.width,\n height = _ref.height;\n\n return width * height;\n}\n\n/**\n * Utility used to transform the
`auto` placement to the placement with more\n * available space.\n * @method\n * @memberof Popper.Utils\n *
@argument {Object} data - The data object generated by update method\n * @argument {Object} options -
Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction
computeAutoPlacement(placement, refRect, popper, reference, boundariesElement) {\n var padding =
arguments.length > 5 && arguments[5] !== undefined ? arguments[5] : 0;\n\n if (placement.indexOf('auto') === -1)
{\n return placement;\n }\n\n var boundaries = getBoundaries(popper, reference, padding,
boundariesElement);\n\n var rects = {\n top: {\n width: boundaries.width,\n height: refRect.top -
boundaries.top\n },\n
right: {\n width: boundaries.right - refRect.right,\n height: boundaries.height\n },\n bottom: {\n
width: boundaries.width,\n height: boundaries.bottom - refRect.bottom\n },\n left: {\n width: refRect.left -
boundaries.left,\n height: boundaries.height\n }\n };\n\n var sortedAreas = Object.keys(rects).map(function
(key) {\n return _extends({\n key: key\n }, rects[key], {\n area: getArea(rects[key])\n });\n
}).sort(function (a, b) {\n return b.area - a.area;\n });\n\n var filteredAreas = sortedAreas.filter(function (_ref2)
{\n var width = _ref2.width,\n height = _ref2.height;\n return width >= popper.clientWidth && height >=
popper.clientHeight;\n });\n\n var computedPlacement = filteredAreas.length > 0 ? filteredAreas[0].key :
sortedAreas[0].key;\n\n var variation = placement.split('-')[1];\n\n return computedPlacement + (variation ? '-' +
variation : '');\n}\n\n/**\n * Get offsets to the reference
element\n * @method\n * @memberof Popper.Utils\n * @param {Object} state\n * @param {Element} popper -
the popper element\n * @param {Element} reference - the reference element (the popper will be relative to this)\n *
@param {Element} fixedPosition - is in fixed position mode\n * @returns {Object} An object containing the offsets
which will be applied to the popper\n */\nfunction getReferenceOffsets(state, popper, reference) {\n var
fixedPosition = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : null;\n\n var
commonOffsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper,
reference);\n\n return getOffsetRectRelativeToArbitraryNode(reference, commonOffsetParent,
fixedPosition);\n}\n\n/**\n * Get the outer sizes of the given element (offset size + margins)\n * @method\n *
@param {Element} element\n * @returns {Object} object containing width and
height properties\n */\nfunction getOuterSizes(element)
{\n var window = element.ownerDocument.defaultView;\n var styles = window.getComputedStyle(element);\n\n var x =
parseFloat(styles.marginTop) + parseFloat(styles.marginBottom);\n var y = parseFloat(styles.marginLeft) +
parseFloat(styles.marginRight);\n\n var result = {\n width: element.offsetWidth + y,\n height:
element.offsetHeight + x\n };\n\n return result;\n}\n\n/**\n * Get the opposite placement of the given one\n *
@method\n * @memberof Popper.Utils\n * @argument {String} placement\n * @returns {String} flipped
placement\n */\nfunction getOppositePlacement(placement) {\n var hash = { left: 'right', right: 'left', bottom: 'top',
top: 'bottom' };\n\n return placement.replace(/left|right|bottom|top/g, function (matched) {\n return hash[matched];\n
});\n}\n\n/**\n * Get offsets to the popper\n * @method\n * @memberof Popper.Utils\n * @param {Object}
position - CSS position the Popper will get applied\n * @param {HTMLElement} popper - the popper element\n *
@param {Object} referenceOffsets - the reference offsets (the popper will be relative to this)\n * @param {String}
placement - one of the valid placement options\n * @returns {Object} popperOffsets - An object containing the
offsets which will be applied to the popper\n */\nfunction getPopperOffsets(popper, referenceOffsets, placement)
{\n placement = placement.split('-')[0];\n\n // Get popper node sizes\n var popperRect =
getOuterSizes(popper);\n\n // Add position, width and height to our offsets object\n var popperOffsets = {\n
width: popperRect.width,\n height: popperRect.height\n };\n\n // depending by the popper placement we have to
compute its offsets slightly differently\n var isHoriz = ['right', 'left'].indexOf(placement) !== -1;\n var mainSide =
isHoriz ? 'top' : 'left';\n var secondarySide = isHoriz ? 'left' : 'top';\n var measurement = isHoriz ? 'height' : 'width';\n
var secondaryMeasurement = !isHoriz ? 'height' : 'width';\n\n popperOffsets[mainSide] =

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referenceOffsets[mainSide]
+ referenceOffsets[measurement] / 2 - popperRect[measurement] / 2;\n if (placement === secondarySide) {\n
popperOffsets[secondarySide] = referenceOffsets[secondarySide] - popperRect[secondaryMeasurement];\n } else
{\n  popperOffsets[secondarySide] = referenceOffsets[getOppositePlacement(secondarySide)];\n }\n\n return
popperOffsets;\n}\n\n/**\n * Mimics the `find` method of Array\n * @method\n * @memberof Popper.Utils\n *
@argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction find(arr,
check) {\n // use native find if supported\n if (Array.prototype.find) {\n  return arr.find(check);\n }\n\n // use
`filter` to obtain the same behavior of `find`\n return arr.filter(check)[0];\n}\n\n/**\n * Return the index of the
matching object\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n *
@argument value\n * @returns index or -1\n */\nfunction findIndex(arr, prop, value) {\n
// use native findIndex if supported\n if (Array.prototype.findIndex) {\n  return arr.findIndex(function (cur) {\n
return cur[prop] === value;\n  });\n }\n\n // use `find` + `indexOf` if `findIndex` isn't supported\n var match =
find(arr, function (obj) {\n  return obj[prop] === value;\n });\n return arr.indexOf(match);\n}\n\n/**\n * Loop
through the list of modifiers and run them in order,\n * each of them will then edit the data object.\n * @method\n *
@memberof Popper.Utils\n * @param {dataObject} data\n * @param {Array} modifiers\n * @param {String} ends
- Optional modifier name used as stopper\n * @returns {dataObject}\n */\nfunction runModifiers(modifiers, data,
ends) {\n var modifiersToRun = ends === undefined ? modifiers : modifiers.slice(0, findIndex(modifiers, 'name',
ends));\n\n modifiersToRun.forEach(function (modifier) {\n  if (modifier['function']) {\n    // eslint-disable-line
dot-notation\n    console.warn("`modifier.function` is deprecated, use
`modifier.fn`!");\n  }\n  var fn = modifier['function'] || modifier.fn; // eslint-disable-line dot-notation\n  if
(modifier.enabled && isFunction(fn)) {\n    // Add properties to offsets to make them a complete clientRect
object\n    // we do this before each modifier to make sure the previous one doesn't\n    // mess with these values\n
data.offsets.popper = getClientRect(data.offsets.popper);\n    data.offsets.reference =
getClientRect(data.offsets.reference);\n\n    data = fn(data, modifier);\n  }\n });\n\n return data;\n}\n\n/**\n *
Updates the position of the popper, computing the new offsets and applying\n * the new style.<br />\n * Prefer
`scheduleUpdate` over `update` because of performance reasons.\n * @method\n * @memberof Popper\n
*/\nfunction update() {\n // if popper is destroyed, don't perform any further update\n if (this.state.isDestroyed) {\n
return;\n }\n\n var data = {\n  instance: this,\n  styles: {},\n  arrowStyles: {},\n  attributes:
{\n  },\n  flipped: false,\n  offsets: {}\n };;\n\n // compute reference element offsets\n data.offsets.reference =
getReferenceOffsets(this.state, this.popper, this.reference, this.options.positionFixed);\n\n // compute auto
placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and
refer to originalPlacement to know the original value\n data.placement =
computeAutoPlacement(this.options.placement, data.offsets.reference, this.popper, this.reference,
this.options.modifiers.flip.boundariesElement, this.options.modifiers.flip.padding);\n\n // store the computed
placement inside `originalPlacement`\n data.originalPlacement = data.placement;\n\n data.positionFixed =
this.options.positionFixed;\n\n // compute the popper offsets\n data.offsets.popper = getPopperOffsets(this.popper,
data.offsets.reference, data.placement);\n\n data.offsets.popper.position = this.options.positionFixed ? 'fixed' :
'absolute';\n\n
// run the modifiers\n data = runModifiers(this.modifiers, data);\n\n // the first `update` will call `onCreate`
callback\n // the other ones will call `onUpdate` callback\n if (!this.state.isCreated) {\n  this.state.isCreated =
true;\n  this.options.onCreate(data);\n } else {\n  this.options.onUpdate(data);\n }\n}\n\n/**\n * Helper used to
know if the given modifier is enabled.\n * @method\n * @memberof Popper.Utils\n * @returns {Boolean}\n
*/\nfunction isModifierEnabled(modifiers, modifierName) {\n return modifiers.some(function (_ref) {\n  var name
= _ref.name,\n    enabled = _ref.enabled;\n  return enabled && name === modifierName;\n });\n}\n\n/**\n *
Get the prefixed supported property name\n * @method\n * @memberof Popper.Utils\n * @argument {String}
property (camelCase)\n * @returns {String} prefixed property (camelCase or PascalCase, depending on the vendor
prefix)\n */\nfunction getSupportedPropertyName(property) {\n var prefixes = [false, 'ms', 'Webkit',

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'Moz', 'O'];\n var upperProp = property.charAt(0).toUpperCase() + property.slice(1);\n\n for (var i = 0; i <
prefixes.length; i++) {\n var prefix = prefixes[i];\n var toCheck = prefix ? " + prefix + upperProp : property;\n
if (typeof document.body.style[toCheck] !== 'undefined') {\n return toCheck;\n }\n }\n return
null;\n}\n\n/**\n * Destroys the popper.\n * @method\n * @memberof Popper\n */\nfunction destroy() {\n
this.state.isDestroyed = true;\n\n // touch DOM only if `applyStyle` modifier is enabled\n if
(isModifierEnabled(this.modifiers, 'applyStyle')) {\n this.popper.removeAttribute('x-placement');\n
this.popper.style.position = "";\n this.popper.style.top = "";\n this.popper.style.left = "";\n this.popper.style.right =
"";\n this.popper.style.bottom = "";\n this.popper.style.willChange = "";\n
this.popper.style[getSupportedPropertyName('transform')] = "";\n }\n\n this.disableEventListeners();\n\n // remove
the popper if user
explicitly asked for the deletion on destroy\n // do not use `remove` because IE11 doesn't support it\n if
(this.options.removeOnDestroy) {\n this.popper.parentNode.removeChild(this.popper);\n }\n\n return
this;\n}\n\n/**\n * Get the window associated with the element\n * @argument {Element} element\n * @returns
{Window}\n */\nfunction getWindow(element) {\n var ownerDocument = element.ownerDocument;\n return
ownerDocument ? ownerDocument.defaultView : window;\n}\n\nfunction attachToScrollParents(scrollParent,
event, callback, scrollParents) {\n var isBody = scrollParent.nodeName === 'BODY';\n var target = isBody ?
scrollParent.ownerDocument.defaultView : scrollParent;\n target.addEventListener(event, callback, { passive: true
});\n\n if (!isBody) {\n attachToScrollParents(getScrollParent(target.parentNode), event, callback,
scrollParents);\n }\n scrollParents.push(target);\n}\n\n/**\n * Setup needed event listeners used to update the
popper position\n * @method\n * @memberof
Popper.Utils\n * @private\n */\nfunction setupEventListeners(reference, options, state, updateBound) {\n // Resize
event listener on window\n state.updateBound = updateBound;\n getWindow(reference).addEventListener('resize',
state.updateBound, { passive: true });\n\n // Scroll event listener on scroll parents\n var scrollElement =
getScrollParent(reference);\n attachToScrollParents(scrollElement, 'scroll', state.updateBound,
state.scrollParents);\n state.scrollElement = scrollElement;\n state.eventsEnabled = true;\n\n return
state;\n}\n\n/**\n * It will add resize/scroll events and start recalculating\n * position of the popper element when
they are triggered.\n * @method\n * @memberof Popper\n */\nfunction enableEventListeners() {\n if
(!this.state.eventsEnabled) {\n this.state = setupEventListeners(this.reference, this.options, this.state,
this.scheduleUpdate);\n }\n}\n\n/**\n * Remove event listeners used to update the popper position\n * @method\n
* @memberof
Popper.Utils\n * @private\n */\nfunction removeEventListeners(reference, state) {\n // Remove resize event
listener on window\n getWindow(reference).removeEventListener('resize', state.updateBound);\n\n // Remove
scroll event listener on scroll parents\n state.scrollParents.forEach(function (target) {\n
target.removeEventListener('scroll', state.updateBound);\n });\n\n // Reset state\n state.updateBound = null;\n
state.scrollParents = [];\n state.scrollElement = null;\n state.eventsEnabled = false;\n return state;\n}\n\n/**\n * It
will remove resize/scroll events and won't recalculate popper position\n * when they are triggered. It also won't
trigger `onUpdate` callback anymore,\n * unless you call `update` method manually.\n * @method\n * @memberof
Popper\n */\nfunction disableEventListeners() {\n if (this.state.eventsEnabled) {\n
cancelAnimationFrame(this.scheduleUpdate);\n this.state = removeEventListeners(this.reference, this.state);\n
}\n}\n\n/**\n * Tells if
a given input is a number\n * @method\n * @memberof Popper.Utils\n * @param {*} input to check\n * @return
{Boolean}\n */\nfunction isNumeric(n) {\n return n !== "" && !isNaN(parseFloat(n)) && isFinite(n);\n}\n\n/**\n *
Set the style to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element -
Element to apply the style to\n * @argument {Object} styles\n * Object with a list of properties and values which
will be applied to the element\n */\nfunction setStyles(element, styles) {\n Object.keys(styles).forEach(function
(prop) {\n var unit = "";\n // add unit if the value is numeric and is one of the following\n if (['width', 'height',
'top', 'right', 'bottom', 'left'].indexOf(prop) !== -1 && isNumeric(styles[prop])) {\n unit = 'px';\n }\n
element.style[prop] = styles[prop] + unit;\n });\n}\n\n/**\n * Set the attributes to the given popper\n * @method\n
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@memberof Popper.Utils\n * @argument {Element} element - Element to apply the attributes
to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the
element\n */\nfunction setAttributes(element, attributes) {\n  Object.keys(attributes).forEach(function (prop) {\n    var value = attributes[prop];\n    if (value !== false) {\n      element.setAttribute(prop, attributes[prop]);\n    } else {\n      element.removeAttribute(prop);\n    }\n  });\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument\n * {Object} data - The data object generated by `update` method\n * @argument {Object} data.styles - List of style\n * properties - values to apply to popper element\n * @argument {Object} data.attributes - List of attribute properties -\n * values to apply to popper element\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The same data object\n */\nfunction applyStyle(data) {\n  // any property present in `data.styles`\n  will be applied to the popper,\n  // in this way we can make the 3rd\n  party modifiers add custom styles to it\n  // Be aware, modifiers could override the properties defined in the\n  previous\n  // lines of this modifier!\n  setStyles(data.instance.popper, data.styles);\n\n  // any property present in\n  `data.attributes` will be applied to the popper,\n  // they will be set as HTML attributes of the element\n  setAttributes(data.instance.popper, data.attributes);\n\n  // if arrowElement is defined and arrowStyles has some\n  properties\n  if (data.arrowElement && Object.keys(data.arrowStyles).length) {\n    setStyles(data.arrowElement,\n      data.arrowStyles);\n  }\n\n  return data;\n}\n\n/**\n * Set the x-placement attribute before everything else because it\n * could be used\n * to add margins to the popper margins needs to be calculated to get the\n * correct popper offsets.\n * @method\n * @memberof Popper.modifiers\n * @param {HTMLElement} reference - The reference element\n * used to position the popper\n * @param {HTMLElement} popper - The HTML element used as popper\n * @param {Object} options - Popper.js options\n */\nfunction applyStyleOnLoad(reference, popper, options,\n  modifierOptions, state) {\n  // compute reference element offsets\n  var referenceOffsets =\n  getReferenceOffsets(state, popper, reference, options.positionFixed);\n\n  // compute auto placement, store\n  // placement inside the data object,\n  // modifiers will be able to edit `placement` if needed\n  // and refer to\n  // originalPlacement to know the original value\n  var placement = computeAutoPlacement(options.placement,\n    referenceOffsets, popper, reference, options.modifiers.flip.boundariesElement,\n    options.modifiers.flip.padding);\n\n  popper.setAttribute('x-placement', placement);\n\n  // Apply `position` to popper before anything else because\n  // without the position applied we can't guarantee correct computations\n  setStyles(popper, { position:\n    options.positionFixed ? 'fixed' : 'absolute' });\n\n  return options;\n}\n\n/**\n * @function\n * @memberof\n * Modifiers\n * @argument {Object}\n * data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and\n * options\n * @returns {Object} The data object, properly modified\n */\nfunction computeStyle(data, options) {\n  var x = options.x,\n      y = options.y;\n  var popper = data.offsets.popper;\n\n  // Remove this legacy support in\n  // Popper.js v2\n  var legacyGpuAccelerationOption = find(data.instance.modifiers, function (modifier) {\n    return\n    modifier.name === 'applyStyle';\n  }).gpuAcceleration;\n  if (legacyGpuAccelerationOption !== undefined) {\n    console.warn('WARNING: `gpuAcceleration` option moved to `computeStyle` modifier and will not be supported\n    in future versions of Popper.js!');\n  }\n  var gpuAcceleration = legacyGpuAccelerationOption !== undefined ?\n  legacyGpuAccelerationOption : options.gpuAcceleration;\n\n  var offsetParent =\n  getOffsetParent(data.instance.popper);\n  var offsetParentRect = getBoundingClientRect(offsetParent);\n\n  Styles\n  var styles =\n  {\n    position: popper.position\n  }; \n\n  // Avoid blurry text by using full pixel integers.\n  // For pixel-perfect\n  // positioning, top/bottom prefers rounded\n  // values, while left/right prefers floored values.\n  var offsets = {\n    left:\n    Math.floor(popper.left),\n    top: Math.round(popper.top),\n    bottom: Math.round(popper.bottom),\n    right:\n    Math.floor(popper.right)\n  }; \n\n  var sideA = x === 'bottom' ? 'top' : 'bottom';\n  var sideB = y === 'right' ? 'left' :\n  'right'; \n\n  // if gpuAcceleration is set to `true` and transform is supported,\n  // we use `translate3d` to apply the\n  // position to the popper we\n  // automatically use the supported prefixed version if needed\n  var prefixedProperty =\n  getSupportedPropertyName('transform'); \n\n  // now, let's make a step back and look at this code closely (wtf?) \n  // If the content of the popper grows once it's been positioned, it\n  // may happen that the popper gets misplaced\n  // because of the new content\n  // overflowing its reference

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element\n // To avoid this problem, we provide two options (x and y), which allow\n // the consumer to define the
offset origin.\n // If we position a popper on top of a reference element, we can set\n // `x` to `top` to make the
popper grow towards its top instead of\n // its bottom.\n var left = void 0,\n    top = void 0;\n if (sideA ===
'bottom') {\n // when offsetParent is <html> the positioning is relative to the bottom of the screen (excluding the
scrollbar)\n // and not the bottom of the html element\n if (offsetParent.nodeName === 'HTML') {\n    top = -
offsetParent.clientHeight + offsets.bottom;\n  } else {\n    top = -offsetParentRect.height + offsets.bottom;\n  }\n
} else {\n    top = offsets.top;\n  }\n if (sideB === 'right') {\n    if (offsetParent.nodeName === 'HTML') {\n    left
= -offsetParent.clientWidth + offsets.right;\n  } else {\n    left = -offsetParentRect.width + offsets.right;\n  }\n
} else {\n    left = offsets.left;\n
}\n if (gpuAcceleration && prefixedProperty) {\n    styles[prefixedProperty] = 'translate3d(' + left + 'px, ' + top +
'px, 0)';\n    styles[sideA] = 0;\n    styles[sideB] = 0;\n    styles.willChange = 'transform';\n  } else {\n    // othwerise,
we use the standard `top`, `left`, `bottom` and `right` properties\n    var invertTop = sideA === 'bottom' ? -1 : 1;\n
var invertLeft = sideB === 'right' ? -1 : 1;\n    styles[sideA] = top * invertTop;\n    styles[sideB] = left * invertLeft;\n
    styles.willChange = sideA + ', ' + sideB;\n  }\n\n // Attributes\n var attributes = {\n    'x-placement':
data.placement\n  };\n\n // Update `data` attributes, styles and arrowStyles\n data.attributes = _extends({},
attributes, data.attributes);\n data.styles = _extends({}, styles, data.styles);\n data.arrowStyles = _extends({},
data.offsets.arrow, data.arrowStyles);\n return data;\n}\n\n/**\n * Helper used to know if the given modifier
depends from another one.<br />\n * It checks if the
needed modifier is listed and enabled.\n * @method\n * @memberof Popper.Utils\n * @param {Array} modifiers -
list of modifiers\n * @param {String} requestingName - name of requesting modifier\n * @param {String}
requestedName - name of requested modifier\n * @returns {Boolean}\n *\nfunction isModifierRequired(modifiers,
requestingName, requestedName) {\n  var requesting = find(modifiers, function (_ref) {\n    var name =
_ref.name;\n    return name === requestingName;\n  });\n\n  var isRequired = !!requesting &&
modifiers.some(function (modifier) {\n    return modifier.name === requestedName && modifier.enabled &&
modifier.order < requesting.order;\n  });\n\n  if (!isRequired) {\n    var _requesting = '` + requestingName + `';\n
var requested = '` + requestedName + `';\n    console.warn(requested + ' modifier is required by ' + _requesting + '
modifier in order to work, be sure to include it before ' + _requesting + '!');\n  }\n  return isRequired;\n}\n\n/**\n *
@function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n *
@argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly
modified\n *\nfunction arrow(data, options) {\n  var _data$offsets$arrow;\n\n // arrow depends on keepTogether in
order to work\n if (!isModifierRequired(data.instance.modifiers, 'arrow', 'keepTogether')) {\n    return data;\n  }\n\n
var arrowElement = options.element;\n\n // if arrowElement is a string, suppose it's a CSS selector\n if (typeof
arrowElement === 'string') {\n    arrowElement = data.instance.popper.querySelector(arrowElement);\n\n // if
arrowElement is not found, don't run the modifier\n if (!arrowElement) {\n    return data;\n  }\n } else {\n // if
the arrowElement isn't a query selector we must check that the\n // provided DOM node is child of its popper
node\n if (!data.instance.popper.contains(arrowElement)) {\n    console.warn('WARNING:
`arrow.element` must be child of its popper element!');\n    return data;\n  }\n }\n\n var placement =
data.placement.split('-')[0];\n var _data$offsets = data.offsets,\n    popper = _data$offsets.popper,\n    reference =
_data$offsets.reference;\n\n var isVertical = ['left', 'right'].indexOf(placement) !== -1;\n var len = isVertical ?
'height' : 'width';\n var sideCapitalized = isVertical ? 'Top' : 'Left';\n var side = sideCapitalized.toLowerCase();\n
var altSide = isVertical ? 'left' : 'top';\n var opSide = isVertical ? 'bottom' : 'right';\n var arrowElementSize =
getOuterSizes(arrowElement)[len];\n\n //\n // extends keepTogether behavior making sure the popper and its\n //
reference have enough pixels in conjunction\n //\n // top/left side\n if (reference[opSide] - arrowElementSize <
popper[side]) {\n  data.offsets.popper[side] -= popper[side] - (reference[opSide] - arrowElementSize);\n } else\n //
bottom/right side\n if (reference[side] + arrowElementSize
> popper[opSide]) {\n  data.offsets.popper[side] += reference[side] + arrowElementSize - popper[opSide];\n }\n
data.offsets.popper = getClientRect(data.offsets.popper);\n\n // compute center of the popper\n var center =

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reference[side] + reference[len] / 2 - arrowElementSize / 2;\n\n // Compute the sideValue using the updated popper
offsets\n // take popper margin in account because we don't have this info available\n var css =
getStyleComputedProperty(data.instance.popper);\n var popperMarginSide = parseFloat(css['margin' +
sideCapitalized], 10);\n var popperBorderSide = parseFloat(css['border' + sideCapitalized + 'Width'], 10);\n var
sideValue = center - data.offsets.popper[side] - popperMarginSide - popperBorderSide;\n\n // prevent arrowElement
from being placed not contiguously to its popper\n sideValue = Math.max(Math.min/popper[side] -
arrowElementSize, sideValue), 0);\n\n data.arrowElement = arrowElement;\n data.offsets.arrow =
(_data$offsets$arrow = {}),
defineProperty(_data$offsets$arrow, side, Math.round(sideValue)), defineProperty(_data$offsets$arrow, altSide, ''),
_data$offsets$arrow);\n\n return data;\n}\n\n/**\n * Get the opposite placement variation of the given one\n *
@method\n * @memberof Popper.Utils\n * @argument {String} placement variation\n * @returns {String} flipped
placement variation\n */\nfunction getOppositeVariation(variation) {\n if (variation === 'end') {\n return 'start';\n
} else if (variation === 'start') {\n return 'end';\n }\n return variation;\n}\n\n/**\n * List of accepted placements to
use as values of the `placement` option.<br />\n * Valid placements are:\n * - `auto`\n * - `top`\n * - `right`\n * -
`bottom`\n * - `left`\n * Each placement can have a variation from this list:\n * - `start`\n * - `end`\n * Each
Variations are interpreted easily if you think of them as the left to right\n * written languages. Horizontally (`top`
and `bottom`), `start` is left and `end` is right.<br />\n * Vertically (`left` and `right`), `start` is top and `end` is bottom.\n * Some valid examples are:\n * - `top-end`
(on top of reference, right aligned)\n * - `right-start` (on right of reference, top aligned)\n * - `bottom` (on bottom,
centered)\n * - `auto-end` (on the side with more space available, alignment depends by placement)\n *
@static\n * @type {Array}\n * @enum {String}\n * @readonly\n * @method placements\n * @memberof
Popper\n */\nvar placements = ['auto-start', 'auto', 'auto-end', 'top-start', 'top', 'top-end', 'right-start', 'right', 'right-end',
'bottom-end', 'bottom', 'bottom-start', 'left-end', 'left', 'left-start'];\n\n// Get rid of `auto` `auto-start` and `auto-
end`\nvar validPlacements = placements.slice(3);\n\n/**\n * Given an initial placement, returns all the subsequent
placements\n * clockwise (or counter-clockwise).\n * @method\n * @memberof Popper.Utils\n * @argument
{String} placement - A valid placement (it accepts variations)\n * @argument
{Boolean} counter - Set to true to walk the placements counterclockwise\n * @returns {Array} placements
including their variations\n */\nfunction clockwise(placement) {\n var counter = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : false;\n\n var index = validPlacements.indexOf(placement);\n var arr
= validPlacements.slice(index + 1).concat(validPlacements.slice(0, index));\n return counter ? arr.reverse() :
arr;\n}\n\nvar BEHAVIORS = {\n FLIP: 'flip',\n CLOCKWISE: 'clockwise',\n COUNTERCLOCKWISE:
'counterclockwise'};\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data
object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n *
@returns {Object} The data object, properly modified\n */\nfunction flip(data, options) {\n // if `inner` modifier is
enabled, we can't use the `flip` modifier\n if (isModifierEnabled(data.instance.modifiers, 'inner')) {\n return
data;\n }\n\n if (data.flipped
&& data.placement === data.originalPlacement) {\n // seems like flip is trying to loop, probably there's not
enough space on any of the flippable sides\n return data;\n }\n\n var boundaries =
getBoundaries(data.instance.popper, data.instance.reference, options.padding, options.boundariesElement,
data.positionFixed);\n\n var placement = data.placement.split('-')[0];\n var placementOpposite =
getOppositePlacement(placement);\n var variation = data.placement.split('-')[1] || '';\n var flipOrder = [];\n\n
switch (options.behavior) {\n case BEHAVIORS.FLIP:\n flipOrder = [placement, placementOpposite];\n
break;\n case BEHAVIORS.CLOCKWISE:\n flipOrder = clockwise(placement);\n break;\n case
BEHAVIORS.COUNTERCLOCKWISE:\n flipOrder = clockwise(placement, true);\n break;\n default:\n
flipOrder = options.behavior;\n }\n\n flipOrder.forEach(function (step, index) {\n if (placement !== step ||
flipOrder.length === index
+ 1) {\n return data;\n }\n\n placement = data.placement.split('-')[0];\n placementOpposite =
getOppositePlacement(placement);\n\n var popperOffsets = data.offsets.popper;\n var refOffsets =

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data.offsets.reference;\n\n // using floor because the reference offsets may contain decimals we are not going to
consider here\n var floor = Math.floor;\n var overlapsRef = placement === 'left' && floor(popperOffsets.right) >
floor(refOffsets.left) || placement === 'right' && floor(popperOffsets.left) < floor(refOffsets.right) || placement ===
'top' && floor(popperOffsets.bottom) > floor(refOffsets.top) || placement === 'bottom' && floor(popperOffsets.top)
< floor(refOffsets.bottom);\n\n var overflowsLeft = floor(popperOffsets.left) < floor(boundaries.left);\n var
overflowsRight = floor(popperOffsets.right) > floor(boundaries.right);\n var overflowsTop =
floor(popperOffsets.top) < floor(boundaries.top);\n var overflowsBottom = floor(popperOffsets.bottom) >
floor(boundaries.bottom);\n\n var overflowsBoundaries = placement === 'left' && overflowsLeft || placement
=== 'right' && overflowsRight || placement === 'top' && overflowsTop || placement === 'bottom' &&
overflowsBottom;\n\n // flip the variation if required\n var isVertical = ['top', 'bottom'].indexOf(placement) !== -
1;\n var flippedVariation = !!options.flipVariations && (isVertical && variation === 'start' && overflowsLeft ||
isVertical && variation === 'end' && overflowsRight || !isVertical && variation === 'start' && overflowsTop ||
!isVertical && variation === 'end' && overflowsBottom);\n\n if (overlapsRef || overflowsBoundaries ||
flippedVariation) {\n // this boolean to detect any flip loop\n data.flipped = true;\n\n if (overlapsRef ||
overflowsBoundaries) {\n placement = flipOrder[index + 1];\n }\n\n if (flippedVariation) {\n
variation = getOppositeVariation(variation);\n }\n\n data.placement = placement + (variation
? '-' + variation : '');\n\n // this object contains `position`, we want to preserve it along with\n // any additional
property we may add in the future\n data.offsets.popper = _extends({}, data.offsets.popper,
getPopperOffsets(data.instance.popper, data.offsets.reference, data.placement));\n\n data =
runModifiers(data.instance.modifiers, data, 'flip');\n }\n\n return data;\n}\n\n/n/n/**\n * @function\n *
@memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument
{Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n
*/\nfunction keepTogether(data) {\n var _data$offsets = data.offsets,\n popper = _data$offsets.popper,\n
reference = _data$offsets.reference;\n\n var placement = data.placement.split('-')[0];\n var floor = Math.floor;\n
var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n var side = isVertical ? 'right' : 'bottom';\n
var opSide = isVertical ? 'left' : 'top';\n var measurement = isVertical ? 'width' : 'height';\n\n if (popper[side] <
floor(reference[opSide])) {\n data.offsets.popper[opSide] = floor(reference[opSide]) - popper[measurement];\n
}\n\n if (popper[opSide] > floor(reference[side])) {\n data.offsets.popper[opSide] = floor(reference[side]);\n }\n\n
return data;\n}\n\n/n/n/**\n * Converts a string containing value + unit into a px value number\n * @function\n *
@memberof {modifiers~offset}\n * @private\n * @argument {String} str - Value + unit string\n * @argument
{String} measurement - `height` or `width`\n * @argument {Object} popperOffsets\n * @argument {Object}
referenceOffsets\n * @returns {Number|String}\n * Value in pixels, or original string if no values were extracted\n
*/\nfunction toValue(str, measurement, popperOffsets, referenceOffsets) {\n // separate value from unit\n var split
= str.match(/(((?:\|-|+)?\d*\.\d*)(.*)?)/);\n var value = +split[1];\n var unit =
split[2];\n\n // If it's not a number it's an operator, I guess\n if (!value) {\n return str;\n }\n\n if
(unit.indexOf('%') === 0) {\n var element = void 0;\n switch (unit) {\n case '%p':\n element =
popperOffsets;\n break;\n case '%r':\n case '%':\n default:\n element = referenceOffsets;\n }\n\n
var rect = getClientRect(element);\n return rect[measurement] / 100 * value;\n } else if (unit === 'vh' || unit ===
'vw') {\n // if is a vh or vw, we calculate the size based on the viewport\n var size = void 0;\n if (unit === 'vh')
{\n size = Math.max(document.documentElement.clientHeight, window.innerHeight || 0);\n } else {\n size =
Math.max(document.documentElement.clientWidth, window.innerWidth || 0);\n }\n return size / 100 * value;\n
} else {\n // if is an explicit pixel unit, we get rid of the unit and keep the value\n // if is an implicit unit, it's px,
and we return just the value\n
return value;\n }\n}\n\n/n/n/**\n * Parse an `offset` string to extrapolate `x` and `y` numeric offsets.\n * @function\n *
@memberof {modifiers~offset}\n * @private\n * @argument {String} offset\n * @argument {Object}
popperOffsets\n * @argument {Object} referenceOffsets\n * @argument {String} basePlacement\n * @returns
{Array} a two cells array with x and y offsets in numbers\n */\nfunction parseOffset(offset, popperOffsets,
referenceOffsets, basePlacement) {\n var offsets = [0, 0];\n\n // Use height if placement is left or right and index is

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0 otherwise use width\n // in this way the first offset will use an axis and the second one\n // will use the other
one\n var useHeight = ['right', 'left'].indexOf(basePlacement) !== -1;\n // Split the offset string to obtain a list of
values and operands\n // The regex addresses values with the plus or minus sign in front (+10, -20, etc)\n var
fragments = offset.split(/(\+|\-)/).map(function (frag) {\n return frag.trim();\n });\n\n // Detect if the offset string contains a pair of values or a single one\n // they could be separated by comma or
space\n var divider = fragments.indexOf(find(fragments, function (frag) {\n return frag.search(/,\|\/s/) !== -1;\n
}));\n\n if (fragments[divider] && fragments[divider].indexOf(',') === -1) {\n console.warn('Offsets separated by
white space(s) are deprecated, use a comma (,) instead.);\n }\n\n // If divider is found, we divide the list of values
and operands to divide\n // them by offset X and Y.\n var splitRegex = /\s*,\s*|\s+;/\n var ops = divider !== -1 ?
[fragments.slice(0, divider).concat([fragments[divider].split(splitRegex)[0]]),
[fragments[divider].split(splitRegex)[1]].concat(fragments.slice(divider + 1))]: [fragments];\n\n // Convert the
values with units to absolute pixels to allow our computations\n ops = ops.map(function (op, index) {\n // Most of
the units rely on the orientation of the popper\n var measurement = (index === 1 ? !useHeight
: useHeight) ? 'height' : 'width';\n var mergeWithPrevious = false;\n return op\n // This aggregates any `+` or `-
` sign that aren't considered operators\n // e.g.: 10 + +5 => [10, +, +5]\n .reduce(function (a, b) {\n if
(a[a.length - 1] === '+' && ['+', '-'].indexOf(b) !== -1) {\n a[a.length - 1] = b;\n mergeWithPrevious = true;\n
return a;\n } else if (mergeWithPrevious) {\n a[a.length - 1] += b;\n mergeWithPrevious = false;\n
return a;\n } else {\n return a.concat(b);\n }\n }, [])\n // Here we convert the string values into number
values (in px)\n .map(function (str) {\n return toValue(str, measurement, popperOffsets, referenceOffsets);\n
});\n });\n\n // Loop trough the offsets arrays and execute the operations\n ops.forEach(function (op, index) {\n
op.forEach(function (frag, index2) {\n if (isNumeric(frag)) {\n offsets[index] += frag * (op[index2 - 1] ===
'-
? -1 : 1);\n }\n });\n });\n return offsets;\n }\n\n/**\n * @function\n * @memberof Modifiers\n * @argument
{Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers
configuration and options\n * @argument {Number|String} options.offset=0\n * The offset value as described in the
modifier description\n * @returns {Object} The data object, properly modified\n *\nfunction offset(data, _ref) {\n
var offset = _ref.offset;\n var placement = data.placement,\n _data$offsets = data.offsets,\n popper =
_data$offsets.popper,\n reference = _data$offsets.reference;\n\n var basePlacement = placement.split('-')[0];\n
var offsets = void 0;\n if (isNumeric(+offset)) {\n offsets = [+offset, 0];\n } else {\n offsets =
parseOffset(offset, popper, reference, basePlacement);\n }\n\n if (basePlacement === 'left') {\n popper.top +=
offsets[0];\n popper.left -= offsets[1];\n } else if (basePlacement === 'right') {\n
popper.top += offsets[0];\n popper.left += offsets[1];\n } else if (basePlacement === 'top') {\n popper.left +=
offsets[0];\n popper.top -= offsets[1];\n } else if (basePlacement === 'bottom') {\n popper.left += offsets[0];\n
popper.top += offsets[1];\n }\n\n data.popper = popper;\n return data;\n }\n\n/**\n * @function\n * @memberof
Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object}
options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction preventOverflow(data, options) {\n var boundariesElement = options.boundariesElement ||
getOffsetParent(data.instance.popper);\n\n // If offsetParent is the reference element, we really want to\n // go one
step up and use the next offsetParent as reference to\n // avoid to make this modifier completely useless and look
like broken\n if (data.instance.reference === boundariesElement) {\n boundariesElement =
getOffsetParent(boundariesElement);\n }\n\n // NOTE: DOM access here\n // resets the popper's position so that
the document size can be calculated excluding\n // the size of the popper element itself\n var transformProp =
getSupportedPropertyName('transform');\n var popperStyles = data.instance.popper.style; // assignment to help
minification\n var top = popperStyles.top,\n left = popperStyles.left,\n transform =
popperStyles[transformProp];\n\n popperStyles.top = '';\n popperStyles.left = '';\n popperStyles[transformProp] =
'';\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding,
boundariesElement, data.positionFixed);\n\n // NOTE: DOM access here\n // restores the original style properties
after the offsets have been computed\n popperStyles.top = top;\n popperStyles.left = left;\n

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popperStyles[transformProp] = transform;\n\n options.boundaries = boundaries;\n\n var order = options.priority;\n\n var popper = data.offsets.popper;\n\n  var check = {\n    primary: function primary(placement) {\n      var value = popper[placement];\n      if\n      (popper[placement] < boundaries[placement] && !options.escapeWithReference) {\n        value =\n        Math.max(popper[placement], boundaries[placement]);\n      }\n      return defineProperty({}, placement, value);\n    },\n    secondary: function secondary(placement) {\n      var mainSide = placement === 'right' ? 'left' : 'top';\n      var\n      value = popper[mainSide];\n      if (popper[placement] > boundaries[placement] && !options.escapeWithReference)\n      {\n        value = Math.min(popper[mainSide], boundaries[placement] - (placement === 'right' ? popper.width :\n        popper.height));\n      }\n      return defineProperty({}, mainSide, value);\n    } }\n\n  order.forEach(function\n  (placement) {\n    var side = ['left', 'top'].indexOf(placement) !== -1 ? 'primary' : 'secondary';\n    popper =\n    _extends({}, popper, check[side](placement));\n  });\n\n  data.offsets.popper = popper;\n\n  return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object\n  generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction shift(data) {\n  var placement = data.placement;\n  var\n  basePlacement = placement.split('-')[0];\n  var shiftVariation = placement.split('-')[1];\n  // if shift shiftVariation is\n  specified, run the modifier\n  if (shiftVariation) {\n    var _data$offsets = data.offsets,\n        reference =\n        _data$offsets.reference,\n        popper = _data$offsets.popper;\n\n    var isVertical = ['bottom',\n    'top'].indexOf(basePlacement) !== -1;\n    var side = isVertical ? 'left' : 'top';\n    var measurement = isVertical ?\n    'width' : 'height';\n\n    var shiftOffsets = {\n      start: defineProperty({}, side, reference[side]),\n      end:\n      defineProperty({}, side, reference[side] + reference[measurement] - popper[measurement])\n    };\n\n    data.offsets.popper = _extends({}, popper, shiftOffsets[shiftVariation]);\n  }\n\n  return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update\n  method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data\n  object, properly modified\n */\nfunction hide(data) {\n  if (!isModifierRequired(data.instance.modifiers, 'hide',\n  'preventOverflow')) {\n    return data;\n  }\n\n  var refRect = data.offsets.reference;\n  var bound =\n  find(data.instance.modifiers, function (modifier) {\n    return modifier.name === 'preventOverflow';\n  }).boundaries;\n\n  if (refRect.bottom < bound.top || refRect.left > bound.right || refRect.top > bound.bottom ||\n  refRect.right < bound.left) {\n    // Avoid unnecessary DOM access if visibility hasn't changed\n    if (data.hide ===\n    true) {\n      return data;\n    }\n\n    data.hide = true;\n    data.attributes['x-out-of-boundaries'] =\n    '';\n  } else {\n    // Avoid unnecessary DOM access if visibility hasn't changed\n    if (data.hide ===\n    false) {\n      return data;\n    }\n\n    data.hide = false;\n    data.attributes['x-out-of-boundaries'] = false;\n  }\n\n  return\n  data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated\n  by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object}\n  The data object, properly modified\n */\nfunction inner(data) {\n  var placement = data.placement;\n  var\n  basePlacement = placement.split('-')[0];\n  var _data$offsets = data.offsets,\n      popper = _data$offsets.popper,\n      reference = _data$offsets.reference;\n\n  var isHoriz = ['left', 'right'].indexOf(basePlacement) !== -1;\n\n  var\n  subtractLength = ['top', 'left'].indexOf(basePlacement) === -1;\n  popper[isHoriz ? 'left' : 'top'] =\n  reference[basePlacement] - (subtractLength ? popper[isHoriz ? 'width' : 'height'] : 0);\n\n  data.placement\n  = getOppositePlacement(placement);\n  data.offsets.popper = getClientRect/popper);\n\n  return data;\n}\n\n/**\n * Modifier function, each modifier can have a function of this type assigned\n * to its `fn` property.<br />\n * These functions will be called on each update, this means that you must\n * make sure they are performant enough to avoid\n  performance bottlenecks.\n * @function ModifierFn\n * @argument {dataObject} data - The data object\n  generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {dataObject} The data object, properly modified\n */\n\n/**\n * Modifiers are plugins used to alter the behavior of\n  your poppers.<br />\n * Popper.js uses a set of 9 modifiers to provide all the basic functionalities\n * needed by the\n  library.\n * Usually you don't want to override the `order`, `fn` and `onLoad` props.\n * All the other properties\n  are configurations that could be tweaked.\n * @namespace modifiers\n * @nvar

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modifiers = {  
 \* Modifier used to shift the popper on the start or end of its reference  
 \* element.  
 \* It will read the variation of the `placement` property.  
 \* It can be one either `end` or `start`.  
 \* @memberof modifiers  
 \* @inner  
 \* shift: {  
 \* @prop {number} order=100 - Index used to define the order of execution  
 \* order: 100,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: shift  
 \* }  
 \* The `offset` modifier can shift your popper on both its axis.  
 \* It accepts the following units:  
 \* - `px` or unit-less, interpreted as pixels  
 \* - `%` or `%r`, percentage relative to the length of the reference element  
 \* - `%p`, percentage relative to the length of the popper element  
 \* - `vw`, CSS viewport width unit  
 \* - `vh`, CSS viewport height unit  
 \* For length is intended the main axis relative to the placement of the popper.  
 \* This means that if the placement is `top` or `bottom`, the length will be the `width`. In case of `left` or `right`, it will be the `height`.  
 \* You can provide a single value (as `Number` or `String`), or a pair of values as `String` divided by a comma or one (or more) white spaces.  
 \* The latter is a deprecated method because it leads to confusion and will be removed in v2.  
 \* Additionally, it accepts additions and subtractions between different units.  
 \* Note that multiplications and divisions aren't supported.  
 \* Valid examples are:  
 \* `10`  
 \* `10%`  
 \* `10, 10`  
 \* `10%, 10`  
 \* `10 + 10%`  
 \* `10 - 5vh + 3%`  
 \* `-10px + 5vh, 5px - 6%`  
 \* > \*\*NB\*\*: If you desire to apply offsets to your poppers in a way that may make them overlap with their reference element, unfortunately, you will have to disable the `flip` modifier.  
 \* > You can read more on this at this [issue](https://github.com/FezVrasta/popper.js/issues/373).  
 \* @memberof modifiers  
 \* @inner  
 \* offset: {  
 \* @prop {number} order=200 - Index used to define the order of execution  
 \* order: 200,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: offset,  
 \* @prop {Number|String} offset=0  
 \* The offset value as described in the modifier description  
 \* offset: 0  
 \* }  
 \* Modifier used to prevent the popper from being positioned outside the boundary.  
 \* A scenario exists where the reference itself is not within the boundaries.  
 \* We can say it has "escaped the boundaries" — or just "escaped".  
 \* In this case we need to decide whether the popper should either:  
 \* - detach from the reference and remain "trapped" in the boundaries, or  
 \* - if it should ignore the boundary and "escape with its reference".  
 \* When `escapeWithReference` is set to `true` and reference is completely outside its boundaries, the popper will overflow (or completely leave) the boundaries in order to remain attached to the edge of the reference.  
 \* @memberof modifiers  
 \* @inner  
 \* preventOverflow: {  
 \* @prop {number} order=300 - Index used to define the order of execution  
 \* order: 300,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: preventOverflow,  
 \* @prop {Array} [priority=['left','right','top','bottom']]  
 \* Popper will try to prevent overflow following these priorities by default,  
 \* then, it could overflow on the left and on top of the `boundariesElement`  
 \* priority: ['left', 'right', 'top', 'bottom'],  
 \* @prop {number} padding=5  
 \* Amount of pixel used to define a minimum distance between the boundaries  
 \* and the popper. This makes sure the popper always has a little padding  
 \* between the edges of its container  
 \* padding: 5,  
 \* @prop {String|HTMLElement} boundariesElement='scrollParent'  
 \* Boundaries used by the modifier. Can be `scrollParent`, `window`, `viewport` or any DOM element.  
 \* boundariesElement: 'scrollParent'  
 \* }  
 \* Modifier used to make sure the reference and its popper stay near each other without leaving any gap between the two. Especially useful when the arrow is enabled and you want to ensure that it points to its reference element.  
 \* It cares only about the first axis. You can still have poppers with margin between the popper and its reference element.  
 \* @memberof modifiers  
 \* @inner  
 \* keepTogether: {  
 \* @prop {number} order=400 - Index used to define the order of execution  
 \* order: 400,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: keepTogether  
 \* }  
 \* This modifier is used to move the `arrowElement` of the popper to make sure it is positioned between the reference element and its popper element.  
 \* It will read the outer size of the

`arrowElement` node to detect how many pixels of conjunction are needed. It has no effect if no `arrowElement` is provided.

**@memberof modifiers**

**@inner**

`arrow`: {
 **order**: 500 - Index used to define the order of execution
 **enabled**: true - Whether the modifier is enabled or not
 **fn**: arrow - Selector or node used as arrow
 **element**: '[x-arrow]' - Selector or node used as arrow
 },

**Modifier used to flip the popper's placement when it starts to overlap its reference element.** Requires the `preventOverflow` modifier before it in order to work.

**NOTE:** this modifier will interrupt the current update cycle and will restart it if it detects the need to flip the placement.

**@memberof modifiers**

**@inner**

`flip`: {
 **order**: 600 - Index used to define the order of execution
 **enabled**: true - Whether the modifier is enabled or not
 **fn**: flip - The behavior used to change the popper's placement. It can be one of 'flip', 'clockwise', 'counterclockwise' or an array with a list of valid placements (with optional variations)
 **behavior**: 'flip' - The behavior used to change the popper's placement. It can be one of 'flip', 'clockwise', 'counterclockwise' or an array with a list of valid placements (with optional variations)
 **padding**: 5 - The popper will flip if it hits the edges of the boundariesElement padding:
 **boundariesElement**: 'viewport' - The element which will define the boundaries of the popper position. The popper will never be placed outside of the defined boundaries (except if `keepTogether` is enabled)
 },

**Modifier used to make the popper flow toward the inner of the reference element.** By default, when this modifier is disabled, the popper will be placed outside the reference element.

**@memberof modifiers**

**@inner**

`inner`: {
 **order**: 700 - Index used to define the order of execution
 **enabled**: false - Whether the modifier is enabled or not
 **fn**: inner - Modifier used to hide the popper when its reference element is outside of the popper boundaries. It will set a `x-out-of-boundaries` attribute which can be used to hide with a CSS selector the popper when its reference is out of boundaries. Requires the `preventOverflow` modifier before it in order to work.
 },

**Modifier used to hide the popper when its reference element is outside of the popper boundaries.** It will set a `x-out-of-boundaries` attribute which can be used to hide with a CSS selector the popper when its reference is out of boundaries. Requires the `preventOverflow` modifier before it in order to work.

**@memberof modifiers**

**@inner**

`hide`: {
 **order**: 800 - Index used to define the order of execution
 **enabled**: true - Whether the modifier is enabled or not
 **fn**: hide - Computes the style that will be applied to the popper element to get it properly positioned. Note that this modifier will not touch the DOM, it just prepares the styles so that `applyStyle` modifier can apply it. This separation is useful in case you need to replace `applyStyle` with a custom implementation. This modifier has `850` as `order` value to maintain backward compatibility with previous versions of Popper.js. Expect the modifiers ordering method to change in future major versions of the library.
 },

**Modifier used to hide the popper when its reference element is outside of the popper boundaries.** It will set a `x-out-of-boundaries` attribute which can be used to hide with a CSS selector the popper when its reference is out of boundaries. Requires the `preventOverflow` modifier before it in order to work.

**@memberof modifiers**

**@inner**

`computeStyle`: {
 **order**: 850 - Index used to define the order of execution
 **enabled**: true - Whether the modifier is enabled or not
 **fn**: computeStyle - If true, it uses the CSS 3D transformation to position the popper. Otherwise, it will use the `top` and `left` properties
 **gpuAcceleration**: true - If true, it uses the CSS 3D transformation to position the popper. Otherwise, it will use the `top` and `left` properties
 **x**: 'bottom' - Where to anchor the X axis ('bottom' or 'top'). AKA X offset origin. Change this if your popper should grow in a direction different from 'bottom'
 **y**: 'right' - Where to anchor the Y axis ('left' or 'right'). AKA Y offset origin. Change this if your popper should grow in a direction different from 'right'
 },

**Applies the computed styles to the popper element.** All the DOM manipulations are limited to this modifier. This is useful in case you want to integrate Popper.js inside a framework or view library and you want to delegate all the DOM manipulations to it. Note that if you disable this modifier, you must make sure the popper element has its position set to `absolute` before Popper.js can do its work. Just disable this modifier and define your own to achieve the desired effect.

**@memberof modifiers**

```

@inner\n *^n applyStyle: {\n /** @prop {number} order=900 - Index used to define the order of execution */\n
order: 900,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n enabled: true,\n
/** @prop {ModifierFn} */\n fn: applyStyle,\n /** @prop
{Function} */\n onLoad: applyStyleOnLoad,\n /**\n * @deprecated since version 1.10.0, the property moved
to `computeStyle` modifier\n * @prop {Boolean} gpuAcceleration=true\n * If true, it uses the CSS 3D
transformation to position the popper.\n * Otherwise, it will use the `top` and `left` properties\n */\n
gpuAcceleration: undefined\n };\n\n/**\n * The `dataObject` is an object containing all the information used by
Popper.js.\n * This object is passed to modifiers and to the `onCreate` and `onUpdate` callbacks.\n * @name
dataObject\n * @property {Object} data.instance The Popper.js instance\n * @property {String} data.placement
Placement applied to popper\n * @property {String} data.originalPlacement Placement originally defined on init\n *
@property {Boolean} data.flipped True if popper has been flipped by flip modifier\n * @property {Boolean}
data.hide True if the reference element is out of boundaries, useful to know when to hide the popper\n
* @property {HTMLElement} data.arrowElement Node used as arrow by arrow modifier\n * @property {Object}
data.styles Any CSS property defined here will be applied to the popper. It expects the JavaScript nomenclature (eg.
`marginBottom`)\n * @property {Object} data.arrowStyles Any CSS property defined here will be applied to the
popper arrow. It expects the JavaScript nomenclature (eg. `marginBottom`)\n * @property {Object} data.boundaries
Offsets of the popper boundaries\n * @property {Object} data.offsets The measurements of popper, reference and
arrow elements\n * @property {Object} data.offsets.popper `top`, `left`, `width`, `height` values\n * @property
{Object} data.offsets.reference `top`, `left`, `width`, `height` values\n * @property {Object} data.offsets.arrow]
`top` and `left` offsets, only one of them will be different from 0\n */\n\n/**\n * Default options provided to
Popper.js constructor.<br />\n * These can be overridden using the `options` argument of Popper.js.<br />\n
* To override an option, simply pass an object with the same\n * structure of the `options` object, as the 3rd
argument. For example:\n * ```\n * new Popper(ref, pop, {\n * modifiers: {\n * preventOverflow: { enabled:
false }\n * })\n * })\n * ```\n * @type {Object}\n * @static\n * @memberof Popper\n */\n\nvar Defaults = {\n /**\n
* Popper's placement.\n * @prop {Popper.placements} placement='bottom'\n */\n placement: 'bottom',\n\n /**\n
* Set this to true if you want popper to position it self in 'fixed' mode\n * @prop {Boolean} positionFixed=false\n
*\n */\n positionFixed: false,\n\n /**\n * Whether events (resize, scroll) are initially enabled.\n * @prop {Boolean}
eventsEnabled=true\n */\n eventsEnabled: true,\n\n /**\n * Set to true if you want to automatically remove the
popper when\n * you call the `destroy` method.\n * @prop {Boolean} removeOnDestroy=false\n */\n
removeOnDestroy: false,\n\n /**\n * Callback called when the popper is created.<br
/>\n */\n * By default, it is set to no-op.<br />\n * Access Popper.js instance with `data.instance`.\n */\n
@prop
{onCreate}\n */\n onCreate: function onCreate() {},\n\n /**\n * Callback called when the popper is updated.
This callback is not called\n * on the initialization/creation of the popper, but only on subsequent\n * updates.<br
/>\n */\n * By default, it is set to no-op.<br />\n * Access Popper.js instance with `data.instance`.\n */\n
@prop
{onUpdate}\n */\n onUpdate: function onUpdate() {},\n\n /**\n * List of modifiers used to modify the offsets
before they are applied to the popper.\n * They provide most of the functionalities of Popper.js.\n * @prop
{modifiers}\n */\n modifiers: modifiers;\n\n /**\n * @callback onCreate\n * @param {dataObject} data\n
*\n */\n /**\n * @callback onUpdate\n * @param {dataObject} data\n */\n\n // Utils\n // Methods\n\nvar Popper =
function () {\n /**\n * Creates a new Popper.js instance.\n * @class Popper\n * @param
{HTMLElement|referenceObject} reference - The reference element used to position the popper\n * @param
{HTMLElement} popper - The HTML element used as the popper\n * @param {Object} options - Your custom
options to override the ones defined in [Defaults](#defaults)\n * @return {Object} instance - The generated
Popper.js instance\n */\n function Popper(reference, popper) {\n var _this = this;\n\n var options =
arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n classCallCheck(this, Popper);\n\n
this.scheduleUpdate = function () {\n return requestAnimationFrame(_this.update);\n }; \n\n // make update()
debounced, so that it only runs at most once-per-tick\n this.update = debounce(this.update.bind(this));\n\n // with
{} we create a new object with the options inside it\n this.options = _extends({}, Popper.Defaults, options);\n\n
// init state\n this.state = {\n isDestroyed: false,\n isCreated: false,\n scrollParents:

```



```

[]\n  });\n\n  // get reference and popper elements (allow jQuery wrappers)\n  this.reference = reference &&
reference.jquery ? reference[0] : reference;\n  this.popper = popper && popper.jquery ? popper[0] : popper;\n\n  //
Deep merge modifiers options\n  this.options.modifiers = {};\n  Object.keys(_extends({},
Popper.Defaults.modifiers, options.modifiers)).forEach(function (name) {\n    _this.options.modifiers[name] =
_extends({}, Popper.Defaults.modifiers[name] || {}, options.modifiers ? options.modifiers[name] : {});\n  });\n\n  // Refactoring modifiers' list (Object => Array)\n  this.modifiers =
Object.keys(this.options.modifiers).map(function (name) {\n    return _extends({\n      name: name\n    },
_this.options.modifiers[name]);\n  });\n  // sort the modifiers by order\n  .sort(function (a, b) {\n    return a.order
- b.order;\n  });\n\n  // modifiers have the ability to execute arbitrary code when Popper.js get inited\n  // such
code is executed in the same order of its modifier\n  // they could add new properties to their options
configuration\n  // BE AWARE: don't add options to `options.modifiers.name` but to `modifierOptions`!\n
this.modifiers.forEach(function (modifierOptions) {\n    if (modifierOptions.enabled &&
isFunction(modifierOptions.onLoad)) {\n      modifierOptions.onLoad(_this.reference, _this.popper, _this.options,
modifierOptions, _this.state);\n    }\n  });\n\n  // fire the first update to position the popper in the right place\n
this.update();\n\n  var eventsEnabled = this.options.eventsEnabled;\n  if (eventsEnabled) {\n    // setup event
listeners, they will take care of update the position in specific situations\n    this.enableEventListeners();\n  }\n\n
this.state.eventsEnabled = eventsEnabled;\n  }\n\n  // We can't use class properties because they don't get listed in
the\n  // class prototype and break stuff like Sinon stubs\n\n\n  createClass(Popper,
[{\n    key: 'update',\n    value: function update$$1() {\n      return update.call(this);\n    }\n  }, {\n    key: 'destroy',\n
value: function destroy$$1() {\n      return destroy.call(this);\n    }\n  }, {\n    key: 'enableEventListeners',\n    value:
function enableEventListeners$$1() {\n      return enableEventListeners.call(this);\n    }\n  }, {\n    key:
'disableEventListeners',\n    value: function disableEventListeners$$1() {\n      return
disableEventListeners.call(this);\n    }\n  }]);\n\n  /**\n   * Schedules an update. It will run on the next UI update
available.\n   * @method scheduleUpdate\n   * @memberof Popper\n   */\n\n  /**\n   * Collection of utilities
useful when writing custom modifiers.\n   * Starting from version 1.7, this method is available only if you\n   *
include `popper-utils.js` before `popper.js`.\n   * **DEPRECATION**: This way to access PopperUtils is
deprecated\n   * and will be removed in v2! Use the PopperUtils module directly
instead.\n   * Due to the high instability of the methods contained in Utils, we can't\n   * guarantee them to follow
semver. Use them at your own risk!\n   * @static\n   * @private\n   * @type {Object}\n   * @deprecated since
version 1.8\n   * @member Utils\n   * @memberof Popper\n   */\n\n  /**\n   * The
`referenceObject` is an object that provides an interface compatible with Popper.js\n   * and lets you use it as
replacement of a real DOM node.<br />\n   * You can use this method to position a popper relatively to a set of
coordinates\n   * in case you don't have a DOM node to use as reference.\n   * new Popper(referenceObject,
popperNode);\n   * NB: This feature isn't supported in Internet Explorer 10.\n   * @name referenceObject\n
   * @property {Function} data.getBoundingClientRect\n   * A function that returns a set of coordinates compatible
with the native `getBoundingClientRect` method.\n   * @property {number} data.clientWidth\n
   * An ES6 getter that will return the width of the virtual reference element.\n   * @property {number}
data.clientHeight\n   * An ES6 getter that will return the height of the virtual reference element.\n
   */\n\n  Popper.Utils = (typeof window !== 'undefined' ? window : global).PopperUtils;\n  Popper.placements =
placements;\n  Popper.Defaults = Defaults;\n\n  export default Popper;\n\n  #
sourceMappingURL=popper.js.map\n", "\"use strict\";\n\nvar isValue = require(\"./is-value\");\n\nvar forEach =
Array.prototype.forEach, create = Object.create;\n\nvar process = function (src, obj) {\n  (var key;\n  \tfor (key in src)
obj[key] = src[key];\n};\n\n// eslint-disable-next-line no-unused-vars\nmodule.exports = function (opts1 /*,
...options*/) {\n  (var result = create(null);\n  \tforEach.call(arguments, function (options) {\n    \tif (!isValue(options))
return;\n    \tprocess(Object(options), result);\n  });\n  \treturn result;\n};\n\n", /** Used to detect hot functions by
number of calls within a span of
milliseconds. */\n  var HOT_COUNT = 800,\n      HOT_SPAN = 16;\n\n  /* Built-in method references for those with
the same name as other `lodash` methods. */\n  var nativeNow = Date.now;\n\n  /** Creates a function that'll short

```

```

out and invoke `identity` instead of `func` when it's called `HOT_COUNT` or more times in `HOT_SPAN` milliseconds.
@private @param {Function} func The function to restrict.
@returns {Function}
Returns the new shortable function.
function shortOut(func) {
  var count = 0,
      lastCalled = 0;
  return function() {
    var stamp = nativeNow(),
        remaining = HOT_SPAN - (stamp - lastCalled);
    lastCalled = stamp;
    if (remaining > 0) {
      if (++count >= HOT_COUNT) {
        return arguments[0];
      } else {
        count = 0;
      }
    }
    return func.apply(undefined, arguments);
  };
}
module.exports = shortOut;
", "var isSymbol = require('./isSymbol');
** Used as references for various `Number` constants.
nvar INFINITY = 1 / 0;
** Converts `value` to a string key if it's not a string or symbol.
@private @param {*} value The value to inspect.
@returns {string|symbol} Returns the key.
function toKey(value) {
  if (typeof value == 'string' || isSymbol(value)) {
    return value;
  }
  var result = (value + '');
  return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;
}
module.exports = toKey;
", "use strict;
nvar assign = require('es5-ext/object/assign'),
    normalizeOpts = require('es5-ext/object/normalize-options'),
    isCallable = require('es5-ext/object/is-callable'),
    contains = require('es5-ext/string/#/contains'),
    d;
nd = module.exports = function (dscr, value/*, options*/) {
  var c, e, w, options, desc;
  if ((arguments.length < 2) || (typeof dscr != 'string')) {
    options = value;
    value = dscr;
    dscr = null;
  } else {
    options = arguments[2];
  }
  if (dscr == null) {
    {
      tc = w = true;
      te = false;
    } else {
      tc = contains.call(dscr, 'c');
      te = contains.call(dscr, 'e');
      tw = contains.call(dscr, 'w');
    }
    ndesc = { value: value, configurable: c, enumerable: e, writable: w };
    return !options ? desc : assign(normalizeOpts(options), desc);
  }
  nd.gs = function (dscr, get, set/*, options*/) {
    var c, e, options, desc;
    if (typeof dscr != 'string') {
      options = set;
      set = get;
      dscr = get;
      dscr = null;
    } else {
      options = arguments[3];
    }
    if (get == null) {
      dscr = undefined;
    } else if (!isCallable(get)) {
      options = get;
      dscr = set = undefined;
    } else if (set == null) {
      dscr = undefined;
    } else if (!isCallable(set)) {
      options = set;
      dscr = set = undefined;
    }
    if (dscr == null) {
      tc = true;
      te = false;
    } else {
      tc = contains.call(dscr, 'c');
      te = contains.call(dscr, 'e');
    }
    ndesc = { get: get, set: set, configurable: c, enumerable: e };
    return !options ? desc : assign(normalizeOpts(options), desc);
  };
  module.exports = function (it, Constructor, name, forbiddenField) {
    if (!(it instanceof Constructor) || (forbiddenField != undefined && forbiddenField in it)) {
      throw TypeError(name + ': incorrect invocation!');
    }
    return it;
  };
  var isArray = require('./isArray'),
      isSymbol = require('./isSymbol');
  ** Used to match property names within property paths.
  nvar reIsDeepProp = /\.[^\[\]]*(\[(?:\d+|[^\[\]]*)?\]|\/)/,
      reIsPlainProp = /^w*$/;
  ** Checks if `value` is a property name and not a property path.
  @private @param {*} value The value to check.
  @param {Object} [object] The object to query keys on.
  @returns {boolean}
Returns `true` if `value` is a property name, else `false`.
function isKey(value, object) {
  if (isArray(value)) {
    return false;
  }
  var type = typeof value;
  if (type == 'number' || type == 'symbol' || type == 'boolean' || value == null || isSymbol(value)) {
    return true;
  }
  return reIsPlainProp.test(value) || !reIsDeepProp.test(value) || (object != null && value in Object(object));
}
module.exports = isKey;
", "use strict;
nvar keys = require('./keys'),
    value = require('./valid-value'),
    max = Math.max;
module.exports = function (dest, src /*, ...srcn*/) {
  var error, i, length = max(arguments.length, 2), assign;
  tdest = Object(value(dest));
  tassign = function (key) {
    ttry {
      tdest[key] = src[key];
    } catch (e) {
      if (!error) error = e;
    }
    for (i = 1; i < length; ++i) {
      tsrc = arguments[i];
      tkeys(src).forEach(assign);
    }
    if (error != undefined) throw error;
    return dest;
  };
  //
  19.1.3.1 Object.assign(target, source)
  nvar $export = require('./_export');
  n$export($export.S + $export.F, 'Object', { assign: require('./_object-assign') });
  nvar indexOf = String.prototype.indexOf;
  module.exports = function (searchString/*, position*/) {
    return indexOf.call(this, searchString, arguments[1]) > -1;
  };
  nvar implemented = require('./_is-implemented')();
  String.prototype.contains: require('./_shim');
  nvar baseProperty = require('./_baseProperty'),
      basePropertyDeep = require('./_basePropertyDeep'),
      isKey = require('./_isKey'),
      toKey = require('./_toKey');
  ** Creates a function that returns the value at `path` of a given object.
  @static

```



```

i18n.locale, i18n._getMessages(), locale)\n };
\n\n Vue.prototype.$d = function (value) {\n   var ref;\n\n   var args
= [], len = arguments.length
- 1;\n   while ( len-- > 0 ) args[ len ] = arguments[ len + 1 ];\n   return (ref = this.$i18n).d.apply(ref, [ value
].concat( args ))\n };
\n\n Vue.prototype.$n = function (value) {\n   var ref;\n\n   var args = [], len =
arguments.length - 1;\n   while ( len-- > 0 ) args[ len ] = arguments[ len + 1 ];\n   return (ref =
this.$i18n).n.apply(ref, [ value ].concat( args ))\n };
\n\n/* */
\n\nvar mixin = {\n  beforeCreate: function
beforeCreate () {\n    var options = this.$options;\n    options.i18n = options.i18n || (options.__i18n ? {} : null);\n\n    if (options.i18n) {\n      if (options.i18n instanceof VueI18n) {\n        // init locale messages via custom blocks\n        if (options.__i18n) {\n          try {\n            var localeMessages = {};\n            options.__i18n.forEach(function
(resource) {\n              localeMessages = merge(localeMessages, JSON.parse(resource));\n            });\n\n            Object.keys(localeMessages).forEach(function (locale) {\n
              options.i18n.mergeLocaleMessage(locale, localeMessages[locale]);\n            });\n          } catch (e) {\n            if
(process.env.NODE_ENV !== 'production') {\n              warn(\"Cannot parse locale messages via custom blocks.\",
e);\n            }\n          }\n        }\n        this._i18n = options.i18n;\n        this._i18nWatcher =
this._i18n.watchI18nData();\n        this._i18n.subscribeDataChanging(this);\n        this._subscribing = true;\n      }
else if (isPlainObject(options.i18n)) {\n        // component local i18n\n        if (this.$root && this.$root.$i18n &&
this.$root.$i18n instanceof VueI18n) {\n          options.i18n.root = this.$root;\n          options.i18n.formatter =
this.$root.$i18n.formatter;\n          options.i18n.fallbackLocale = this.$root.$i18n.fallbackLocale;\n          options.i18n.silentTranslationWarn = this.$root.$i18n.silentTranslationWarn;\n        }\n        // init locale messages
via custom blocks\n        if (options.__i18n) {\n          try {\n            var localeMessages$1 = {};\n            options.__i18n.forEach(function (resource) {\n
              localeMessages$1 = merge(localeMessages$1, JSON.parse(resource));\n            });\n            options.i18n.messages
= localeMessages$1;\n          } catch (e) {\n            if (process.env.NODE_ENV !== 'production') {\n              warn(\"Cannot parse locale messages via custom blocks.\", e);\n            }\n          }\n        }\n        this._i18n = new
VueI18n(options.i18n);\n        this._i18nWatcher = this._i18n.watchI18nData();\n        this._i18n.subscribeDataChanging(this);\n        this._subscribing = true;\n        if (options.i18n.sync === undefined
|| !!options.i18n.sync) {\n          this._localeWatcher = this.$i18n.watchLocale();\n        } else {\n          if
(process.env.NODE_ENV !== 'production') {\n            warn(\"Cannot be interpreted 'i18n' option.\");\n          }\n        }\n      }\n    } else if (this.$root && this.$root.$i18n && this.$root.$i18n
instanceof VueI18n) {\n      // root i18n\n      this._i18n = this.$root.$i18n;\n      this._i18n.subscribeDataChanging(this);\n      this._subscribing = true;\n    } else if (options.parent &&
options.parent.$i18n && options.parent.$i18n instanceof VueI18n) {\n      // parent i18n\n      this._i18n =
options.parent.$i18n;\n      this._i18n.subscribeDataChanging(this);\n      this._subscribing = true;\n    }\n  },\n\n  beforeDestroy: function beforeDestroy () {\n    if (!this._i18n) { return }\n\n    if (this._subscribing) {\n      this._i18n.unsubscribeDataChanging(this);\n      delete this._subscribing;\n    }\n\n    if (this._i18nWatcher) {\n      this._i18nWatcher();\n      delete this._i18nWatcher;\n    }\n\n    if (this._localeWatcher) {\n      this._localeWatcher();\n      delete this._localeWatcher;\n    }\n\n    this._i18n = null;\n  }\n};
\n\n/* */
\n\nvar component = {\n  name: 'i18n',\n  functional: true,\n  props: {\n    tag: {\n      type: String,\n      default:
'span'\n    },\n    path: {\n      type: String,\n      required: true\n    },\n    locale: {\n      type: String\n    },\n    places:
{\n      type: [Array, Object]\n    }\n  },\n  render: function render (h, ref) {\n    var props = ref.props;\n    var data =
ref.data;\n    var children = ref.children;\n    var parent = ref.parent;\n\n    var i18n = parent.$i18n;\n\n    children =
(children || []).filter(function (child) {\n      return child.tag || (child.text = child.text.trim())\n    });\n\n    if (!i18n) {\n      if (process.env.NODE_ENV !== 'production') {\n        warn('Cannot find VueI18n instance!');\n      }\n      return
children\n    }\n\n    var path = props.path;\n    var locale = props.locale;\n\n    var params = {};\n    var places =
props.places || {};\n\n    var hasPlaces = Array.isArray(places)\n      ? places.length > 0\n      :
Object.keys(places).length > 0;\n\n    var everyPlace = children.every(function (child) {\n      if (child.data &&
child.data.attrs) {\n

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    var place = child.data.attrs.place;\n    return (typeof place !== 'undefined') && place !== "\n    }\n    });\n\nif (process.env.NODE_ENV !== 'production' && hasPlaces && children.length > 0 && !everyPlace) {\n  warn('If places prop is set, all child elements must have place prop set.);\n    }\n\n  if (Array.isArray(places)) {\n    places.forEach(function (el, i) {\n      params[i] = el;\n    });\n  } else {\n    Object.keys(places).forEach(function (key) {\n      params[key] = places[key];\n    });\n  }\n\n  children.forEach(function (child, i) {\n    var key = everyPlace\n      ? ("\" + (child.data.attrs.place))\n      : ("\" +\n    i);\n    params[key] = child;\n  });\n\n  return h(props.tag, data, i18n.i(path, locale, params))\n  }\n};\n\n/*\n*\nfunction bind (el, binding, vnode) {\n  if (!assert(el, vnode)) { return }\n  t(el, binding,\n  vnode);\n}\n\nfunction update (el, binding, vnode, oldVNode) {\n  if (!assert(el, vnode))\n  { return }\n\n  var i18n = vnode.context.$i18n;\n  if (localeEqual(el, vnode) &&\n  (looseEqual(binding.value,\n  binding.oldValue) &&\n  looseEqual(el._localeMessage, i18n.getLocaleMessage(i18n.locale)))) { return }\n\n  t(el, binding, vnode);\n}\n\nfunction unbind (el, binding, vnode, oldVNode) {\n  var vm = vnode.context;\n  if (!vm)\n  {\n    warn('Vue instance does not exists in VNode context');\n    return\n  }\n\n  el.textContent = "";\n  el._vt =\n  undefined;\n  delete el['_vt'];\n  el._locale = undefined;\n  delete el['_locale'];\n  el._localeMessage = undefined;\n  delete el['_localeMessage'];\n}\n\nfunction assert (el, vnode) {\n  var vm = vnode.context;\n  if (!vm) {\n    warn('Vue instance doest not exists in VNode context');\n    return false\n  }\n\n  if (!vm.$i18n) {\n    warn('VueI18n\n  instance does not exists in Vue instance');\n    return false\n  }\n\n  return true\n}\n\nfunction localeEqual (el, vnode)\n  {\n    var vm = vnode.context;\n    return el._locale === vm.$i18n.locale\n  }\n\nfunction\n  t (el, binding, vnode) {\n    var ref$1, ref$2;\n\n    var value = binding.value;\n\n    var ref = parseValue(value);\n    var\n    path = ref.path;\n    var locale = ref.locale;\n    var args = ref.args;\n    var choice = ref.choice;\n    if (!path && !locale\n    && !args) {\n      warn('value type not supported');\n      return\n    }\n\n    if (!path) {\n      warn("`path` is required in v-t\n    directive');\n      return\n    }\n\n    var vm = vnode.context;\n    if (choice) {\n      el._vt = el.textContent = (ref$1 =\n    vm.$i18n.tc.apply(ref$1, [ path, choice ].concat( makeParams(locale, args) ));\n    } else {\n      el._vt = el.textContent\n    = (ref$2 = vm.$i18n.t.apply(ref$2, [ path ].concat( makeParams(locale, args) ));\n    }\n  }\n\n  el._locale =\n  vm.$i18n.locale;\n  el._localeMessage = vm.$i18n.getLocaleMessage(vm.$i18n.locale);\n}\n\nfunction parseValue\n  (value) {\n    var path;\n    var locale;\n    var args;\n    var choice;\n\n    if (typeof value === 'string') {\n      path = value;\n    }\n    else if (isPlainObject(value)) {\n      path = value.path;\n      locale = value.locale;\n      args = value.args;\n      choice = value.choice;\n    }\n\n    return { path:\n    path, locale: locale, args: args, choice: choice }\n  }\n\nfunction makeParams (locale, args) {\n    var params = [];\n\n    locale && params.push(locale);\n    if (args && (Array.isArray(args) || isPlainObject(args))) {\n      params.push(args);\n    }\n\n    return params\n  }\n\nvar Vue;\n\nfunction install (_Vue) {\n  /* istanbul ignore if */\n  if\n  (process.env.NODE_ENV !== 'production' && install.installed && _Vue === Vue) {\n    warn('already\n  installed.);\n    return\n  }\n\n  install.installed = true;\n\n  Vue = _Vue;\n\n  var version = (Vue.version &&\n  Number(Vue.version.split('.')[0])) || -1;\n  /* istanbul ignore if */\n  if (process.env.NODE_ENV !== 'production'\n  && version < 2) {\n    warn(("vue-i18n (" + (install.version) + ") need to use Vue 2.0 or later (Vue: " +\n  (Vue.version) + ").");\n    return\n  }\n\n  extend(Vue);\n  Vue.mixin(mixin);\n  Vue.directive('t',\n  {\n    bind: bind, update: update, unbind: unbind\n  });\n\n  Vue.component(component.name, component);\n\n  // use\n  simple mergeStrategies to prevent i18n instance lose '__proto__'\n  var strats = Vue.config.optionMergeStrategies;\n  strats.i18n = function (parentVal, childVal) {\n    return childVal === undefined\n    ? parentVal\n    : childVal\n  }\n};\n\n/*\n*\nvar BaseFormatter = function BaseFormatter () {\n  this._caches =\n  Object.create(null);\n};\n\nBaseFormatter.prototype.interpolate = function interpolate (message, values) {\n  if\n  (!values) {\n    return [message]\n  }\n\n  var tokens = this._caches[message];\n  if (!tokens) {\n    tokens =\n    parse(message);\n    this._caches[message] = tokens;\n  }\n\n  return compile(tokens, values)\n}\n\nvar\n  RE_TOKEN_LIST_VALUE = /^(?:\\d+)/;\nvar RE_TOKEN_NAMED_VALUE = /^(?:\\w+)/;\n\nfunction parse\n  (format) {\n    var tokens = [];\n    var position = 0;\n\n    var text = "";\n    while (position < format.length) {\n      var char\n      = format[position++];\n\n      if (char === '{') {\n        if (text) {\n          tokens.push({ type: 'text', value: text });\n          text = "";\n        }\n\n        var\n        sub = "";\n        char = format[position++];\n        while (char !== undefined && char !== '}') {\n          sub += char;\n        }\n      }\n    }\n  }\n}

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char = format[position++];\n    }\n    var isClosed = char === '}';\n\n    var type =
RE_TOKEN_LIST_VALUE.test(sub)\n    ? 'list'\n    : isClosed &&
RE_TOKEN_NAMED_VALUE.test(sub)\n    ? 'named'\n    : 'unknown';\n    tokens.push({ value: sub, type:
type });\n    } else if (char === '%') {\n    // when found rails i18n syntax, skip text capture\n    if
(format[(position)] !== '{') {\n    text += char;\n    }\n    } else {\n    text += char;\n    }\n    }\n\n    text &&
tokens.push({ type: 'text', value: text });\n\n    return tokens;\n\n\nfunction compile (tokens, values) {\n    var compiled
= [];\n    var index = 0;\n\n    var mode = Array.isArray(values)\n    ? 'list'\n    : isObject(values)\n    ? 'named'\n    : 'unknown';\n    if (mode === 'unknown') { return compiled }\n\n    while (index < tokens.length)
{\n    var token = tokens[index];\n    switch (token.type) {\n    case 'text':\n    compiled.push(token.value);\n    break\n    case 'list':\n    compiled.push(values[parseInt(token.value, 10)]);\n    break\n    case 'named':\n    if (mode === 'named') {\n    compiled.push((values)[token.value]);\n    } else {\n    if
(process.env.NODE_ENV !== 'production') {\n    warn(("Type of token \"" + (token.type) + "\" and format of
value \"" + mode + "\" don't match!"));
}\n    }\n    break\n    case 'unknown':\n    if
(process.env.NODE_ENV !== 'production') {\n    warn("Detect 'unknown' type of token!");\n    }\n    }\n    }\n    }\n    index++;\n    }\n\n    return compiled;\n\n\n/*
*\n\n*/\n\n * Path parser\n * - Inspired:\n *   Vue.js
Path parser\n */\n\n// actions\nvar APPEND = 0;\nvar
PUSH = 1;\nvar INC_SUB_PATH_DEPTH = 2;\nvar PUSH_SUB_PATH = 3;\n\n// states\nvar BEFORE_PATH =
0;\nvar IN_PATH = 1;\nvar BEFORE_IDENT = 2;\nvar IN_IDENT = 3;\nvar IN_SUB_PATH = 4;\nvar
IN_SINGLE_QUOTE = 5;\nvar IN_DOUBLE_QUOTE = 6;\nvar AFTER_PATH = 7;\nvar ERROR = 8;\n\nvar
pathStateMachine = [];\n\npathStateMachine[BEFORE_PATH] = {\n  'ws': [BEFORE_PATH],\n  'ident':
[IN_IDENT, APPEND],\n  '[': [IN_SUB_PATH],\n  'eof': [AFTER_PATH]\n};\n\npathStateMachine[IN_PATH] =
{\n  'ws': [IN_PATH],\n  '.': [BEFORE_IDENT],\n  '[': [IN_SUB_PATH],\n  'eof':
[AFTER_PATH]\n};\n\npathStateMachine[BEFORE_IDENT] = {\n  'ws': [BEFORE_IDENT],\n  'ident':
[IN_IDENT, APPEND],\n  '0': [IN_IDENT, APPEND],\n  'number': [IN_IDENT,
APPEND]\n};\n\npathStateMachine[IN_IDENT] = {\n  'ident': [IN_IDENT, APPEND],\n  '0': [IN_IDENT,
APPEND],\n  'number': [IN_IDENT, APPEND],\n  'ws': [IN_PATH, PUSH],\n  '.': [BEFORE_IDENT, PUSH],\n
 '[': [IN_SUB_PATH, PUSH],\n  'eof': [AFTER_PATH, PUSH]\n};\n\npathStateMachine[IN_SUB_PATH]
= {\n  "\"": [IN_SINGLE_QUOTE, APPEND],\n  "'": [IN_DOUBLE_QUOTE, APPEND],\n  '[': [IN_SUB_PATH,
INC_SUB_PATH_DEPTH],\n  ']': [IN_PATH, PUSH_SUB_PATH],\n  'eof': ERROR,\n  'else': [IN_SUB_PATH,
APPEND]\n};\n\npathStateMachine[IN_SINGLE_QUOTE] = {\n  "\"": [IN_SUB_PATH, APPEND],\n  'eof':
ERROR,\n  'else': [IN_SINGLE_QUOTE, APPEND]\n};\n\npathStateMachine[IN_DOUBLE_QUOTE] = {\n  "'":
[IN_SUB_PATH, APPEND],\n  'eof': ERROR,\n  'else': [IN_DOUBLE_QUOTE, APPEND]\n};\n\n/**\n * Check if
an expression is a literal value.\n */\n\nvar literalValueRE = /^\\s*(?:true|false|-
?[\\d.]+|'[^']*'|\"[^\"]*\")\\s*$/;\nfunction isLiteral (exp) {\n    return literalValueRE.test(exp);\n}\n\n/**\n * Strip
quotes from a string\n */\n\nfunction stripQuotes (str) {\n    var a = str.charCodeAt(0);\n    var b =
str.charCodeAt(str.length - 1);\n    return a === b && (a === 0x22 || a === 0x27)\n    ? str.slice(1, -1)\n    :
str;\n\n\n/**\n * Determine the type of a character in a keypath.\n */\n\nfunction getPathCharType
(ch) {\n    if (ch === undefined || ch === null) { return 'eof' }\n\n    var code = ch.charCodeAt(0);\n\n    switch (code)
{\n    case 0x5B: // [
    case 0x5D: // ]
    case 0x2E: // .
    case 0x22: // \"
    case 0x27: // '
    return ch\n\n    case 0x5F: // _
    case 0x24: // $
    case 0x2D: // -
    return 'ident'\n\n    case 0x20: // Space
    case 0x09: //
    Tab
    case 0x0A: // Newline
    case 0x0D: // Return
    case 0xA0: // No-break space
    case 0xFEFF: // Byte
    Order Mark
    case 0x2028: // Line Separator
    case 0x2029: // Paragraph Separator
    return 'ws'\n    }\n\n    return 'ident'\n}\n\n\n/**\n * Format a subPath, return its plain form if it is\n * a literal string or number. Otherwise
prepend the\n * dynamic indicator (*).\n */\n\nfunction formatSubPath (path) {\n    var trimmed = path.trim();\n    //
invalid leading 0\n    if (path.charAt(0) === '0' && isNaN(path)) { return false }\n\n    return isLiteral(trimmed) ?
stripQuotes(trimmed) : '*' +
trimmed;\n}\n\n\n/**\n * Parse a string path into an array of segments\n */\n\nfunction parse$1 (path) {\n    var keys =
[];\n    var index = -1;\n    var mode = BEFORE_PATH;\n    var subPathDepth = 0;\n    var c;\n    var key;\n    var

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};\n\nVueI18n.prototype._initVM = function _initVM (data) {\n  var silent = Vue.config.silent;\n  Vue.config.silent = true;\n  this._vm = new Vue({ data: data });\n  Vue.config.silent = silent;\n};\n\nVueI18n.prototype.subscribeDataChanging = function subscribeDataChanging (vm) {\n  this._dataListeners.push(vm);\n};\n\nVueI18n.prototype.unsubscribeDataChanging = function unsubscribeDataChanging (vm) {\n  remove(this._dataListeners, vm);\n};\n\nVueI18n.prototype.watchI18nData = function watchI18nData () {\n  var self = this;\n  return this._vm.$watch('$data', function () {\n    var i = self._dataListeners.length;\n    while (i--) {\n      Vue.nextTick(function () {\n        self._dataListeners[i] && self._dataListeners[i].$forceUpdate();\n      });\n    }\n  }, { deep: true });\n};\n\nVueI18n.prototype.watchLocale = function watchLocale () {\n  /* istanbul ignore if */\n  if (!this._sync || !this._root) { return null }\n  var target = this._vm;\n  return this._root.$i18n.vm.$watch('locale', function (val) {\n    target.$set(target, 'locale', val);\n    target.$forceUpdate();\n  }, { immediate: true });\n};\n\nprototypeAccessors.vm.get = function () { return this._vm };\n\nprototypeAccessors.messages.get = function () { return looseClone(this._getMessages()) };\n\nprototypeAccessors.dateTimeFormats.get = function () { return looseClone(this._getDateTimeFormats()) };\n\nprototypeAccessors.numberFormats.get = function () { return looseClone(this._getNumberFormats()) };\n\nprototypeAccessors.locale.get = function () { return this._vm.locale };\n\nprototypeAccessors.locale.set = function (locale) {\n  this._vm.$set(this._vm, 'locale', locale);\n};\n\nprototypeAccessors.fallbackLocale.get = function () { return this._vm.fallbackLocale };\n\nprototypeAccessors.fallbackLocale.set = function (locale) {\n  this._vm.$set(this._vm, 'fallbackLocale', locale);\n};\n\nprototypeAccessors.missing.get = function () { return this._missing };\n\nprototypeAccessors.missing.set = function (handler) { this._missing = handler; };\n\nprototypeAccessors.formatter.get = function () { return this._formatter };\n\nprototypeAccessors.formatter.set = function (formatter) { this._formatter = formatter; };\n\nprototypeAccessors.silentTranslationWarn.get = function () { return this._silentTranslationWarn };\n\nprototypeAccessors.silentTranslationWarn.set = function (silent) {\n  this._silentTranslationWarn = silent; };\n\nVueI18n.prototype._getMessages = function _getMessages () { return this._vm.messages };\n\nVueI18n.prototype._getDateTimeFormats = function _getDateTimeFormats () { return this._vm.dateTimeFormats };\n\nVueI18n.prototype._getNumberFormats = function _getNumberFormats () { return this._vm.numberFormats };\n\nVueI18n.prototype._warnDefault = function _warnDefault (locale, key, result, vm, values) {\n  if (!isNull(result)) { return result }\n  if (this._missing) {\n    var missingRet = this._missing.apply(null, [locale, key, vm, values]);\n    if (typeof missingRet === 'string') {\n      return missingRet\n    }\n  } else {\n    if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n      warn(\n        "Cannot translate the value of keypath \"" + key + "\". " +\n        "Use the value of keypath as default.\n      ");\n    }\n  }\n  return key\n};\n\nVueI18n.prototype._isFallbackRoot = function _isFallbackRoot (val) {\n  return !val && !isNull(this._root) && this._fallbackRoot\n};\n\nVueI18n.prototype._interpolate = function _interpolate (\n  locale,\n  message,\n  key,\n  host,\n  interpolateMode,\n  values,\n  visitedLinkStack\n) {\n  if (!message) { return null }\n  var pathRet = this._path.getPathValue(message, key);\n  if (Array.isArray(pathRet) || isPlainObject(pathRet)) { return pathRet }\n  var ret;\n  if (isNull(pathRet)) {\n    /* istanbul ignore else */\n    if (isPlainObject(message)) {\n      ret = message[key];\n      if (typeof ret !== 'string') {\n        if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n          warn(("Value of key \"" + key + "\" is not a string!"));\n        }\n        return null\n      }\n    } else {\n      return null\n    } else {\n      /* istanbul ignore else */\n      if (typeof pathRet === 'string') {\n        ret = pathRet;\n      } else {\n        if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n          warn(("Value of key \"" + key + "\" is not a string!"));\n        }\n        return null\n      }\n    }\n  }\n  // Check for the existence of links within the translated string\n  if (ret.indexOf('@:')\n    >= 0 || ret.indexOf('@.') >= 0) {\n    ret = this._link(locale, message, ret, host, interpolateMode, values, visitedLinkStack);\n  }\n  return this._render(ret, interpolateMode, values)\n};\n\nVueI18n.prototype._link = function _link (\n  locale,\n  message,\n  str,\n  host,\n  interpolateMode,\n  values,\n  visitedLinkStack\n) {\n  var this$I = this;\n  var ret = str;\n  // Match all the links within the local\n  // We are going to replace each of\n  // them with its translation\n  var matches = ret.match(linkKeyMatcher);\n  for (var idx in matches) {\n    // ie

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compatible: filter custom array\n // prototype method\n if (!matches.hasOwnProperty(idx)) {\n continue\n
}\n var link = matches[idx];\n var linkKeyPrefixMatches = link.match(linkKeyPrefixMatcher);\n var
linkPrefix = linkKeyPrefixMatches[0];\n var formatterName = linkKeyPrefixMatches[1];\n // Remove the
leading @:, @.case: and the brackets\n var linkPlaceholder = link.replace(linkPrefix,
").replace(bracketsMatcher, ");\n\n if (visitedLinkStack.includes(linkPlaceholder)) {\n if
(process.env.NODE_ENV !== 'production') {\n warn(("Circular reference found. \"" + link + "\" is already
visited in the chain of \" + (visitedLinkStack.reverse().join(' < - ')));)\n }\n return ret\n }\n
visitedLinkStack.push(linkPlaceholder);\n\n // Translate the link\n var translated = this.$1._interpolate(\n
locale, message, linkPlaceholder, host,\n interpolateMode === 'raw' ? 'string' : interpolateMode,\n
interpolateMode === 'raw' ? undefined : values,\n visitedLinkStack\n );\n\n if
(this.$1._isFallbackRoot(translated)) {\n if (process.env.NODE_ENV !== 'production' &&
!this.$1._silentTranslationWarn) {\n warn(("Fall back to translate the link placeholder \"" + linkPlaceholder + "\"
with root locale.\"));\n }\n /* istanbul ignore if */\n if (!this.$1._root) { throw Error('unexpected error') }\n
var root = this.$1._root.$i18n;\n translated = root._translate(\n root._getMessages(), root.locale,
root.fallbackLocale,\n linkPlaceholder, host, interpolateMode, values\n );\n }\n translated =
this.$1._warnDefault(\n locale, linkPlaceholder, translated, host,\n Array.isArray(values) ? values : [values]\n
);\n if (formatters.hasOwnProperty(formatterName)) {\n translated = formatters[formatterName](translated);\n
}\n\n visitedLinkStack.pop();\n\n // Replace the link with the translated\n ret = !translated ? ret :
ret.replace(link, translated);\n }\n\n return ret\n};\n\nVueI18n.prototype._render = function _render (message,
interpolateMode, values) {\n var ret = this._formatter.interpolate(message, values);\n // if interpolateMode is
**not** 'string' ('row'),\n // return the compiled data (e.g. ['foo', VNode, 'bar']) with formatter\n return
interpolateMode === 'string' ? ret.join("") : ret\n};\n\nVueI18n.prototype._translate
= function _translate (\n messages,\n locale,\n fallback,\n key,\n host,\n interpolateMode,\n args\n) {\n var res
=\n this._interpolate(locale, messages[locale], key, host, interpolateMode, args, [key]);\n if (!isNull(res)) { return
res }\n\n res = this._interpolate(fallback, messages[fallback], key, host, interpolateMode, args, [key]);\n if
(!isNull(res)) {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n
warn(("Fall back to translate the keypath \"" + key + "\" with \"" + fallback + "\" locale.\"));\n }\n return res\n }
else {\n return null\n }\n};\n\nVueI18n.prototype._t = function _t (key, _locale, messages, host) {\n var ref;\n
var values = [], len = arguments.length - 4;\n while ( len-- > 0 ) values[ len ] = arguments[ len + 4 ];\n if (!key) {
return " }\n\n var parsedArgs = parseArgs.apply(void 0, values);\n var locale = parsedArgs.locale || _locale;\n
var ret = this._translate(\n messages,\n
locale, this.fallbackLocale, key,\n host, 'string', parsedArgs.params\n );\n if (this._isFallbackRoot(ret)) {\n if
(process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn(("Fall back to translate
the keypath \"" + key + "\" with root locale.\"));\n }\n /* istanbul ignore if */\n if (!this._root) { throw
Error('unexpected error') }\n return (ref = this._root).$.t.apply(ref, [ key ].concat( values ))\n } else {\n return
this._warnDefault(locale, key, ret, host, values)\n }\n};\n\nVueI18n.prototype.t = function t (key) {\n var ref;\n
var values = [], len = arguments.length - 1;\n while ( len-- > 0 ) values[ len ] = arguments[ len + 1 ];\n return (ref
= this)._t.apply(ref, [ key, this.locale, this._getMessages(), null ].concat( values ))\n};\n\nVueI18n.prototype._i =
function _i (key, locale, messages, host, values) {\n var ret =\n this._translate(messages, locale,
this.fallbackLocale, key, host, 'raw', values);\n
if (this._isFallbackRoot(ret)) {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn)
{\n warn(("Fall back to interpolate the keypath \"" + key + "\" with root locale.\"));\n }\n if (!this._root) {
throw Error('unexpected error') }\n return this._root.$i18n.i(key, locale, values)\n } else {\n return
this._warnDefault(locale, key, ret, host, [values])\n }\n};\n\nVueI18n.prototype.i = function i (key, locale, values)
{\n /* istanbul ignore if */\n if (!key) { return " }\n\n if (typeof locale !== 'string') {\n locale = this.locale;\n
}\n\n return this._i(key, locale, this._getMessages(), null, values)\n};\n\nVueI18n.prototype._tc = function _tc (\n
key,\n _locale,\n messages,\n host,\n choice\n) {\n var ref;\n\n var values = [], len = arguments.length - 5;\n
while ( len-- > 0 ) values[ len ] = arguments[ len + 5 ];\n if (!key) { return " }\n if (choice === undefined) {\n

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```

= args[0].locale;\n  }\n  if (args[0].key) {\n    key = args[0].key;\n  }\n  } else if (args.length === 2)
{\n  if (typeof args[0] === 'string') {\n    key = args[0];\n  }\n  if (typeof args[1] === 'string') {\n    locale =
args[1];\n  }\n  }\n  return this._d(value, locale, key);\n};\n\nVueI18n.prototype.getNumberFormat = function
getNumberFormat (locale) {\n  return looseClone(this._vm.numberFormats[locale] ||
{ })\n};\n\nVueI18n.prototype.setNumberFormat = function setNumberFormat (locale, format) {\n
this._vm.$set(this._vm.numberFormats, locale, format);\n};\n\nVueI18n.prototype.mergeNumberFormat = function
mergeNumberFormat (locale, format) {\n  this._vm.$set(this._vm.numberFormats, locale,
merge(this._vm.numberFormats[locale] || {}, format));\n};\n\nVueI18n.prototype._localizeNumber = function
_localizeNumber (\n  value,\n  locale,\n  fallback,\n  numberFormats,\n  key,\n  options)\n) {\n  var _locale =
locale;\n  var formats = numberFormats[_locale];\n\n  // fallback locale\n  if (isNull(formats) || isNull(formats[key])) {\n    if (process.env.NODE_ENV !== 'production')
{\n      warn(("Fall back to \"" + fallback + "\" number formats from \"" + locale + "\" number formats."));\n    }\n    _locale = fallback;\n    formats = numberFormats[_locale];\n  }\n  if (isNull(formats) || isNull(formats[key])) {\n
return null\n  } else {\n    var format = formats[key];\n    var formatter;\n    if (options) {\n      // If options
specified - create one time number formatter\n      formatter = new Intl.NumberFormat(_locale, Object.assign({},
format, options));\n    } else {\n      var id = _locale + \"__\" + key;\n      formatter = this._numberFormatters[id];\n      if (!formatter) {\n        formatter = this._numberFormatters[id] = new Intl.NumberFormat(_locale, format);\n      }\n    }\n    return formatter.format(value)\n  }\n};\n\nVueI18n.prototype._n = function _n (value, locale, key, options) {\n
/* istanbul ignore if */\n
if (!VueI18n.availabilities.numberFormat) {\n  if (process.env.NODE_ENV !== 'production') {\n    warn('Cannot
format a Number value due to not supported Intl.NumberFormat.);\n  }\n  return \"\n  }\n  }\n  if (!key) {\n    var nf =
!options ? new Intl.NumberFormat(locale) : new Intl.NumberFormat(locale, options);\n    return nf.format(value)\n
  }\n  }\n  var ret =\n    this._localizeNumber(value, locale, this.fallbackLocale, this._getNumberFormats(), key,
options);\n  if (this._isFallbackRoot(ret)) {\n    if (process.env.NODE_ENV !== 'production') {\n      warn(("Fall
back to number localization of root: key \"" + key + "\" .));\n    }\n    /* istanbul ignore if */\n    if (!this._root) {\n
throw Error('unexpected error')\n    }\n    return this._root.$i18n.n(value, Object.assign({}, { key: key, locale: locale },
options))\n  } else {\n    return ret || \"\n  }\n};\n\nVueI18n.prototype.n = function n (value) {\n  var args = [], len =
arguments.length - 1;\n  while (len-- > 0 ) args[
len ] = arguments[ len + 1 ];\n\n  var locale = this.locale;\n  var key = null;\n  var options = null;\n\n  if (args.length
=== 1) {\n    if (typeof args[0] === 'string') {\n      key = args[0];\n    } else if (isObject(args[0])) {\n      if
(args[0].locale) {\n        locale = args[0].locale;\n      }\n      if (args[0].key) {\n        key = args[0].key;\n      }\n    }\n    // Filter out number format options only\n    options = Object.keys(args[0]).reduce(function (acc, key) {\n      var
obj;\n\n      if (numberFormatKeys.includes(key)) {\n        return Object.assign({}, acc, ( obj = {}, obj[key] =
args[0][key], obj ))\n      }\n      return acc\n    }, null);\n  }\n  } else if (args.length === 2) {\n    if (typeof
args[0] === 'string') {\n      key = args[0];\n    }\n    if (typeof args[1] === 'string') {\n      locale = args[1];\n    }\n
  }\n  return this._n(value, locale, key, options);\n};\n\nObject.defineProperties( VueI18n.prototype,
prototypeAccessors );\n\nVueI18n.availabilities
= {\n  dateTimeFormat: canUseDateTimeFormat,\n  numberFormat: canUseNumberFormat\n};\n\nVueI18n.install =
install;\n\nVueI18n.version = '8.4.0';\n\nexport default VueI18n;\n\n", "import Vue from 'vue'\nimport VueI18n from
'vue-i18n'\n\nVue.use(VueI18n)\n\nfunction loadLocaleMessages () {\n  const locales = require.context('./locales',
true, /[A-Za-z0-9-_,\\s]+\\.json$/i)\n  const messages = {}\n  locales.keys().forEach(key => {\n    const matched =
key.match(/([A-Za-z0-9-_,\\s]+)\\.i)\n    if (matched && matched.length > 1) {\n      const locale = matched[1]\n      messages[locale] = locales(key)\n    }\n  })\n  return messages\n}\n\nexport default new VueI18n({\n  locale:
process.env.VUE_APP_I18N_LOCALE || 'en',\n  fallbackLocale:
process.env.VUE_APP_I18N_FALLBACK_LOCALE || 'en',\n  messages: loadLocaleMessages()\n})\n\n", "var render
= function () {\n  var _vm=this;\n  var _h=_vm.$createElement;\n  var _c=_vm._self._c||_h;\n  return _vm._m(0)\n}\n\nvar
staticRenderFns = [function () {\n  var _vm=this;\n  var

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_h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:"content-
placeholder"},[_c('div',{staticClass:"content-placeholder__wrapper",style:({ backgroundSize: _vm.size
})},_vm._l((_vm.formattedRows),function(row,r){return _c('div',{key:r,staticClass:"content-
placeholder__wrapper__row",style:({height: row.height})},_vm._l((row.bboxes),function(box,b){return
_c('div',{key:b,style:(box.style)},[(box.subClass)?_c('div',{class:box.subClass}):_vm._e()])])))]])\n\nexport {
render, staticRenderFns }","const DEFAULT_ROWS = [\n {\n height: '1em',\n boxes: [[0, '50%'], ['5%', '30%'],
['5%', '10%']]\n }]\n\n\nexport function isFlexBasis (str) {\n return Number(str).toString() ===
str.toString()\n}\n\n\nexport function isWidth (str) {\n const cssSuffix = ['px', '%', 'em', 'rem']\n let checkState =
false\n cssSuffix.forEach(suffix => {\n if (Number(str.split(suffix)[0]) &&\n str.split(suffix)[1] === " &&\n
str.split(suffix).length === 2) {\n
checkState = true\n } }\n })\n return checkState\n}\n\n\nexport function getBoxStyle (left, width, isLast, subClass
= 'box') {\n const arr = []\n if (left !== 0) {\n if (isFlexBasis(left)) {\n arr.push({style: `flex-grow: ${left};
flex-shrink: 0; flex-basis: 0;`, subClass})\n } else if (isWidth(left)) {\n arr.push({style: `flex-grow: 0; flex-
shrink: 0; flex-basis: ${left};`, subClass})\n } }\n if (isFlexBasis(width)) {\n arr.push({style: `flex-grow:
${width}; flex-shrink: 0; flex-basis: 0;`})\n } else if (isWidth(width)) {\n arr.push({style: `flex-grow: 0; flex-
shrink: 0; flex-basis: ${width};`})\n } }\n if (isLast) {\n arr.push({style: `flex-grow: 1; flex-shrink: 0; flex-basis:
0;`, subClass})\n } }\n return arr\n}\n\n\nexport function formatRows (rows = DEFAULT_ROWS, subClass = 'box')
{\n const rowArr = []\n rows.forEach(row => {\n let boxArr = []\n const rowObj = {}\n // Add height\n
rowObj.height = row.height\n // Add style\n
rowObj.bboxes.forEach((box, index) => {\n const isLast = index === row.bboxes.length - 1\n boxArr =
boxArr.concat(getBoxStyle(box[0], box[1], isLast, subClass))\n })\n rowObj.bboxes = boxArr\n
rowArr.push(rowObj)\n })\n return rowArr\n}\n\n\nexport default {\n isFlexBasis,\n isWidth,\n getBoxStyle,\n
formatRows\n}\n\n","<template>\n <div class="content-placeholder" v-once>\n <div class="content-
placeholder__wrapper" :style="{ backgroundSize: size }">\n <div class="content-
placeholder__wrapper__row" :style="{height: row.height}" v-for="(row, r) in formattedRows" :key="r">\n
<div :style="box.style" v-for="(box, b) in row.bboxes" :key="b">\n <div v-if="box.subClass"
:class="box.subClass"></div>\n </div>\n </div>\n </div>\n </div>\n</template>\n\n<script>\nimport {
formatRows } from './utils/placeholder.js"\n\n/**\n * A component to fill empty spaces with animated placeholders
until content is loaded.\n */\nexport
default {\n name: 'ContentPlaceholder',\n props: {\n /**\n * An array of lines describing a series of cell sizes
and margin sizes.\n */\n rows: {\n type: Array\n },\n /**\n * The size of the background gradient with
the elapsing effect.\n */\n size: {\n type: String,\n default: '250%\n } }\n },\n computed: {\n
formattedRows () {\n return formatRows(this.rows, 'content-placeholder__wrapper__row__box')\n } }\n}\n\n</script>\n\n<style scoped lang="scss">\n@import './styles/lib';\n\n@keyframes placeHolderShimmer{\n
0%{\n background-position: 100% 0\n }\n 100%{\n background-position: -100% 0\n }\n}\n\n.content-
placeholder {\n overflow: hidden;\n\n &__wrapper {\n animation-duration: 1s;\n animation-fill-mode:
forwards;\n animation-iteration-count: infinite;\n animation-name: placeHolderShimmer;\n animation-timing-
function: linear;\n background: #f6f7f8;\n background: linear-gradient(to
right, #eeeeee 8%, #dddddd 18%, #eeeeee 33%);\n position: relative;\n\n &__row {\n width: 100%;\n
box-sizing: border-box;\n display: flex;\n flex: 0 1 auto;\n flex-direction: row;\n flex-wrap: wrap;\n\n
&__box {\n box-sizing: border-box;\n position: relative;\n height: 100%;\n margin-bottom: 0;\n
background-color: white;\n overflow: hidden;\n } }\n }\n}\n\n</style>\n\n",import mod from "\n-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./ContentPlaceholder.vue?vue&type=script&lang=js&"; export default mod; export * from "\n-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-

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hange\":function($event){_vm.amountIsPristine = false },\"input\":function($event){if($event.target.composing){
return; }_vm.amount=$event.target.value } })),_c('span',{staticClass:\"donate-
form__payment__buttons\"}),[_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod
=== 'monthly' },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod =
'monthly' } }],[_vm._v(\"\\n          \"+_vm._s(_vm.$t('donate-form.frequency.monthly')))+\"\\n
\"]),_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === 'yearly'
},attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = 'yearly' } }],[_vm._v(\"\\n
\"+_vm._s(_vm.$t('donate-form.frequency.yearly')))+\"\\n          \"]),_c('button',{staticClass:\"btn btn-sm\",class:{
'btn-primary': _vm.installmentPeriod === null
},attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = null } }],[_vm._v(\"\\n
\"+_vm._s(_vm.$t('donate-form.frequency.onetime')))+\"\\n
          \")))]),(_vm.changeThe)?_c('p',{staticClass:\"mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.$t('donate-
form.result.sentence', { target: _vm.changeThe })))};_vm._e(),_c('div',{staticClass:\"mt-
4\"}),[_c('input',{attrs:{\"name\":'org_id','value\":'icij','type\":'hidden\"} }]),_c('input',{directives:[{ name:'mo
del\",rawName:'v-
model\",value:(_vm.installmentPeriod),expression:\"installmentPeriod\"}],attrs:{\"name\":'installmentPeriod\",'ty
pe\":'hidden\"},domProps:{\"value\":(_vm.installmentPeriod)},on:{\"input\":function($event){if($event.target.com
posing){ return; }_vm.installmentPeriod=$event.target.value } }]),_c('button',{staticClass:\"btn btn-primary rounded-
pill text-uppercase font-weight-bold\",attrs:{\"type\":'submit\"} }],[_vm._v(\"\\n          \"+_vm._s(_vm.$t('donate-
form.submit')))+\"\\n          \"]),_c('a',{staticClass:\"donate-
form__payment__image\",attrs:{\"target\":'_blank\",'href\":'https://icij.org/donate\"} }))])),_c('div',{staticClass:\
'donate-form__insider\"}),[_c('h2',{staticClass:\"donate-form__insider__title\"}),[_vm._v(\"\\n
          \"+_vm._s(_vm.$t('donate-form.benefits.heading')))+\"\\n          \"]),_c('p',[_vm._v(\"\\n
\"+_vm._s(_vm.$t('donate-form.benefits.introduction')))+\"\\n          \"]),_c('div',{staticClass:\"donate-
form__insider__modal__container row\"}),[_c('div',{staticClass:\"col\"}),[_c('h3',{staticClass:\"donate-
form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"}),[_vm._v(\"\\n
\"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.heading')))+\"\\n
\"]),_c('div',{staticClass:\"Article\"}),[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-
weight-bold\"}),[_vm._v(\"\\n          \"+_vm._s(_vm.$t('donate-
form.benefits.impacts.conversation.highlight')))+\"\\n          \"]),_c('ul',{staticClass:\"donate-
form__insider__list\"}),_vm._l((_vm.$t('donate-form.benefits.impacts.conversation.list')),function(t){return
_c('li',{staticClass:\"donate-form__insider__list-item\"}),[_vm._v(\"\\n
          \"+_vm._s(t)+\"\\n
          \")))])))])),_c('div',{staticClass:\"col\"}),[_c('h3',{staticClass:\"donate-form__insider__subtitle text-upperc
ase font-weight-bold text-primary h5\"}),[_vm._v(\"\\n          \"+_vm._s(_vm.$t('donate-
form.benefits.impacts.rules.heading')))+\"\\n
\"]),_c('div',{staticClass:\"Article\"}),[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-
weight-bold\"}),[_vm._v(\"\\n          \"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.highlight')))+\"\\n
          \")),_c('ul',{staticClass:\"donate-form__insider__list\"}),_vm._l((_vm.$t('donate-
form.benefits.impacts.rules.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-
item\"}),[_vm._v(\"\\n          \"+_vm._s(t)+\"\\n
          \")))])))])),_c('div',{staticClass:\"col\"}),[_c('h3',{staticClass:\"donate-form__insider__subtitle
text-uppercase font-weight-bold text-primary h5\"}),[_vm._v(\"\\n          \"+_vm._s(_vm.$t('donate-
form.benefits.impacts.world.heading')))+\"\\n
\"]),_c('div',{staticClass:\"Article\"}),[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-
weight-bold\"}),[_vm._v(\"\\n          \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.highlight')))+\"\\n
          \")),_c('ul',{staticClass:\"donate-form__insider__list\"}),_vm._l((_vm.$t('donate-
form.benefits.impacts.world.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-

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item\}},[_vm._v(\("\n
        \"+_vm._s(t)+\("\n
        \")))))])))]),_c('hr',{staticClass:\`donate-
form__insider__separator\`}),_c('div',{staticClass:\`donate-form__insider__more text-
center\`}),[_c('a',{staticClass:\`btn btn-primary rounded-pill text-uppercase font-weight-bold py-
2\`,attrs:{\"target\":\`_blank\`,`href\":\`https://icij.org/donate\`}}),[_vm._v(\("\n
        \"+_vm._s(_vm.$t('donate-form.benefits.more'))+\("\n
        \")))])))]),2)}\nvar staticRenderFns = [function () { var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('span',{staticClass:\`input-group-
prepend\`}),[_c('span',{staticClass:\`input-group-text\`}),[_vm._v(\"$\")]])]}\n\nexport { render, staticRenderFns
}","<template>\n <div class=\`donate-form container-fluid py-2\`>\n <h2 class=\`text-uppercase font-weight-bold
text-primary h5\` v-if=\`!noTitle\`>\n {{ $t('donate-form.support') }}\n </h2>\n <!-- @slot Description of the
form (bellow the title). -->\n <slot name=\`introduction\`>\n <p v-html=\`$t('donate-
form.introduction')\`></p>\n </slot>\n <div class=\`donate-form__payment mb-4\`>\n <form
action=\`//checkout.fundjournalism.org/memberform\` method=\`get\` target=\`_blank\` class=\`donate-
form__payment__form bg-light p-4\`>\n <h3 class=\`donate-form__payment__title h5 mb-4\`>\n
<strong>\n
        {{ $t('donate-form.join-heading') }}\n </strong>\n </h3>\n <div>\n <span>{{
$t('donate-form.label') }}&nbsp;</span>\n <label class=\`donate-form__payment__unit input-group input-
group-sm d-inline-flex\`>\n <span class=\`input-group-prepend\`>\n <span class=\`input-group-
text\`>$/</span>\n </span>\n <input class=\`donate-form__payment__input form-control\`
name=\`amount\` v-model=\`amount\` @change=\`amountIsPristine = false\` type=\`number\` min=\`0\`>\n
</label>\n <span class=\`donate-form__payment__buttons\`>\n <button type=\`button\` class=\`btn
btn-sm\` :class=\`{ 'btn-primary': installmentPeriod === 'monthly' }\` @click=\`installmentPeriod = 'monthly'\`>\n
        {{ $t('donate-form.frequency.monthly') }}\n </button>\n <button type=\`button\`
class=\`btn btn-sm\` :class=\`{ 'btn-primary': installmentPeriod
=== 'yearly' }\` @click=\`installmentPeriod = 'yearly'\`>\n        {{ $t('donate-form.frequency.yearly') }}\n
</button>\n <button type=\`button\` class=\`btn btn-sm\` :class=\`{ 'btn-primary': installmentPeriod ===
null }\` @click=\`installmentPeriod = null\`>\n        {{ $t('donate-form.frequency.onetime') }}\n
</button>\n </span>\n </div>\n <p v-if=\`changeThe\` class=\`mt-2\` v-html=\`$t('donate-
form.result.sentence', { target: changeThe})\`></p>\n <div class=\`mt-4\`>\n <input name=\`org_id\`
value=\`icij\` type=\`hidden\`>\n <input name=\`installmentPeriod\` v-model=\`installmentPeriod\`
type=\`hidden\`>\n <button type=\`submit\` class=\`btn btn-primary rounded-pill text-uppercase font-weight-
bold\`>\n {{ $t('donate-form.submit') }}\n </button>\n <a target=\`_blank\`
href=\`https://icij.org/donate\` class=\`donate-form__payment__image\`></a>\n
</div>\n </form>\n </div>\n <div class=\`donate-form__insider\`>\n <h2 class=\`donate-
form__insider__title\`>\n {{ $t('donate-form.benefits.heading') }}\n </h2>\n <p>\n {{ $t('donate-
form.benefits.introduction') }}\n </p>\n <div class=\`donate-form__insider__modal__container row\`>\n
<div class=\`col\`>\n <h3 class=\`donate-form__insider__subtitle text-uppercase font-weight-bold text-
primary h5\`>\n {{ $t('donate-form.benefits.impacts.conversation.heading') }}\n </h3>\n
<div class=\`Article\`>\n <div>\n <p class=\`donate-form__insider__highlight text-icij font-
weight-bold\`>\n {{ $t('donate-form.benefits.impacts.conversation.highlight') }}\n
</p>\n <ul class=\`donate-form__insider__list\`>\n <li class=\`donate-
form__insider__list-item\`
v-for=\`t in $t('donate-form.benefits.impacts.conversation.list')\`>\n {{ t }}\n </li>\n
</ul>\n </div>\n </div>\n </div>\n </div>\n <div class=\`col\`>\n <h3
class=\`donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\`>\n {{
$t('donate-form.benefits.impacts.rules.heading') }}\n </h3>\n <div class=\`Article\`>\n
<div>\n <p class=\`donate-form__insider__highlight text-icij font-weight-bold\`>\n {{
$t('donate-form.benefits.impacts.rules.highlight') }}\n </p>\n <ul class=\`donate-
form__insider__list\`>\n <li class=\`donate-form__insider__list-item\` v-for=\`t in $t('donate-

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form.benefits.impacts.rules.list')">\n                {{ t }}\n
                </li>\n                </ul>\n                </div>\n                </div>\n                </div>\n                <div
class=\"col\">\n                <h3 class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary
h5\">\n                {{ $t('donate-form.benefits.impacts.world.heading') }}\n                </h3>\n                <div
class=\"Article\">\n                <div>\n                <p class=\"donate-form__insider__highlight text-icij font-
weight-bold\">\n                {{ $t('donate-form.benefits.impacts.world.highlight') }}\n                </p>\n
                <ul class=\"donate-form__insider__list\">\n                <li class=\"donate-form__insider__list-item\" v-
for=\"t in $t('donate-form.benefits.impacts.world.list')\">\n                {{ t }}\n                </li>\n
</ul>\n                </div>\n                </div>\n                </div>\n                </div>\n
                <hr class=\"donate-form__insider__separator\">\n                <div class=\"donate-form__insider__more text-center\">\n
                <a target=\"_blank\" href=\"https://icij.org/donate\" class=\"btn btn-primary rounded-pill text-uppercase font-
weight-bold py-2\">\n                {{ $t('donate-form.benefits.more') }}\n                </a>\n                </div>\n                </div>\n
</div>\n</template>\n\n<script>\n    import i18n from '@/i18n'\n    import keys from 'lodash/keys'\n    import map from
'lodash/map'\n    import sortBy from 'lodash/sortBy'\n    import forEach from 'lodash/forEach'\n    import config from
'./config'\n\n    /**\n     * A form to encourage donations. We usually put this form inside a modal\n     */\n    export
default {\n      i18n,\n      name: 'DonateForm',\n      props: {\n        /**\n         * Title of the form.\n         */\n        noTitle: {\n
          type: Boolean\n        },\n        /**\n         * Description of the form (bellow the title).\n         */\n        introduction: {\n
          type: String,\n          default: () => config.get('donate-form.introduction')\n        }\n      },\n      data() {\n
        return {\n          amount: 15,\n          // True if the amount wasn't changed by the user yet\n          amountIsPristine: true,\n
          installmentPeriod: 'monthly',\n          labelForChange: {\n            'monthly': {\n
              3: this.$t('donate-form.result.conversation'),\n              15: this.$t('donate-form.result.rules'),\n              50:
this.$t('donate-form.result.world')\n            },\n            'yearly': {\n              35: this.$t('donate-
form.result.conversation'),\n              180: this.$t('donate-form.result.rules'),\n              600: this.$t('donate-
form.result.world')\n            }\n          },\n          watch: {\n            installmentPeriod (installmentPeriod) {\n
              if (!this.amountIsPristine) {\n                return\n              }\n              if (installmentPeriod === 'monthly') {\n
                this.$set(this, 'amount', 15)\n              } else {\n                this.$set(this, 'amount', 100)\n              }\n
            }\n          },\n          computed: {\n            changeThe () {\n              const ranges = this.labelForChange[this.installmentPeriod ||
'yearly'];\n              // Final label\n              let label = null;\n              forEach(sortBy(map(keys(ranges), Number)), amount =>
{\n                label = this.amount >= amount ? ranges[amount] : label;\n              });\n              return label;\n            }\n          }\n
        }\n      }\n    }\n\n</script>\n\n<style lang=\"scss\">\n    @import './styles/lib.scss';\n\n    .donate-form {\n      font-size: 0.9rem;\n\n
      &__payment {\n        & &__unit {\n          width: 120px;\n          margin-right: $spacer;\n\n          @media screen and
(max-width: $modal-lg) {\n            width: 100%;\n            flex: 0 0 100%;\n          }\n        }\n      }\n\n      &__insider {\n        &__list {\n
          padding-left: 20px;\n\n          &-item {\n            position: relative;\n            margin: 3px 0;\n            list-
style: none;\n\n            &:before {\n              content: '\\2713';\n              position: absolute;\n              left: -16px;\n
              font-size: 14px;\n              font-weight: 700;\n              color: #333;\n              font-family: $font-family-sans-
serif;\n            }\n          }\n        }\n      }\n\n      &__modal__container .col {\n        @media screen and (max-width: $modal-
lg) {\n          width: 100%;\n          flex: 0 0 100%;\n        }\n      }\n    }\n  }\n</style>\n\n", "import mod from '\n-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=script&lang=js&';\n
export default mod; export * from '\n-!././node_modules/cache-loader/dist/cjs.js??ref--12-
0!././node_modules/thread-loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-
loader/dist/cjs.js??ref--0-0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=script&lang=js&';\n\n", "import
{ render, staticRenderFns } from './DonateForm.vue?vue&type=template&id=4fe5468d&'\n\nimport script from
'./DonateForm.vue?vue&type=script&lang=js&'\n\nexport * from
'./DonateForm.vue?vue&type=script&lang=js&'\n\nimport style0 from
'./DonateForm.vue?vue&type=style&index=0&lang=scss&'\n\n\n/* normalize component */\nimport normalizer

```



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from \!..\node_modules/vue-loader/lib/runtime/componentNormalizer.js\nvar component = normalizer(\n
script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\ncomponent.options.__file =
\DonateForm.vue\nexport default component.exports",\nvar render = function () {var _vm=this;var
_h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\embeddable-footer p-2 text-
nowrap\}),[_c('a',{staticClass:\text-white embeddable-
footer__brand\",attrs:{\href\":_vm.homeUrl,\target\":\blank\}),[_c('img',{staticClass:\mr-
2\",attrs:{\src\":require(\../assets/images/icij-white@2x.png\),\height\":\20\}),_vm._v(\n
\n+_vm._s(_vm.title)+\n \n))],_c('div',{staticClass:\embeddable-footer__lead small text-
truncate\",domProps:{\innerHTML\":_vm._s(_vm.lead)}),_c('button',{staticClass:\btn btn-link text-white btn-sm
py-0 embeddable-footer__share-btn\",class:{ active: _vm.showShareOptions
},on:{\click\":function($event){_vm.showShareOptions =
!_vm.showShareOptions}}],_c('fa',{attrs:{\icon\":\share-alt\}),_c('span',{staticClass:\sr-
only\}),[_vm._v(_vm._s(_vm.$t(\embeddable-footer.share\)))],1),(_vm.showShareOptions)?_c('sharing-
options',{attrs:{\values\":_vm.sharingOptionsValues,\direction\":\column-reverse\},\iframe-min-
height\":_vm.iframeMinHeight,\iframe-min-width\":_vm.iframeMinWidth}):_vm._e(),1)\nvar staticRenderFns
= []\nexport { render, staticRenderFns }\",/**\n * @this {Promise}\n *\nfunction finallyConstructor(callback) {\n
var constructor = this.constructor;\n return this.then(\n function(value) {\n return
constructor.resolve(callback()).then(function() {\n return value;\n });\n },\n function(reason) {\n
return constructor.resolve(callback()).then(function() {\n return constructor.reject(reason);\n });\n })\n
);\n}\nexport default finallyConstructor;\n\",import promiseFinally from './finally';\n\n// Store setTimeout
reference so promise-polyfill will be unaffected by\n// other code modifying setTimeout (like
sinon.useFakeTimers())\nvar setTimeoutFunc = setTimeout;\n\nfunction noop() {\n}\n\n// Polyfill for
Function.prototype.bind\nfunction bind(fn, thisArg) {\n return function() {\n fn.apply(thisArg, arguments);\n
};\n}\n\n/**\n * @constructor\n * @param {Function} fn\n *\nfunction Promise(fn) {\n if (!(this instanceof
Promise))\n throw new TypeError('Promises must be constructed via new');\n if (typeof fn !== 'function') throw
new TypeError('not a function');\n /** @type {!number} */\n this._state = 0;\n /** @type {!boolean} */\n
this._handled
= false;\n /** @type {Promise|undefined} */\n this._value = undefined;\n /** @type {!Array<Function>} */\n
this._deferreds = [];\n\n doResolve(fn, this);\n\nfunction handle(self, deferred) {\n while (self._state === 3) {\n
self = self._value;\n }\n if (self._state === 0) {\n self._deferreds.push(deferred);\n return;\n }\n self._handled
= true;\n Promise._immediateFn(function() {\n var cb = self._state === 1 ? deferred.onFulfilled :
deferred.onRejected;\n if (cb === null) {\n (self._state === 1 ? resolve : reject)(deferred.promise,
self._value);\n return;\n }\n var ret;\n try {\n ret = cb(self._value);\n } catch (e) {\n
reject(deferred.promise, e);\n return;\n }\n resolve(deferred.promise, ret);\n });\n}\n\nfunction resolve(self,
newValue) {\n try {\n // Promise Resolution Procedure: https://github.com/promises-aplus/promises-spec#the-
promise-resolution-procedure\n if (newValue === self)\n throw
new TypeError('A promise cannot be resolved with itself');\n if (\n newValue &&\n (typeof newValue ===
'object' || typeof newValue === 'function'))\n )\n var then = newValue.then;\n if (newValue instanceof
Promise) {\n self._state = 3;\n self._value = newValue;\n finale(self);\n return;\n } else if
(typeof then === 'function') {\n doResolve(bind(then, newValue), self);\n return;\n }\n }\n self._state
= 1;\n self._value = newValue;\n finale(self);\n } catch (e) {\n reject(self, e);\n }\n}\n\nfunction reject(self,
newValue) {\n self._state = 2;\n self._value = newValue;\n finale(self);\n}\n\nfunction finale(self) {\n if
(self._state === 2 && self._deferreds.length === 0) {\n Promise._immediateFn(function() {\n if
(!self._handled) {\n Promise._unhandledRejectionFn(self._value);\n }\n });\n}\n\n for (var i = 0, len =
self._deferreds.length; i < len; i++) {\n
handle(self, self._deferreds[i]);\n }\n self._deferreds = null;\n}\n\n/**\n * @constructor\n *\nfunction
Handler(onFulfilled, onRejected, promise) {\n this.onFulfilled = typeof onFulfilled === 'function' ? onFulfilled :
null;\n this.onRejected = typeof onRejected === 'function' ? onRejected : null;\n this.promise =

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promise;\n}\n\n/**\n * Take a potentially misbehaving resolver function and make sure\n * onFulfilled and
onRejected are only called once.\n *\n * Makes no guarantees about asynchrony.\n */\nfunction doResolve(fn, self)
{\n  var done = false;\n  try {\n    fn(\n      function(value) {\n        if (done) return;\n        done = true;\n        resolve(self, value);\n      },\n      function(reason) {\n        if (done) return;\n        done = true;\n        reject(self,
reason);\n      }\n    );\n  } catch (ex) {\n    if (done) return;\n    done = true;\n    reject(self, ex);\n  }\n}\n\nPromise.prototype['catch'] = function(onRejected) {\n  return this.then(null,
onRejected);\n};\n\nPromise.prototype.then
= function(onFulfilled, onRejected) {\n  // @ts-ignore\n  var prom = new this.constructor(noop);\n\n  handle(this,
new Handler(onFulfilled, onRejected, prom));\n  return prom;\n};\n\nPromise.prototype['finally'] =
promiseFinally;\n\nPromise.all = function(arr) {\n  return new Promise(function(resolve, reject) {\n    if (!arr ||
typeof arr.length === 'undefined')\n      throw new TypeError('Promise.all accepts an array');\n    var args =
Array.prototype.slice.call(arr);\n    if (args.length === 0) return resolve([]);\n    var remaining = args.length;\n\n    function res(i, val) {\n      try {\n        if (val && (typeof val === 'object' || typeof val === 'function')) {\n          var
then = val.then;\n          if (typeof then === 'function') {\n            then.call(\n              val,\n              function(val) {\n
                res(i, val);\n              },\n              reject\n            );\n            return;\n          }\n        }\n        args[i] = val;\n        if (--remaining === 0) {\n          resolve(args);\n        }\n      } catch (ex) {\n        reject(ex);\n      }\n    }\n\n    for (var i = 0; i < args.length; i++) {\n      res(i, args[i]);\n    }\n  });\n};\n\nPromise.resolve =
function(value) {\n  if (value && typeof value === 'object' && value.constructor === Promise) {\n    return value;\n  }\n\n  return new Promise(function(resolve) {\n    resolve(value);\n  });\n};\n\nPromise.reject = function(value) {\n
return new Promise(function(resolve, reject) {\n  reject(value);\n});\n};\n\nPromise.race = function(values) {\n
return new Promise(function(resolve, reject) {\n  for (var i = 0, len = values.length; i < len; i++) {\n
values[i].then(resolve, reject);\n  }\n});\n};\n\n// Use polyfill for setImmediate for performance
gains\nPromise._immediateFn = (\n  typeof setImmediate === 'function' &&\n  function(fn) {\n
setImmediate(fn);\n  }) ||\n  function(fn) {\n    setTimeoutFunc(fn,
0);\n  });\n\nPromise._unhandledRejectionFn = function _unhandledRejectionFn(err) {\n  if (typeof console !==
'undefined' && console) {\n    console.warn('Possible Unhandled Promise Rejection:', err); // eslint-disable-line no-
console\n  }\n};\n\nexport default Promise;\n", "import memoize from 'lodash/memoize'\nimport flatten from
'lodash/flatten'\nimport Promise from 'promise-polyfill';\n\nexport const injectAsset = memoize(function(file) {\n
return new Promise(resolve => {\n  const parent = document.querySelector("body") ||
document.querySelector("head");\n  const parts = file.split(".");\n  const ext = parts[parts.length-
1].toLowerCase();\n  switch(ext) {\n    case "js":\n      var script = document.createElement('script');\n      script.setAttribute("type", "text/javascript");\n      script.onload = resolve\n      parent.appendChild(script);\n      script.setAttribute("src", file);\n      break;\n    case "css":\n      var css = document.createElement('link');\n      css.setAttribute("rel", "stylesheet");\n      css.setAttribute("type", "text/css");\n      css.onload =
resolve\n      parent.appendChild(css);\n      css.setAttribute("href", file);\n      break;\n  }\n});\n});\n\nexport
const injectAssets = function() {\n  const files = flatten(arguments)\n  return new Promise(resolve => {\n    var
filesLoaded = 0;\n    var allFilesLoaded = function() {\n      if(++filesLoaded === files.length) {\n        resolve();\n      }\n    }\n    for(var i=0; i < files.length ; i++) {\n      injectAsset(files[i]).then(allFilesLoaded)\n    }\n  });\n};\n", "import every from 'lodash/every'\nimport { injectAssets } from './assets'\n// Will hold the pym instance
once\nvar pymChild = null\n// URL parameters generated by Pym\nconst pymParams = ['initialWidth', 'childId',
'parentUrl', 'parentTitle']\n\nexport default class IFrameResizer {\n  constructor () {\n    this.initializer =
injectAssets('//pym.nprapps.org/pym.v1.min.js').then()\n  }\n  => {\n    pymChild = pymChild || new window.pym.Child({ polling: 300 })\n    return pymChild\n  }\n  return
this.initializer\n}\n  sendHeight () {\n    this.initializer.then(pymChild => pymChild.sendHeight())\n  }\n  static
create () {\n    return new IFrameResizer()\n  }\n  static template(url, id = 'icij-' + Date.now().toString(32)) {\n
return [\n    `<script type="text/javascript" src="https://pym.nprapps.org/pym.v1.min.js"></script>`,\n    `<div
id="\${id}"></div>`,\n    `<script>`,\n    `var icijIframe = new pym.Parent("\${id}",
"\${IFrameResizer.deletePymParams(url)}", {}),\n    `</script>`,\n    `].join("\n")\n  }\n  static

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deletePymParams(href = window.location.href) {\n  const url = new URL(href);\n  // Remove all unwanted
param\n  for (let param of pymParams) url.searchParams.delete(param);\n  // Rebuild the URL\n  return
url.href\n } \n  static isEmbedded (href = window.location.href) {\n  const url = new URL(href);\n
  return every(pymParams, param => url.searchParams.has(param))\n } \n } \n", "var render = function () { var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{ staticClass:"sharing-
options",style:(_vm.style)},[_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var
_h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{ staticClass:"sharing-
options__link",attrs:{\"network\":\"twitter\"}},[_c('fa',{attrs:{\"icon\":\"fab','twitter'}})],_c('span',{ staticClass:"sr-
only\"},[_vm._v(\"Share on Twitter\")]),1)},staticRenderFns:[]]},'social-
sharing',_vm.valuesFor('twitter'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{ staticClass:"sharing-
options__link",attrs:{\"network\":\"facebook\"}},[_c('fa',{attrs:{\"icon\":\"fab',
'facebook'}})],_c('span',{ staticClass:"sr-only\"},[_vm._v(\"Share on
Facebook\")]),1)},staticRenderFns:[]]},'social-sharing',_vm.valuesFor('facebook'),false)),_c('social-
sharing',_vm._b({inlineTemplate:{render:function(){var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{ staticClass:"sharing-
options__link",attrs:{\"network\":\"linkedin\"}},[_c('fa',{attrs:{\"icon\":\"fab',
'linkedin'}})],_c('span',{ staticClass:"sr-only\"},[_vm._v(\"Share on LinkedIn\")]),1)},staticRenderFns:[]]},'social-
sharing',_vm.valuesFor('linkedin'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{ staticClass:"sharing-
options__link",attrs:{\"network\":\"email\"}},[_c('fa',{attrs:{\"icon\":\"envelope\"}})],_c('span',{ staticClass:"sr-
only\"},[_vm._v(\"Share by email\")]),1)},staticRenderFns:[]]},'social-
sharing',_vm.valuesFor('email'),false)),_c('div',{ directives:[{ name:"show",rawName:"v-
show",value:(!_vm.noEmbed),expression:"!noEmbed"},staticClass:"sharing-
options__link"},[_c('a',{ on:{\"click\":_vm.showEmbedForm}},[_c('fa',{attrs:{\"icon\":\"code\"}})],_c('span',{ static
Class:"sr-only\"},[_vm._v(\"Embed\")]),1)),_c('b-modal',{ ref:"embedForm",staticClass:"text-
dark",attrs:{\"hide-footer\":\"\", \"title\":\"Embed
on your website\"}},[_c('embed-form',{ attrs:{\"no-title\":\"\", \"no-preview\":\"\", \"min-
height\":_vm.iframeMinHeight, \"min-width\":_vm.iframeMinWidth}})],1),1)\nvar staticRenderFns = []\n\nexport
{ render, staticRenderFns }", "var __assign=function(){return(__assign=Object.assign||function(e){for(var
a,s=1,t=arguments.length;s<t;s++)for(var r in
a=arguments[s])Object.prototype.hasOwnProperty.call(a,r)&&(e[r]=a[r]);return e}).apply(this,arguments)};function
mergeData(){for(var e,a,s={ },t=arguments.length;t--;)for(var
r=0,c=Object.keys(arguments[t]);r<c.length;r++)switch(e=c[r]){case\"class\":case\"style\":case\"directives\":Array.i
sArray(s[e])||(s[e]=[]),s[e]=s[e].concat(arguments[t][e]);break;case\"staticClass\":if(!arguments[t][e])break;void
0===s[e]&&(s[e]=\"\"),s[e]&&(s[e]+=\"
\"),s[e]+=arguments[t][e].trim();break;case\"on\":case\"nativeOn\":s[e]||(s[e]={ });for(var
n=0,o=Object.keys(arguments[t][e]);n<o.length;n++)a=o[n],s[e][a]?s[e][a]=[]:s[e][a]=arguments[t][e][a];break;case\"attrs\":case\"props\":case\"domProps\":case\"scopedSlots\":case\"staticStyle\
\":case\"hook\":case\"transition\":s[e]||(s[e]={ }),s[e]=__assign({ },arguments[t][e],s[e]);break;case\"slot\":case\"key\
\":case\"ref\":case\"tag\":case\"show\":case\"keepAlive\":default:s[e]||(s[e]=arguments[t][e])}return
s}export{mergeData};\n\n// sourceMappingURL=lib.esm.js.map\n", "/**\n * Aliasing Object[method] allows the
minifier to shorten methods to a single character variable,\n * as well as giving BV a chance to inject polyfills.\n *
As long as we avoid\n * - import * as Object from \"utils/object\"\n * all unused exports should be removed by tree-
shaking.\n */\n\n// @link https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Object/assign\n\n
(typeof Object.assign !== 'function') {\n  Object.assign = function (target, varArgs) {\n  // .length of function is
2\n\n  if (target == null) {\n  // TypeError if undefined or null\n  throw new TypeError('Cannot convert

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undefined or null to object');\n  }\n\n  var to = Object(target);\n\n  for (var index = 1; index < arguments.length;\nindex++) {\n    var nextSource = arguments[index];\n\n    if (nextSource !== null) {\n      // Skip over if undefined\nor null\n      for (var nextKey in nextSource) {\n        // Avoid bugs when hasOwnProperty is shadowed\n        if\n(Object.prototype.hasOwnProperty.call(nextSource, nextKey)) {\n          to[nextKey] = nextSource[nextKey];\n        }\n      }\n    }\n\n    return to;\n  }\n}\n\n// @link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is#Polyfill\nif (!Object.is) {\n  Object.is = function (x,\ny) {\n    // SameValue algorithm\n    if (x === y) {\n      // Steps 1-5, 7-10\n      // Steps 6.b-6.e: +0 !== -0\n      return x !==\n0 || 1 / x === 1 / y;\n    } else {\n      // Step 6.a: NaN === NaN\n      // eslint-disable-next-line no-self-compare\n      return x !== x && y !== y;\n    }\n  }\n}\n\nexport var assign = Object.assign;\nexport var getOwnPropertyNames\n= Object.getOwnPropertyNames;\nexport var keys = Object.keys;\nexport var defineProperties =\nObject.defineProperties;\nexport var defineProperty = Object.defineProperty;\nexport var freeze =\nObject.freeze;\nexport var getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nexport var\ngetOwnPropertySymbols = Object.getOwnPropertySymbols;\nexport var getPrototypeOf =\nObject.getPrototypeOf;\nexport var create = Object.create;\nexport var isFrozen = Object.isFrozen;\nexport var is =\nObject.is;\n\nexport function readonlyDescriptor() {\n  return { enumerable: true, configurable: false, writable: false\n};\n}\n\n// Production steps\nof ECMA-262, Edition 6, 22.1.2.1\n// es6-ified by @alexsasharegan\nif (!Array.from) {\n  Array.from = function (\n{\n    var toStr = Object.prototype.toString;\n    var isCallable = function isCallable(fn) {\n      return typeof fn ===\n'function' || toStr.call(fn) === '[object Function]';\n    };\n    var toInteger = function toInteger(value) {\n      var\nnumber = Number(value);\n      if (isNaN(number)) {\n        return 0;\n      }\n      if (number === 0 ||\n!isFinite(number)) {\n        return number;\n      }\n      return (number > 0 ? 1 : -1) *\nMath.floor(Math.abs(number));\n    };\n    var maxSafeInteger = Math.pow(2, 53) - 1;\n    var toLength = function\ntoLength(value) {\n      return Math.min(Math.max(toInteger(value), 0), maxSafeInteger);\n    };\n\n    // The length\nproperty of the from method is 1.\n    return function from(arrayLike /*, mapFn, thisArg */) {\n      // 1. Let C be the\nthis value.\n      var C = this;\n\n      // 2. Let items be ToObject(arrayLike).\n      var items = Object(arrayLike);\n\n      // 3. ReturnIfAbrupt(items).\n      if (arrayLike == null) {\n        throw new\nTypeError('Array.from requires an array-like object - not null or undefined');\n      }\n\n      // 4. If mapfn is\nundefined, then let mapping be false.\n      var mapFn = arguments.length > 1 ? arguments[1] : void undefined;\n      var T = void 0;\n      if (typeof mapFn !== 'undefined') {\n        // 5. else\n        // 5. a If IsCallable(mapfn) is false,\nthrow a TypeError exception.\n        if (!isCallable(mapFn)) {\n          throw new TypeError('Array.from: when\nprovided, the second argument must be a function');\n        }\n\n        // 5. b. If thisArg was supplied, let T be\nthisArg; else let T be undefined.\n        if (arguments.length > 2) {\n          T = arguments[2];\n        }\n      }\n\n      // 10. Let lenValue be Get(items, \"length\").\n      // 11. Let len be ToLength(lenValue).\n      var len =\ntoLength(items.length);\n\n      // 13. If IsConstructor(C)\nis true, then\n      // 13. a. Let A be the result of calling the [[Construct]] internal method\n      // of C with an\nargument list containing the single item len.\n      // 14. a. Else, Let A be ArrayCreate(len).\n      var A =\nisCallable(C) ? Object(new C(len)) : new Array(len);\n\n      // 16. Let k be 0.\n      var k = 0;\n      // 17. Repeat,\nwhile k < len... (also steps a - h)\n      var kValue = void 0;\n      while (k < len) {\n        kValue = items[k];\n        if\n(mapFn) {\n          A[k] = typeof T === 'undefined' ? mapFn(kValue, k) : mapFn.call(T, kValue, k);\n        } else {\n          A[k] = kValue;\n        }\n        k += 1;\n      }\n\n      // 18. Let putStatus be Put(A, \"length\", len, true).\n      A.length = len;\n      // 20. Return A.\n      return A;\n    }\n  }\n}\n\n// https://tc39.github.io/ecma262/#sec-array.prototype.find\n// Needed for IE support\nif (!Array.prototype.find) {\n  // eslint-disable-next-line no-extend-native\n  Object.defineProperty(Array.prototype,\n'find', {\n  value: function value(predicate) {\n    // 1. Let O be ? ToObject(this value).\n    if (this == null) {\n      throw new TypeError(\"this is null or not defined\");\n    }\n\n    var o = Object(this);\n\n    // 2. Let len be ?\nToLength(? Get(O, \"length\")).\n    var len = o.length >>> 0;\n\n    // 3. If IsCallable(predicate) is false, throw a\nTypeError exception.\n    if (typeof predicate !== 'function') {\n      throw new TypeError('predicate must be a

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function');\n    }\n    // 4. If thisArg was supplied, let T be thisArg; else let T be undefined.\n    var thisArg =
arguments[1];\n    // 5. Let k be 0.\n    var k = 0;\n    // 6. Repeat, while k < len\n    while (k < len) {\n    //
a. Let Pk be ! ToString(k).\n    // b. Let kValue be ? Get(O, Pk).\n    // c. Let testResult be ToBoolean(?
Call(predicate, T, « kValue, k, O »)).\n    // d. If testResult is true, return kValue.\n    var
kValue = o[k];\n    if (predicate.call(thisArg, kValue, k, o)) {\n    return kValue;\n    }\n    // e. Increase k
by 1.\n    k++;\n    }\n    // 7. Return undefined.\n    return undefined;\n    }\n    });\n\nif (!Array.isArray)
{\n    Array.isArray = function (arg) {\n    return Object.prototype.toString.call(arg) === '[object Array]';\n
};\n}\n\n// Static\nexport var from = Array.from;\nexport var isArray = Array.isArray;\n\n// Instance\nexport var
arrayIncludes = function arrayIncludes(array, value) {\n    return array.indexOf(value) !== -1;\n};\nexport var
arrayFind = function arrayFind(array, fn, thisArg) {\n    return array.find(fn, thisArg);\n};\nexport function concat()
{\n    return Array.prototype.concat.apply([], arguments);\n},"export default function identity(x) {\n    return
x;\n},"import { keys } from './object';\nimport { isArray } from './array';\nimport identity from './identity';\n\n/**\n
* Given an array of properties or an object of property
keys,\n* plucks all the values off the target object.\n* @param {{}|string[]} keysToPluck\n* @param {{}}
objToPluck\n* @param {Function} transformFn\n* @return {{}}\n*/\nexport default function
pluckProps(keysToPluck, objToPluck) {\n    var transformFn = arguments.length > 2 && arguments[2] !==
undefined ? arguments[2] : identity;\n    return (isArray(keysToPluck) ? keysToPluck.slice() :
keys(keysToPluck)).reduce(function (memo, prop) {\n    // eslint-disable-next-line no-sequences\n    return
memo[transformFn(prop)] = objToPluck[prop], memo;\n    }, {});\n},"import { from as arrayFrom } from
'./array';\n\n// Determine if an element is an HTML Element\nexport var isElement = function isElement(el) {\n
return el && el.nodeType === Node.ELEMENT_NODE;\n};\n\n// Determine if an HTML element is visible -
Faster than CSS check\nexport var isVisible = function isVisible(el) {\n    return isElement(el) &&
document.body.contains(el) && el.getBoundingClientRect().height > 0 && el.getBoundingClientRect().width
> 0;\n};\n\n// Determine if an element is disabled\nexport var isDisabled = function isDisabled(el) {\n    return
!isElement(el) || el.disabled || el.classList.contains('disabled') || Boolean(el.getAttribute('disabled'));\n};\n\n//
Cause/wait-for an element to reflow it's content (adjusting it's height/width)\nexport var reflow = function reflow(el)
{\n    // requesting an elements offsetHight will trigger a reflow of the element content\n    return isElement(el) &&
el.offsetHeight;\n};\n\n// Select all elements matching selector. Returns [] if none found\nexport var selectAll =
function selectAll(selector, root) {\n    if (!isElement(root)) {\n    root = document;\n    }\n    return
arrayFrom(root.querySelectorAll(selector));\n};\n\n// Select a single element, returns null if not found\nexport var
select = function select(selector, root) {\n    if (!isElement(root)) {\n    root = document;\n    }\n    return
root.querySelector(selector) || null;\n};\n\n// Determine if an element matches
a selector\nexport var matches = function matches(el, selector) {\n    if (!isElement(el)) {\n    return false;\n
}\n\n    // https://developer.mozilla.org/en-US/docs/Web/API/Element/matches#Polyfill\n    // Prefer native implementations
over polyfill function\n    var proto = Element.prototype;\n    var Matches = proto.matches || proto.matchesSelector ||
proto.mozMatchesSelector || proto.msMatchesSelector || proto.oMatchesSelector || proto.webkitMatchesSelector ||\n
/* istanbul ignore next */\n    function (sel) {\n    var element = this;\n    var m = selectAll(sel, element.document ||
element.ownerDocument);\n    var i = m.length;\n    // eslint-disable-next-line no-empty\n    while (--i >= 0 &&
m.item(i) !== element) {\n    }\n    return i > -1;\n    };\n\n    return Matches.call(el, selector);\n};\n\n// Finds closest
element matching selector. Returns null if not found\nexport var closest = function closest(selector, root) {\n    if
(!isElement(root)) {\n    return null;\n    }\n\n    // https://developer.mozilla.org/en-
US/docs/Web/API/Element/closest\n
    // Since we dont support IE < 10, we can use the "Matches" version of the polyfill for speed\n    // Prefer native
implementation over polyfill function\n    var Closest = Element.prototype.closest ||\n    /* istanbul ignore next */\n
function (sel) {\n    var element = this;\n    if (!document.documentElement.contains(element)) {\n    return null;\n
}\n    do {\n    // Use our "patched" matches function\n    if (matches(element, sel)) {\n    return element;\n
}\n    element = element.parentElement;\n    } while (element !== null);\n    return null;\n    };\n\n    var el =
Closest.call(root, selector);\n    // Emulate jQuery closest and return null if match is the passed in element (root)\n

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return el === root ? null : el;\n};\n\n// Get an element given an ID\nexport var getById = function getById(id) {\n
return document.getElementById(/^#/.test(id) ? id.slice(1) : id) || null;\n};\n\n// Add a class to an element\nexport
var
  addClass = function addClass(el, className) {\n  if (className && isElement(el)) {\n
el.classList.add(className);\n  }\n};\n\n// Remove a class from an element\nexport var removeClass = function
removeClass(el, className) {\n  if (className && isElement(el)) {\n  el.classList.remove(className);\n
}\n};\n\n// Test if an element has a class\nexport var hasClass = function hasClass(el, className) {\n  if (className
&& isElement(el)) {\n  return el.classList.contains(className);\n  }\n  return false;\n};\n\n// Set an attribute on an
element\nexport var setAttr = function setAttr(el, attr, value) {\n  if (attr && isElement(el)) {\n  el.setAttribute(attr,
value);\n  }\n};\n\n// Remove an attribute from an element\nexport var removeAttr = function removeAttr(el, attr)
{\n  if (attr && isElement(el)) {\n  el.removeAttribute(attr);\n  }\n};\n\n// Get an attribute value from an element
(returns null if not found)\nexport var getAttr = function getAttr(el, attr) {\n  if (attr && isElement(el))
{\n  return el.getAttribute(attr);\n  }\n  return null;\n};\n\n// Determine if an attribute exists on an element (returns
true or false, or null if element not found)\nexport var hasAttr = function hasAttr(el, attr) {\n  if (attr &&
isElement(el)) {\n  return el.hasAttribute(attr);\n  }\n  return null;\n};\n\n// Return the Bounding Client Rec of an
element. Returns null if not an element\nexport var getBCR = function getBCR(el) {\n  return isElement(el) ?
el.getBoundingClientRect() : null;\n};\n\n// Get computed style object for an element\nexport var getCS = function
getCS(el) {\n  return isElement(el) ? window.getComputedStyle(el) : {};\n};\n\n// Return an element's offset wrt
document element\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.offset\nexport var offset = function offset(el) {\n
if (isElement(el)) {\n  if (!el.getClientRects().length) {\n  return { top: 0, left: 0 };\n  }\n  var bcr =
getBCR(el);\n  var win = el.ownerDocument.defaultView;\n
return {\n  top: bcr.top + win.pageYOffset,\n  left: bcr.left + win.pageXOffset\n  };\n  }\n};\n\n// Return an
element's offset wrt to it's offsetParent\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.position\nexport var position
= function position(el) {\n  if (!isElement(el)) {\n  return;\n  }\n  var parentOffset = { top: 0, left: 0 };\n  var
offsetSelf = void 0;\n  var offsetParent = void 0;\n  if (getCS(el).position === 'fixed') {\n  offsetSelf =
getBCR(el);\n  } else {\n  offsetSelf = offset(el);\n  var doc = el.ownerDocument;\n  offsetParent =
el.offsetParent || doc.documentElement;\n  while (offsetParent && (offsetParent === doc.body || offsetParent ===
doc.documentElement) && getCS(offsetParent).position === 'static') {\n  offsetParent =
offsetParent.parentNode;\n  }\n  if (offsetParent && offsetParent !== el && offsetParent.nodeType ===
Node.ELEMENT_NODE) {\n  parentOffset = offset(offsetParent);\n  parentOffset.top +=
parseFloat(getCS(offsetParent).borderTopWidth);\n
parentOffset.left += parseFloat(getCS(offsetParent).borderLeftWidth);\n  }\n  }\n  return {\n  top:
offsetSelf.top - parentOffset.top - parseFloat(getCS(el).marginTop),\n  left: offsetSelf.left - parentOffset.left -
parseFloat(getCS(el).marginLeft)\n  };\n  }\n};\n\n// Attach an event listener to an element\nexport var eventOn =
function eventOn(el, evtName, handler) {\n  if (el && el.addEventListener) {\n  el.addEventListener(evtName,
handler);\n  }\n};\n\n// Remove an event listener from an element\nexport var eventOff = function eventOff(el,
evtName, handler) {\n  if (el && el.removeEventListener) {\n  el.removeEventListener(evtName, handler);\n
}\n};\n";\n\nvar _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\nimport { assign,
keys } from '../utils/object';\nimport { arrayIncludes, concat } from '../utils/array';\nimport { mergeData } from
'vue-functional-data-merge';\n\n/**\n * The Link component is used in many other BV components.\n * As such,
sharing its props makes supporting all its features easier.\n * However, some components need to modify the
defaults for their own purpose.\n * Prefer sharing a fresh copy of the props to ensure mutations\n * do not affect
other component references to the props.\n *\n * https://github.com/vuejs/vue-router/blob/dev/src/components/link.js\n * @return {{}}\n */\nexport function propsFactory() {\n  return {\n  href:
{\n  type: String,\n  default: null\n  },\n  rel: {\n  type: String,\n  default: null\n  },\n  target: {\n
type: String,\n  default: '_self'\n  },\n  active: {\n  type: Boolean,\n  default: false\n  },\n  activeClass: {\n

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    type: String,\n    default: 'active'\n  },\n  append: {\n
type: Boolean,\n    default: false\n  },\n  disabled: {\n    type: Boolean,\n    default: false\n  },\n  event: {\n
type: [String, Array],\n    default: 'click'\n  },\n  exact: {\n    type: Boolean,\n    default: false\n  },\n
exactActiveClass: {\n    type: String,\n    default: 'active'\n  },\n  replace: {\n    type: Boolean,\n    default:
false\n  },\n  routerTag: {\n    type: String,\n    default: 'a'\n  },\n  to: {\n    type: [String, Object],\n
default: null\n  }\n};\n\nexport var props = propsFactory();\n\nexport function pickLinkProps(propsToPick)
{\n  var freshLinkProps = propsFactory();\n  // Normalize everything to array.\n  propsToPick =
concat(propsToPick);\n\n  return keys(freshLinkProps).reduce(function (memo, prop) {\n    if
(arrayIncludes(propsToPick, prop)) {\n      memo[prop] = freshLinkProps[prop];\n    }\n\n    return memo;\n  },
{});\n}\n\nexport function omitLinkProps(propsToOmit) {\n  var freshLinkProps
= propsFactory();\n  // Normalize everything to array.\n  propsToOmit = concat(propsToOmit);\n\n  return
keys(props).reduce(function (memo, prop) {\n    if (!arrayIncludes(propsToOmit, prop)) {\n      memo[prop] =
freshLinkProps[prop];\n    }\n\n    return memo;\n  }, {});\n}\n\nexport var computed = {\n  linkProps: function
linkProps() {\n    var linkProps = {};\n    var propKeys = keys(props);\n\n    for (var i = 0; i < propKeys.length; i++)
{\n      var prop = propKeys[i];\n      // Computed Vue getters are bound to the instance.\n      linkProps[prop] =
this[prop];\n    }\n\n    return linkProps;\n  }\n};\n\nfunction computeTag(props, parent) {\n  return
Boolean(parent.$router) && props.to && !props.disabled ? 'router-link' : 'a';\n}\n\nfunction computeHref(_ref, tag)
{\n  var disabled = _ref.disabled,\n      href = _ref.href,\n      to = _ref.to;\n  // We've already checked the
parent.$router in computeTag,\n  // so router-link means live router.\n  // When deferring
to Vue Router's router-link,\n  // don't use the href attr at all.\n  // Must return undefined for router-link to populate
href.\n  if (tag === 'router-link') return void 0;\n  // If href explicitly provided\n  if (href) return href;\n  //
Reconstruct href when `to` used, but no router\n  if (to) {\n    // Fallback to `to` prop (if `to` is a string)\n    if (typeof
to === 'string') return to;\n    // Fallback to `to.path` prop (if `to` is an object)\n    if ((typeof to === 'undefined' ?
'undefined' : _typeof(to)) === 'object' && typeof to.path === 'string') return to.path;\n  }\n  // If nothing is provided
use '#'\n  return '#';\n}\n\nfunction computeRel(_ref2) {\n  var target = _ref2.target,\n      rel = _ref2.rel;\n\n  if
(target === '_blank' && rel === null) {\n    return 'noopener';\n  }\n  return rel || null;\n}\n\nfunction
clickHandlerFactory(_ref3) {\n  var disabled = _ref3.disabled,\n      tag = _ref3.tag,\n      href = _ref3.href,\n
suppliedHandler = _ref3.suppliedHandler,\n
parent = _ref3.parent;\n\n  var isRouterLink = tag === 'router-link';\n\n  return function onClick(e) {\n    if
(disabled && e instanceof Event) {\n      // Stop event from bubbling up.\n      e.stopPropagation();\n      // Kill the
event loop attached to this specific EventTarget.\n      e.stopImmediatePropagation();\n    } else {\n      parent.$root.$emit('clicked::link', e);\n      if (isRouterLink && e.target.__vue__) {\n
e.target.__vue__.$emit('click', e);\n      }\n      if (typeof suppliedHandler === 'function') {\n
suppliedHandler.apply(undefined, arguments);\n      }\n    }\n\n    if (!isRouterLink && href === '#' || disabled) {\n
// Stop scroll-to-top behavior or navigation.\n      e.preventDefault();\n    }\n  }\n};\n\nexport default {\n  functional:
true,\n  props: propsFactory(),\n  render: function render(h, _ref4) {\n    var props = _ref4.props,\n        data =
_ref4.data,\n        parent = _ref4.parent,\n        children = _ref4.children;\n\n    var tag = computeTag(props, parent);\n    var rel = computeRel(props);\n    var href = computeHref(props, tag);\n
var eventType = tag === 'router-link' ? 'nativeOn' : 'on';\n    var suppliedHandler = (data[eventType] || {}).click;\n
var handlers = { click: clickHandlerFactory({ tag: tag, href: href, disabled: props.disabled, suppliedHandler:
suppliedHandler, parent: parent }) };\n\n    var componentData = mergeData(data, {\n      class: [props.active ?
props.exact ? props.exactActiveClass : props.activeClass : null, { disabled: props.disabled }],\n      attrs: {\n
rel: rel,\n      href: href,\n      target: props.target,\n      tabindex: props.disabled ? '-1' : data.attrs ? data.attrs.tabindex :
null,\n      'aria-disabled': tag === 'a' && props.disabled ? 'true' : null\n    },\n      props: assign(props, { tag:
props.routerTag })\n    });\n\n    // If href prop exists on router-link (even undefined or null) it fails working on
SSR\n    if (!componentData.attrs.href)\n      {\n        delete componentData.attrs.href;\n      }\n\n    // We want to overwrite any click handler since our callback\n
// will invoke the supplied handler if !props.disabled\n    componentData[eventType] =

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assign(componentData[eventType] || {}, handlers);\n  return h(tag, componentData, children);\n } }\n};","function
_defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true,
configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-
functional-data-merge';\nimport pluckProps from '../utils/pluck-props';\nimport { concat } from
 '../utils/array';\nimport { assign, keys } from '../utils/object';\nimport { addClass, removeClass } from
 '../utils/dom';\nimport Link, { propsFactory as linkPropsFactory } from './link/link';\n\nvar btnProps = {\n block:
{\n  type: Boolean,\n  default: false\n },\n disabled: {\n  type: Boolean,\n  default:
false\n },\n size: {\n  type: String,\n  default: null\n },\n variant: {\n  type: String,\n  default: null\n },\n
type: {\n  type: String,\n  default: 'button'\n },\n pressed: {\n  // tri-state prop: true, false or null\n  // => on, off,
not a toggle\n  type: Boolean,\n  default: null\n }\n};\n\nvar linkProps = linkPropsFactory();\ndelete
linkProps.href.default;\ndelete linkProps.to.default;\nvar linkPropKeys = keys(linkProps);\n\nexport var props =
assign(linkProps, btnProps);\n\nfunction handleFocus(evt) {\n  if (evt.type === 'focusin') {\n    addClass(evt.target,
'focus');\n  } else if (evt.type === 'focusout') {\n    removeClass(evt.target, 'focus');\n  }\n}\n\nexport default {\n
functional: true,\n props: props,\n render: function render(h, _ref) {\n  var _ref2;\n\n  var props = _ref.props,\n  data = _ref.data,\n  listeners = _ref.listeners,\n  children = _ref.children;\n\n  var isLink =
Boolean(props.href || props.to);\n\n  var isToggle = typeof props.pressed === 'boolean';\n  var on = {\n    click: function click(e) {\n      if
(props.disabled && e instanceof Event) {\n        e.stopPropagation();\n        e.preventDefault();\n      } else if
(isToggle) {\n        // Concat will normalize the value to an array\n        // without double wrapping an array value
in an array.\n        concat(listeners['update:pressed']).forEach(function (fn) {\n          if (typeof fn === 'function')
{\n            fn(!props.pressed);\n          }\n        });\n      }\n\n      if (isToggle) {\n        on.focusin =
handleFocus;\n        on.focusout = handleFocus;\n      }\n\n      var componentData = {\n        staticClass: 'btn',\n        class:
[props.variant ? 'btn-' + props.variant : 'btn-secondary', (_ref2 = {}, _defineProperty(_ref2, 'btn-' + props.size,
Boolean(props.size)), _defineProperty(_ref2, 'btn-block', props.block), _defineProperty(_ref2, 'disabled',
props.disabled), _defineProperty(_ref2,
'active', props.pressed), _ref2)],\n        props: isLink ? pluckProps(linkPropKeys, props) : null,\n        attrs: {\n
type: isLink ? null : props.type,\n        disabled: isLink ? null : props.disabled,\n        // Data attribute not used for js
logic,\n        // but only for BS4 style selectors.\n        'data-toggle': isToggle ? 'button' : null,\n        'aria-pressed':
isToggle ? String(props.pressed) : null,\n        // Tab index is used when the component becomes a link.\n        //
Links are tabable, but don't allow disabled,\n        // so we mimic that functionality by disabling tabbing.\n        tabindex: props.disabled && isLink ? '-1' : data.attrs ? data.attrs['tabindex'] : null\n      },\n        on: on\n      };\n\n      return h(isLink ? Link : 'button', mergeData(data, componentData), children);\n    }\n  } }\n};","function
_defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true,
configurable: true, writable:
true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\n\nvar
props = {\n  disabled: {\n    type: Boolean,\n    default: false\n },\n  ariaLabel: {\n    type: String,\n    default:
'Close'\n },\n  textVariant: {\n    type: String,\n    default: null\n }\n};\n\nexport default {\n  functional: true,\n
props: props,\n  render: function render(h, _ref) {\n    var props = _ref.props,\n    data = _ref.data,\n    listeners
= _ref.listeners,\n    slots = _ref.slots;\n\n    var componentData = {\n      staticClass: 'close',\n      class:
_defineProperty({}, 'text-' + props.textVariant, props.textVariant),\n      attrs: {\n        type: 'button',\n        disabled:
props.disabled,\n        'aria-label': props.ariaLabel ? String(props.ariaLabel) : null\n      },\n      on: {\n        click:
function click(e) {\n          // Ensure click on button HTML content is also disabled\n          if (props.disabled && e
instanceof
Event) {\n            e.stopPropagation();\n            e.preventDefault();\n          }\n        }\n      }\n      // Careful not to
override the slot with innerHTML\n    };if (!slots().default) {\n      componentData.domProps = { innerHTML:
'&times;' }\n    }\n    return h('button', mergeData(data, componentData), slots().default);\n  } }\n};","/*\n * SSR Safe
Client Side ID attribute generation\n */\n\nexport default {\n  props: {\n    id: {\n      type: String,\n      default:
null\n    }\n  },\n  methods: {\n    safeId: function safeId() {\n      var suffix = arguments.length > 0 && arguments[0]

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likely not used in modern browsers\n  el.addEventListener('DOMNodeInserted',
  callback, false);\n  el.addEventListener('DOMNodeRemoved', callback, false);\n } \n\n // We return a reference to
the observer so that obs.disconnect() can be called if necessary\n // To reduce overhead when the root element is
hiiden\n return obs;\n}", "/*\n * Log a warning message to the console with bootstrap-vue formatting sugar.\n *
@param {string} message\n */\n * istanbul ignore next */\nfunction warn(message) {\n  console.warn("[Bootstrap-
Vue warn]: \" + message);\n }\n\nexport default warn;","/*\n * Key Codes (events)\n */\nexport default {\n
SPACE: 32,\n ENTER: 13,\n ESC: 27,\n LEFT: 37,\n UP: 38,\n RIGHT: 39,\n DOWN: 40,\n PAGEUP: 33,\n
PAGEDOWN: 34,\n HOME: 36,\n END: 35\n};","var _createClass = function () { function
defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i];
descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (!"value" in descriptor)
descriptor.writable
= true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps,
staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps)
defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance,
Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError("Cannot call a class as a function"); }
}\n\nimport { assign, defineProperty, defineProperties, readonlyDescriptor } from './utils/object';\n\nvar BvEvent =
function () {\n  function BvEvent(type) {\n    var eventInit = arguments.length > 1 && arguments[1] !== undefined
? arguments[1] : {};\n\n    _classCallCheck(this, BvEvent);\n\n    // Start by emulating native Event constructor.\n
if (!type) {\n      throw new TypeError('Failed to construct \'' + this.constructor.name + '\': 1 argument required, ' +
arguments.length + ' given.);\n    }\n    // Assign defaults first,
the eventInit,\n    // and the type last so it can't be overwritten.\n    assign(this, BvEvent.defaults(), eventInit, { type:
type });\n    // Freeze some props as readonly, but leave them enumerable.\n    defineProperties(this, {\n      type:
readonlyDescriptor(),\n      cancelable: readonlyDescriptor(),\n      nativeEvent: readonlyDescriptor(),\n      target:
readonlyDescriptor(),\n      relatedTarget: readonlyDescriptor(),\n      vueTarget: readonlyDescriptor()\n    });\n    //
Create a private variable using closure scoping.\n    var defaultPrevented = false;\n    // Recreate preventDefault
method. One way setter.\n    this.preventDefault = function preventDefault() {\n      if (this.cancelable) {\n
defaultPrevented = true;\n      }\n    }; \n    // Create 'defaultPrevented' publicly accessible prop\n    // that can only be
altered by the preventDefault method.\n    defineProperty(this, 'defaultPrevented', {\n      enumerable: true,\n      get:
function get() {\n        return
defaultPrevented;\n      }\n    });\n    }\n\n    _createClass(BvEvent, null, [{\n      key: 'defaults',\n      value: function
defaults() {\n        return {\n          type: "",\n          cancelable: true,\n          nativeEvent: null,\n          target: null,\n
relatedTarget: null,\n          vueTarget: null\n        }; \n      }\n    }]);\n\n    return BvEvent;\n  }();\n\n  export default
BvEvent;","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value:
value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport
bBtn from './button/button';\nimport bBtnClose from './button/button-close';\nimport idMixin from
'./../mixins/id';\nimport listenOnRootMixin from './../mixins/listen-on-root';\nimport observeDom from
'./../utils/observe-dom';\nimport warn from './../utils/warn';\nimport KeyCodes from './../utils/key-codes';\nimport
BvEvent from './../utils/bv-event.class';\nimport { isVisible, selectAll,
select, getBCR, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, hasAttr, eventOn, eventOff } from
'./../utils/dom';\n\n// Selectors for padding/margin adjustments\nvar Selector = {\n  FIXED_CONTENT: '.fixed-top,
.fixed-bottom, .is-fixed, .sticky-top',\n  STICKY_CONTENT: '.sticky-top',\n  NAVBAR_TOGGLER: '.navbar-
toggler'\n\n // ObserveDom config\n};\nvar OBSERVER_CONFIG = {\n  subtree: true,\n  childList: true,\n
characterData: true,\n  attributes: true,\n  attributeFilter: ['style', 'class'];\n};\n\nexport default {\n  mixins: [idMixin,
listenOnRootMixin],\n  components: { bBtn: bBtn, bBtnClose: bBtnClose },\n  render: function render(h) {\n    var
_this = this;\n    var $slots = this.$slots;\n    // Modal Header\n    var header = h(false);\n    if (!this.hideHeader) {\n
var modalHeader = $slots['modal-header'];\n    if (!modalHeader) {\n      var closeButton = h(false);\n      if
(!this.hideHeaderClose) {\n        closeButton = h('b-btn-close',

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    {\n      props: {\n        disabled: this.is_transitioning,\n        ariaLabel: this.headerCloseLabel,\n        textVariant: this.headerTextVariant\n      },\n      on: {\n        click: function click(evt) {\n          _this.hide('header-close');\n        }\n      }, [$slots['modal-header-close']];\n    }\n    modalHeader = [h(this.titleTag, { class: ['modal-title'] }, [$slots['modal-title'] || this.title]), closeButton];\n  }\n  header = h('header', {\n    ref: 'header',\n    class: this.headerClasses,\n    attrs: { id: this.safeId('__BV_modal_header_') }\n  }, [modalHeader]);\n  }\n  // Modal Body\n  var body = h('div', {\n    ref: 'body',\n    class: this.bodyClasses,\n    attrs: { id: this.safeId('__BV_modal_body_') }\n  }, [$slots.default]);\n  // Modal Footer\n  var footer = h(false);\n  if (!this.hideFooter) {\n    var modalFooter = $slots['modal-footer'];\n    if (!modalFooter) {\n      var cancelButton = h(false);\n      if (!this.okOnly) {\n        cancelButton = h('b-btn', {\n          props: {\n            variant: this.cancelVariant,\n            size: this.buttonSize,\n            disabled: this.cancelDisabled || this.busy || this.is_transitioning\n          },\n          on: {\n            click: function click(evt) {\n              _this.hide('cancel');\n            }\n          }, [$slots['modal-cancel'] || this.cancelTitle];\n        });\n        var okButton = h('b-btn', {\n          props: {\n            variant: this.okVariant,\n            size: this.buttonSize,\n            disabled: this.okDisabled || this.busy || this.is_transitioning\n          },\n          on: {\n            click: function click(evt) {\n              _this.hide('ok');\n            }\n          }, [$slots['modal-ok'] || this.okTitle];\n        });\n        modalFooter = [cancelButton, okButton];\n      }\n      footer = h('footer', {\n        ref: 'footer',\n        class: this.footerClasses,\n        attrs: { id: this.safeId('__BV_modal_footer_') }\n      }, [modalFooter]);\n    }\n  }\n  // Assemble Modal Content\n  var modalContent = h('div', {\n    ref: 'content',\n    class: ['modal-content'],\n    attrs: {\n      tabindex: '-1',\n      role: 'document',\n      'aria-labelledby': this.hideHeader ? null : this.safeId('__BV_modal_header_'),\n      'aria-describedby': this.safeId('__BV_modal_body_')\n    },\n    on: {\n      focusout: this.onFocusout,\n      click: function click(evt) {\n        evt.stopPropagation();\n        // https://github.com/bootstrap-vue/bootstrap-vue/issues/1528\n        _this.$root.$emit('bv::dropdown::shown');\n      }\n    }, [header, body, footer];\n  }\n  // Modal Dialog wrapper\n  var modalDialog = h('div', { class: this.dialogClasses }, [modalContent]);\n  // Modal\n  var modal = h('div', {\n    ref: 'modal',\n    class: this.modalClasses,\n    directives: [{\n      name: 'show',\n      rawName: 'v-show',\n      value: this.is_visible,\n      expression: 'is_visible'\n    }],\n    attrs: {\n      id: this.safeId(),\n      role: 'dialog',\n      'aria-hidden': this.is_visible ? null : 'true'\n    },\n    on: {\n      click: this.onClickOut,\n      keydown: this.onEsc\n    }, [modalDialog];\n  }\n  // Wrap modal in transition\n  modal = h('transition', {\n    props: {\n      enterClass: "",\n      enterToClass: "",\n      enterActiveClass: "",\n      leaveClass: "",\n      leaveActiveClass: "",\n      leaveToClass: ""\n    },\n    on: {\n      'before-enter': this.onBeforeEnter,\n      enter: this.onEnter,\n      'after-enter': this.onAfterEnter,\n      'before-leave': this.onBeforeLeave,\n      leave: this.onLeave,\n      'after-leave': this.onAfterLeave\n    }, [modal]);\n  }\n  // Modal Backdrop\n  var backdrop = h(false);\n  if (!this.hideBackdrop && (this.is_visible || this.is_transitioning)) {\n    backdrop = h('div', {\n      class: this.backdropClasses,\n      attrs: { id: this.safeId('__BV_modal_backdrop_') }\n    });\n  }\n  // Assemble modal and backdrop\n  var outer = h(false);\n  if (!this.is_hidden) {\n    outer = h('div', {\n      attrs: { id: this.safeId('__BV_modal_outer_') }\n    }, [modal, backdrop]);\n  }\n  // Wrap in DIV to maintain this.$el reference for hide/show method access\n  return h('div', {\n    }, [outer];\n  },\n  data: function data() {\n    return {\n      is_hidden: this.lazy || false,\n      is_visible: false,\n      is_transitioning: false,\n      is_show: false,\n      is_block: false,\n      scrollbarWidth: 0,\n      isBodyOverflowing: false,\n      return_focus: this.returnFocus || null\n    }; \n  },\n  model: {\n    prop: 'visible',\n    event: 'change'\n  },\n  props: {\n    title: {\n      type: String,\n      default: ""\n    },\n    titleTag: {\n      type: String,\n      default: 'h5'\n    },\n    size: {\n      type: String,\n      default: 'md'\n    },\n    centered: {\n      type: Boolean,\n      default: false\n    },\n    buttonSize: {\n      type: String,\n      default: ""\n    },\n    noFade: {\n      type: Boolean,\n      default: false\n    },\n    noCloseOnBackdrop: {\n      type: Boolean,\n      default: false\n    },\n    noCloseOnEsc: {\n      type: Boolean,\n      default: false\n    },\n    noEnforceFocus: {\n      type: Boolean,\n      default: false\n    },\n    headerBgVariant: {\n      type: String,\n      default: null\n    },\n    headerBorderVariant: {\n

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type: String,\n  default: null\n  },\n  headerTextVariant: {\n    type: String,\n    default: null\n  },\n  headerClass: {\n    type: [String, Array],\n    default: null\n  },\n  bodyBgVariant: {\n    type: String,\n    default: null\n  },\n  bodyTextVariant: {\n    type: String,\n    default: null\n  },\n  modalClass: {\n    type: [String, Array],\n    default: null\n  },\n  bodyClass: {\n    type: [String, Array],\n    default: null\n  },\n  footerBgVariant: {\n    type: String,\n    default: null\n  },\n  footerBorderVariant: {\n    type: String,\n    default: null\n  },\n  footerTextVariant: {\n    type: String,\n    default: null\n  },\n  footerClass: {\n    type: [String, Array],\n    default: null\n  },\n  hideHeader: {\n    type: Boolean,\n    default: false\n  },\n  hideFooter: {\n    type: Boolean,\n    default: false\n  },\n  hideBackdrop: {\n    type: Boolean,\n    default: false\n  },\n  okOnly: {\n    type: Boolean,\n    default: false\n  },\n  okDisabled: {\n    type: Boolean,\n    default: false\n  },\n  cancelDisabled: {\n    type: Boolean,\n    default: false\n  },\n  visible: {\n    type: Boolean,\n    default: false\n  },\n  returnFocus: {\n    default: null\n  },\n  headerCloseLabel: {\n    type: String,\n    default: 'Close'\n  },\n  cancelTitle: {\n    type: String,\n    default: 'Cancel'\n  },\n  okTitle: {\n    type: String,\n    default: 'OK'\n  },\n  cancelVariant: {\n    type: String,\n    default: 'secondary'\n  },\n  okVariant: {\n    type: String,\n    default: 'primary'\n  },\n  lazy: {\n    type: Boolean,\n    default: false\n  },\n  busy: {\n    type: Boolean,\n    default: false\n  },\n  computed: {\n    modalClasses: function modalClasses() {\n      return ['modal', {\n        fade: !this.noFade,\n        show: this.is_show,\n        'd-block': this.is_block\n      }, this.modalClass];\n    },\n    dialogClasses: function dialogClasses() {\n      var _ref;\n      return ['modal-dialog', (_ref = {}), _defineProperty(_ref, 'modal-' + this.size, Boolean(this.size)), _defineProperty(_ref, 'modal-dialog-centered', this.centered), _ref)];\n    },\n    backdropClasses: function backdropClasses() {\n      return ['modal-backdrop', {\n        fade: !this.noFade,\n        show: this.is_show || this.noFade\n      }];\n    },\n    headerClasses: function headerClasses() {\n      var _ref2;\n      return ['modal-header', (_ref2 = {}), _defineProperty(_ref2, 'bg-' + this.headerBgVariant, Boolean(this.headerBgVariant)), _defineProperty(_ref2, 'text-' + this.headerTextVariant, Boolean(this.headerTextVariant)), _defineProperty(_ref2, 'border-' + this.headerBorderVariant, Boolean(this.headerBorderVariant)), _ref2), this.headerClass];\n    },\n    bodyClasses: function bodyClasses() {\n      var _ref3;\n      return ['modal-body', (_ref3 = {}), _defineProperty(_ref3, 'bg-' + this.bodyBgVariant, Boolean(this.bodyBgVariant)), _defineProperty(_ref3, 'text-' + this.bodyTextVariant, Boolean(this.bodyTextVariant)), _ref3), this.bodyClass];\n    },\n    footerClasses: function footerClasses() {\n      var _ref4;\n      return ['modal-footer', (_ref4 = {}), _defineProperty(_ref4, 'bg-' + this.footerBgVariant, Boolean(this.footerBgVariant)), _defineProperty(_ref4, 'text-' + this.footerTextVariant, Boolean(this.footerTextVariant)), _defineProperty(_ref4, 'border-' + this.footerBorderVariant, Boolean(this.footerBorderVariant)), _ref4), this.footerClass];\n    }\n  },\n  watch: {\n    visible: function visible(newVal, oldVal) {\n      if (newVal === oldVal) {\n        return;\n      }\n      this[newVal ? 'show' : 'hide']();\n    }\n  },\n  methods: {\n    // Public Methods\n    show: function show() {\n      if (this.is_visible) {\n        return;\n      }\n      var showEvt = new BvEvent('show', {\n        cancelable: true,\n        vueTarget: this,\n        target: this.$refs.modal,\n        relatedTarget: null\n      });\n      this.emitEvent(showEvt);\n      if (showEvt.defaultPrevented || this.is_visible) {\n        // Don't show if canceled\n        return;\n      }\n      if (hasClass(document.body, 'modal-open')) {\n        // If another modal is already open, wait for it to close\n        this.$root.$once('bv::modal::hidden', this.doShow);\n      } else {\n        // Show the modal\n        this.doShow();\n      }\n    },\n    hide: function hide(trigger) {\n      if (!this.is_visible) {\n        return;\n      }\n      var hideEvt = new BvEvent('hide', {\n        cancelable: true,\n        vueTarget: this,\n        target: this.$refs.modal,\n        // this could be the trigger element/component reference\n        relatedTarget: null,\n        isOK: trigger || null,\n        trigger: trigger || null,\n        cancel: function cancel() {\n          // Backwards compatibility\n          warn('b-modal: evt.cancel() is deprecated. Please use evt.preventDefault().');\n          this.preventDefault();\n        }\n      });\n      if (trigger === 'ok') {\n        this.$emit('ok', hideEvt);\n      } else if (trigger === 'cancel') {\n        this.$emit('cancel', hideEvt);\n      }\n      this.emitEvent(hideEvt);\n      // Hide if not canceled\n      if (hideEvt.defaultPrevented || !this.is_visible) {\n        return;\n      }\n      // stop observing for content changes\n      if (this._observer) {\n
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this._observer.disconnect();\n    this._observer = null;\n  }\n  this.is_visible = false;\n  this.$emit('change',\nfalse);\n  },\n\n  // Private method to finish showing modal\n  doShow: function doShow() {\n    var _this2 =\nthis;\n\n    // Plce modal in DOM if lazy\n    this.is_hidden = false;\n    this.$nextTick(function () {\n      // We\ndo this in nextTick to ensure the modal is in DOM first before we show it\n      _this2.is_visible = true;\n      _this2.$emit('change', true);\n      // Observe changes in modal content and adjust if necessary\n      _this2._observer = observeDom(_this2.$refs.content, _this2.adjustDialog.bind(_this2), OBSERVER_CONFIG);\n    });\n  },\n\n  // Transition\n  Handlers\n  onBeforeEnter: function onBeforeEnter() {\n    this.is_transitioning = true;\n    this.checkScrollbar();\n    this.setScrollbar();\n    this.adjustDialog();\n    addClass(document.body, 'modal-\nopen');\n    this.setResizeEvent(true);\n  },\n  onEnter: function onEnter() {\n    this.is_block = true;\n    this.$refs.modal.scrollTop = 0;\n  },\n  onAfterEnter: function onAfterEnter() {\n    var _this3 = this;\n    this.is_show = true;\n    this.is_transitioning = false;\n    this.$nextTick(function () {\n      _this3.focusFirst();\n      var shownEvt = new BvEvent('shown', {\n        cancelable: false,\n        vueTarget: _this3,\n        target:\n_this3.$refs.modal,\n        relatedTarget: null\n      });\n      _this3.emitEvent(shownEvt);\n    });\n  },\n  onBeforeLeave: function onBeforeLeave() {\n    this.is_transitioning = true;\n    this.setResizeEvent(false);\n  },\n  onLeave: function onLeave() {\n    // Remove the 'show' class\n    this.is_show = false;\n  },\n  onAfterLeave: function onAfterLeave() {\n    var\n_this4 = this;\n    this.is_block = false;\n    this.resetAdjustments();\n    this.resetScrollbar();\n    this.is_transitioning = false;\n    removeClass(document.body, 'modal-open');\n    this.$nextTick(function () {\n      _this4.is_hidden = _this4.lazy || false;\n      _this4.returnFocusTo();\n      var hiddenEvt = new BvEvent('hidden',\n{\n        cancelable: false,\n        vueTarget: _this4,\n        target: _this4.lazy ? null : _this4.$refs.modal,\n        relatedTarget: null\n      });\n      _this4.emitEvent(hiddenEvt);\n    });\n  },\n\n  // Event emitter\n  emitEvent:\nfunction emitEvent(bvEvt) {\n    var type = bvEvt.type;\n    this.$emit(type, bvEvt);\n    this.$root.$emit('bv::modal:' + type, bvEvt);\n  },\n\n  // UI Event Handlers\n  onClickOut: function\nonClickOut(evt) {\n    // If backdrop clicked,\n    hide modal\n    if (this.is_visible && !this.noCloseOnBackdrop) {\n      this.hide('backdrop');\n    }\n  },\n  onEsc: function onEsc(evt) {\n    // If ESC pressed, hide modal\n    if (evt.keyCode === KeyCodes.ESC &&\nthis.is_visible && !this.noCloseOnEsc) {\n      this.hide('esc');\n    }\n  },\n  onFocusout: function\nonFocusout(evt) {\n    // If focus leaves modal, bring it back\n    // 'focusout' Event Listener bound on content\n    var content = this.$refs.content;\n    if (!this.noEnforceFocus && this.is_visible && content &&\n!content.contains(evt.relatedTarget)) {\n      content.focus();\n    }\n  },\n\n  // Resize Listener\n  setResizeEvent: function setResizeEvent(on) {\n    var _this5 = this;\n    ;['resize',\n'orientationchange'].forEach(function (evtName) {\n      if (on) {\n        eventOn(window, evtName,\n_this5.adjustDialog);\n      } else {\n        eventOff(window, evtName, _this5.adjustDialog);\n      }\n    });\n  },\n\n  // Root Listener handlers\n  showHandler: function showHandler(id, triggerEl) {\n    if (id === this.id)\n{\n      this.return_focus = triggerEl || null;\n      this.show();\n    }\n  },\n  hideHandler: function\nhideHandler(id) {\n    if (id === this.id) {\n      this.hide();\n    }\n  },\n  modalListener: function\nmodalListener(bvEvt) {\n    // If another modal opens, close this one\n    if (bvEvt.vueTarget !== this) {\n      this.hide();\n    }\n  },\n\n  // Focus control handlers\n  focusFirst: function focusFirst() {\n    // Don't try and\nfocus if we are SSR\n    if (typeof document === 'undefined') {\n      return;\n    }\n    var content =\nthis.$refs.content;\n    var modal = this.$refs.modal;\n    var activeElement = document.activeElement;\n    if\n(activeElement && content && content.contains(activeElement)) {\n      // If activeElement is child of content, no\nneed to change focus\n    } else if (content) {\n      if (modal) {\n        modal.scrollTop = 0;\n      }\n      // Focus the modal content wrapper\n      content.focus();\n    }\n  },\n  returnFocusTo: function returnFocusTo() {\n    // Prefer returnFocus prop over\nevent specified return_focus value\n    var el = this.returnFocus || this.return_focus || null;\n    if (typeof el ===\n'string') {\n      // CSS Selector\n      el = select(el);\n    }\n    if (el) {\n      el = el.$el || el;\n      if\n(isVisible(el)) {\n        el.focus();\n      }\n    }\n  },\n\n  // Utility methods\n  getScrollbarWidth: function

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getScrollbarWidth() {\n  var scrollDiv = document.createElement('div');\n  scrollDiv.className = 'modal-  
scrollbar-measure';\n  document.body.appendChild(scrollDiv);\n  this.scrollbarWidth =  
scrollDiv.getBoundingClientRect().width - scrollDiv.clientWidth;\n  document.body.removeChild(scrollDiv);\n},\n  adjustDialog: function adjustDialog() {\n    if (!this.is_visible)  
{\n      return;\n    }\n    var modal = this.$refs.modal;\n    var isModalOverflowing = modal.scrollHeight >  
document.documentElement.clientHeight;\n    if (!this.isBodyOverflowing && isModalOverflowing) {\n      modal.style.paddingLeft = this.scrollbarWidth + 'px';\n    }\n    if (this.isBodyOverflowing &&  
!isModalOverflowing) {\n      modal.style.paddingRight = this.scrollbarWidth + 'px';\n    }\n  },\n  resetAdjustments: function resetAdjustments() {\n    var modal = this.$refs.modal;\n    if (modal) {\n      modal.style.paddingLeft = '';\n      modal.style.paddingRight = '';\n    }\n  },\n  checkScrollbar: function  
checkScrollbar() {\n    var rect = getBCR(document.body);\n    this.isBodyOverflowing = rect.left + rect.right <  
window.innerWidth;\n  },\n  setScrollbar: function setScrollbar() {\n    if (this.isBodyOverflowing) {\n      //  
Note: DOMNode.style.paddingRight returns the actual value or '' if not set\n      // while $(DOMNode).css('padding-right') returns the calculated value or 0 if not set\n      var computedStyle =  
window.getComputedStyle;\n      var body = document.body;\n      var scrollbarWidth = this.scrollbarWidth;\n      // Adjust fixed content padding\n      selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n        var  
actualPadding = el.style.paddingRight;\n        var calculatedPadding = computedStyle(el).paddingRight || 0;\n        setAttr(el, 'data-padding-right', actualPadding);\n        el.style.paddingRight = parseFloat(calculatedPadding) +  
scrollbarWidth + 'px';\n      });\n      // Adjust sticky content margin\n      selectAll(Selector.STICKY_CONTENT).forEach(function (el) {\n        var actualMargin = el.style.marginRight;\n        var calculatedMargin = computedStyle(el).marginRight || 0;\n        setAttr(el, 'data-margin-right',  
actualMargin);\n        el.style.marginRight = parseFloat(calculatedMargin) - scrollbarWidth  
+ 'px';\n      });\n      // Adjust navbar-toggler margin\n      selectAll(Selector.NAVBAR_TOGGLER).forEach(function (el) {\n        var actualMargin =  
el.style.marginRight;\n        var calculatedMargin = computedStyle(el).marginRight || 0;\n        setAttr(el, 'data-  
margin-right', actualMargin);\n        el.style.marginRight = parseFloat(calculatedMargin) + scrollbarWidth + 'px';\n      });\n      // Adjust body padding\n      var actualPadding = body.style.paddingRight;\n      var  
calculatedPadding = computedStyle(body).paddingRight;\n      setAttr(body, 'data-padding-right', actualPadding);\n      body.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n    }\n  },\n  resetScrollbar: function resetScrollbar() {\n    // Restore fixed content padding\n    selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n      if (hasAttr(el, 'data-padding-right')) {\n        el.style.paddingRight = getAttr(el, 'data-padding-right')  
|| '';\n        removeAttr(el, 'data-padding-right');\n      }\n    });\n    // Restore sticky content and navbar-toggler  
margin\n    selectAll(Selector.STICKY_CONTENT + ',' + Selector.NAVBAR_TOGGLER).forEach(function (el)  
{\n      if (hasAttr(el, 'data-margin-right')) {\n        el.style.marginRight = getAttr(el, 'data-margin-right') || '';\n        removeAttr(el, 'data-margin-right');\n      }\n    });\n    // Restore body padding\n    var body = document.body;\n    if (hasAttr(body, 'data-padding-right')) {\n      body.style.paddingRight = getAttr(body, 'data-padding-right') ||  
'';\n      removeAttr(body, 'data-padding-right');\n    }\n  },\n  created: function created() {\n    // create non-  
reactive property\n    this._observer = null;\n  },\n  mounted: function mounted() {\n    // Measure scrollbar\n    this.getScrollbarWidth();\n    // Listen for events from others to either open or close ourselves\n    this.listenOnRoot('bv::show::modal',  
this.showHandler);\n    this.listenOnRoot('bv::hide::modal', this.hideHandler);\n    // Listen for bv:modal::show  
events, and close ourselves if the opening modal not us\n    this.listenOnRoot('bv::modal::show',  
this.modalListener);\n    // Initially show modal?\n    if (this.visible === true) {\n      this.show();\n    }\n  },\n  beforeDestroy: function beforeDestroy() {\n    // Ensure everything is back to normal\n    if (this._observer) {\n      this._observer.disconnect();\n      this._observer = null;\n    }\n    this.setResizeEvent(false);\n    // Re-adjust  
body/navbar/fixd padding/margins (if needed)\n    removeClass(document.body, 'modal-open');\n    this.resetAdjustments();\n    this.resetScrollbar();\n  }\n};", "var render = function () {var _vm=this;var

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_h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:"embed-
form"},[_c('div',{staticClass:"container-fluid"},[(?!_vm.noTitle)?_c('h4',{staticClass:"embed-
form__heading"}),[_vm._v("\n    "+_vm._s(_vm.$t('embed-form.heading'))+"\n
    ")]):_vm._e(),_c('div',{staticClass:"row"},[_c('div',{staticClass:"col"},[_c('p',[_vm._v("\n
"+_vm._s(_vm.$t('embed-form.introduction'))+"\n    ")]),_c('textarea',{staticClass:"form-control embed-
form__code mb-
2",attrs:{\`readonly\`:""},domProps:{\`value\`:_vm.embedCode(),on:{\`click\`:_vm.selectCode}}),_c('label',{sta
ticClass:"custom-control custom-checkbox btn btn-sm float-
left"},[_c('input',{directives:[{name:"model",rawName:"v-
model",value:(_vm.responsiveCheck),expression:"responsiveCheck"}],staticClass:"custom-control-
input",attrs:{\`type\`:"checkbox"},domProps:{\`checked\`:Array.isArray(_vm.responsiveCheck)?_vm._i(_vm.res
ponsiveCheck,null)>-1:(_vm.responsiveCheck)},on:{\`change\`:function($event){var
$$a=_vm.responsiveCheck,$$el=$event.target,$$c=$$el.checked?(true):(false);if(Array.isArray($$a)){var
$$v=null,$$i=_vm._i($$a,$$v);if($$el.checked){$$i<0&&(_vm.responsiveCheck=$$a.concat([$$v]))}else{$$i>-
1&&(_vm.responsiveCheck=$$a.slice(0,$$i).concat($$a.slice($$i+1)))]}else{_vm.responsiveCheck=$$c}}}),_c('s
pan',{staticClass:"custom-control-label
font-weight-bold"},[_vm._v("\n    "+_vm._s(_vm.$t('embed-form.responsive-optin'))+"\n
    ")]),_c('div',{staticClass:"text-right"},[_c('button',{staticClass:"btn btn-link btn-sm text-uppercase font-weight-
bold",on:{\`click\`:_vm.copyEmbedCode}}),_c('fa',{attrs:{\`icon\`:"clipboard"}}),_vm._v("\n
"+_vm._s(_vm.$t('embed-form.copy'))+"\n    ")]),(!_vm.noPreview)?_c('div',{staticClass:"col-7 d-none
d-lg-block embed-
form__preview"},[_c('span',{domProps:{\`innerHTML\`:_vm._s(_vm.embedCode(false))}}):_vm._e(0)])))]))\nva
r staticRenderFns = []\n\nexport { render, staticRenderFns }","function _typeof2(obj) { if (typeof Symbol ===
"function" && typeof Symbol.iterator === "symbol") { _typeof2 = function _typeof2(obj) { return typeof obj; };
} else { _typeof2 = function _typeof2(obj)
{ return obj && typeof Symbol === "function" && obj.constructor === Symbol && obj !== Symbol.prototype ?
"symbol" : typeof obj; }; } return _typeof2(obj); }\n\nexport default function _typeof(obj) {\n if (typeof Symbol
=== "function" && _typeof2(Symbol.iterator) === "symbol") {\n _typeof = function _typeof(obj) {\n return
_typeof2(obj);\n }; } else {\n _typeof = function _typeof(obj) {\n return obj && typeof Symbol ===
"function" && obj.constructor === Symbol && obj !== Symbol.prototype ? "symbol" : _typeof2(obj);\n }; }
}\n\n return _typeof(obj);\n"},"import Clipboard from 'clipboard'\n\nexport function copyText (text, container)
{\n return new Promise(function (resolve, reject) {\n var fakeElement = document.createElement('button')\n\n
var clipboard = new Clipboard(fakeElement, {\n text: () => (text),\n action: () => ('copy'),\n container:
typeof container === 'object' ? container : document.body\n })\n\n clipboard.on('success',
error => {\n clipboard.destroy()\n resolve(error)\n })\n\n clipboard.on('error', error => {\n
clipboard.destroy()\n reject(error)\n })\n\n fakeElement.click()\n })\n\n"},"<style lang="scss" scoped>\n
@import './styles/lib';\n\n .embed-form {\n font-size: 0.9rem;\n overflow: auto;\n\n .custom-control.btn {\n
.custom-control-label:before, .custom-control-label:after {\n top: 50%;\n transform: translateY(-50%);\n
}\n }\n\n &__heading {\n font-size: 1.1em;\n text-transform: uppercase;\n }\n\n &__code {\n
height: 80px;\n }\n\n &__preview {\n border-left: 1px $gray-400 dashed;\n }\n
}\n</style>\n\n<template>\n <div class="embed-form">\n <div class="container-fluid">\n <h4
class="embed-form__heading" v-if="!noTitle">\n {{ $t('embed-form.heading') }}\n </h4>\n <div
class="row">\n <div class="col">\n <p>\n
{{ $t('embed-form.introduction') }}\n </p>\n <textarea class="form-control embed-form__code mb-
2" readonly @click="selectCode" :value="embedCode()"></textarea>\n\n <label class="custom-control
custom-checkbox btn btn-sm float-left">\n <input type="checkbox" class="custom-control-input" v-
model="responsiveCheck">\n <span class="custom-control-label font-weight-bold">\n {{
$t('embed-form.responsive-optin') }}\n </span>\n </label>\n\n <div class="text-right">\n

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<button class=\`btn btn-link btn-sm text-uppercase font-weight-bold\` @click=\`copyEmbedCode\`>\n      <fa
icon=\`clipboard\` />\n      {{ $(`embed-form.copy`) }}\n    </button>\n    </div>\n  </div>\n
<div class=\`col-7 d-none d-lg-block embed-form__preview\` v-if=\`!noPreview\`>\n    <span v-
html=\`embedCode(false)\`></span>\n  </div>\n </div>\n
</div>\n </div>\n</template>\n<script>\n  import { faClipboard } from '@fortawesome/free-solid-svg-
icons/faClipboard'\n  import Vue from 'vue'\n  import i18n from '@i18n'\n  import IFrameResizer from
'@/utils/iframe-resizer'\n  import { copyText } from '@/utils/clipboard'\n  import { library } from './Fa'\n  /**\n *
Embed Form\n */\n  export default {\n    i18n,\n    name: 'EmbedForm',\n    data () {\n      return {\n
responsiveCheck: false\n      }\n    },\n    beforeMount () {\n      library.add(faClipboard)\n    },\n    components: {\n
/** Prevent a bug with vue-docgen-api\n    * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n
*/\n    Fa: require('./Fa').default\n    },\n    props: {\n      /**\n    * Hide the form title\n    */\n    noTitle: {\n
type: Boolean\n    },\n      /**\n    * Hide the preview panel\n    */\n    noPreview: {\n      type: Boolean\n
},\n      /**\n    * Default width of
the iframe code\n    */\n    width: {\n      type: [Number, String],\n      default: '100%\n    },\n      /**\n    *
Default height of the iframe code\n    */\n    height: {\n      type: Number,\n      default: () =>
(window.innerHeight)\n    },\n      /**\n    * Default minimal width of the iframe code (if extract from window\`s
size)\n    */\n    minWidth: {\n      type: Number,\n      default: 0\n    },\n      /**\n    * Default minimal
height of the iframe code (if extract from window\`s size)\n    */\n    minHeight: {\n      type: Number,\n
default: 0\n    },\n      /**\n    * URL of the iframe code\n    */\n    url: {\n      type: String\n    },\n
},\n    methods: {\n      iframeCodeFor (url, width, height) {\n        return `<iframe width=\`${width}\`
height=\`${height}\` src=\`${IFrameResizer.deletePymParams(url)}\` frameborder=\`0\`
allowfullscreen></iframe>\n      },\n      pymCodeFor (url) {\n
return IFrameResizer.template(url)\n    },\n      copyEmbedCode () {\n        return copyText(this.embedCode(),
this.$el).then(() => {\n          this.selectCode()\n        })\n    },\n      selectCode () {\n
this.$el.querySelector('.embed-form__code').select()\n    },\n      embedCode (withPym = this.responsiveCheck) {\n
const width = isNaN(this.width) ? this.width : Math.max(this.width, this.minWidth)\n      const height =
Math.max(this.height, this.minHeight)\n      return withPym ? this.pymCodeFor(this.currentUrl) :
this.iframeCodeFor(this.currentUrl, width, height)\n    },\n    computed: {\n      currentUrl () {\n        return
this.url || window.location.href\n      }\n    }\n  }\n}</script>\n", "import mod from \`!..../node_modules/cache-
loader/dist/cjs.js??ref--12-0!..../node_modules/thread-loader/dist/cjs.js!..../node_modules/babel-
loader/lib/index.js!..../node_modules/cache-loader/dist/cjs.js??ref--0-0!..../node_modules/vue-
loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=script&lang=js&\`;\n
export default mod; export * from \`!..../node_modules/cache-loader/dist/cjs.js??ref--12-
0!..../node_modules/thread-loader/dist/cjs.js!..../node_modules/babel-loader/lib/index.js!..../node_modules/cache-
loader/dist/cjs.js??ref--0-0!..../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=script&lang=js&\`;", "import { render, staticRenderFns } from
\`./EmbedForm.vue?vue&type=template&id=502aea85&scoped=true&\`"\nimport script from
\`./EmbedForm.vue?vue&type=script&lang=js&\`"\nexport * from
\`./EmbedForm.vue?vue&type=script&lang=js&\`"\nimport style0 from
\`./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\`"\n\n/* normalize
component */\nimport normalizer from \`!..../node_modules/vue-loader/lib/runtime/componentNormalizer.js\`"\nvar
component = normalizer(\n  script,\n  render,\n  staticRenderFns,\n  false,\n  null,\n  \`502aea85\`,\n  null\n
)\n\ncomponent.options.__file
= \`EmbedForm.vue\`"\nexport default component.exports", "<template>\n  <div class=\`sharing-options\`
:style=\`style\`>\n    <social-sharing v-bind=\`valuesFor('twitter')\` inline-template>\n      <network
network=\`twitter\` class=\`sharing-options__link\`>\n        <fa :icon=\`['fab', 'twitter']\` />\n        <span class=\`sr-
only\`>Share on Twitter</span>\n      </network>\n    </social-sharing>\n    <social-sharing v-
bind=\`valuesFor('facebook')\` inline-template>\n      <network network=\`facebook\` class=\`sharing-

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options__link">\n    <fa :icon=\["fab', 'facebook']" />\n    <span class=\["sr-only"]>Share on
Facebook</span>\n  </network>\n </social-sharing>\n <social-sharing v-bind=\["valuesFor('linkedin')]" inline-
template>\n  <network network=\["linkedin"] class=\["sharing-options__link"]>\n    <fa :icon=\["fab',
'linkedin']" />\n    <span class=\["sr-only"]>Share on LinkedIn</span>\n  </network>\n </social-sharing>\n
<social-sharing
v-bind=\["valuesFor('email')]" inline-template>\n  <network network=\["email"] class=\["sharing-
options__link"]>\n    <fa icon=\["envelope"] />\n    <span class=\["sr-only"]>Share by email</span>\n
</network>\n </social-sharing>\n <div class=\["sharing-options__link"] v-show=\["!noEmbed"]>\n  <a
@click=\["showEmbedForm"]>\n    <fa icon=\["code"] />\n    <span class=\["sr-only"]>Embed</span>\n
</a>\n </div>\n <b-modal hide-footer ref=\["embedForm"] title=\["Embed on your website"] class=\["text-
dark"]>\n  <embed-form no-title no-preview :min-height=\["iframeMinHeight"] :min-
width=\["iframeMinWidth"]></embed-form>\n </b-modal>\n </div>\n</template>\n<script>\n import bModal
from 'bootstrap-vue/es/components/modal/modal'\n import SocialSharing from 'vue-social-sharing';\n import get
from 'lodash/get'\n import reduce from 'lodash/reduce'\n\n import i18n from '@/i18n'\n import { faCode } from
'@fortawesome/free-solid-svg-icons/faCode'\n
import { faEnvelope } from '@fortawesome/free-solid-svg-icons/faEnvelope'\n import { faTwitter } from
'@fortawesome/free-brands-svg-icons/faTwitter'\n import { faFacebook } from '@fortawesome/free-brands-svg-
icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import
EmbedForm from './EmbedForm.vue'\n import config from './config'\n import IFrameResizer from './utils/iframe-
resizer'\n\n import { library } from './Fa'\n\n /**\n * SharingOptions\n */\n export default {\n  i18n,\n  name:
'SharingOptions',\n  components: {\n    bModal,\n    EmbedForm,\n    SocialSharing,\n    /** Prevent a bug
with vue-docgen-api\n    * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n    */\n    Fa:
require('./Fa').default\n  },\n  beforeMount () {\n    library.add(faCode, faEnvelope, faTwitter, faFacebook,
faLinkedin)\n    // Inject Fa components in child component\n    SocialSharing.components.Fa
= require('./Fa').default\n  },\n  props: {\n    /**\n    * URL to be shared.\n    */\n    url: {\n      type:
String,\n      default: () => config.get('sharing-options.url', null) || IFrameResizer.deletePymParams()\n    },\n
/**\n    * Direction of the sharing options. Can be: <em>row</em>, <em>row-reverse</em>,\n    *
<em>column</em> or <em>column-reverse</em>.\n    */\n    direction: {\n      default: 'row',\n      validator
(value) {\n        return ['row', 'row-reverse', 'column', 'column-reverse'].indexOf(value) !== -1\n      }\n    },\n
/**\n    * Sharing contents wich can be generic (<em>title</em>, <em>description</em>, etc)\n    * or specific
to a network (<em>twitter_title</em>, <em>facebook_description</em>, etc).\n    */\n    values: {\n      type:
Object,\n      default: () => ({})\n    },\n    /**\n    * The list of all the keys to automatcly inject in each social
button.\n    */\n    valuesKeys: {\n      default: () => ['url', 'title', 'description', 'media', 'twitter-user'],\n      type: Array\n    },\n
/**\n    * Disable embed button.\n    */\n    noEmbed: {\n      type: Boolean\n    },\n    /**\n    * Minimum
height of the iframe in the embed form.\n    */\n    iframeMinHeight: {\n      type: Number\n    },\n    /**\n
* Minimum width of the iframe in the embed form.\n    */\n    iframeMinWidth: {\n      type: Number\n    },\n
/**\n    * Prevent from reading default value from the <code>meta</code>.\n    */\n    noMeta: {\n      type:
Boolean\n    }\n  },\n  methods: {\n    showEmbedForm () {\n      this.showShareOptions = false\n      return
this.$refs.embedForm.show()\n    },\n    valuesFor (network) {\n      const values =
Object.assign(this.metaValues, this.values)\n      return reduce(this.valuesKeys, (res, key) => {\n        res[key] =
get(values, `${network}_${key}`,\n        values[key])\n        return res\n      }, {})\n    },\n    defaultValorFor(key, metaSelector = null) {\n      if
(this.noMeta || !metaSelector) {\n        return config.get(key)\n      }\n      return
get(document.head.querySelector(metaSelector), 'content', config.get(key))\n    }\n  },\n  computed: {\n    style
() {\n      return {\n        'flex-direction': this.direction\n      }\n    },\n    metaValues () {\n      return {\n
'url': this.url,\n      'title': this.defaultValorFor('sharing-options.title'),\n      'description':
this.defaultValorFor('sharing-options.description', 'meta[name=\["description"]'),\n      'facebook_title':

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this.defaultValueFor('sharing-options.facebook_title', 'meta[property="og:title"]'),\n      'facebook_description':
this.defaultValueFor('sharing-options.description', 'meta[property="og:description"]'),\n      'facebook_media':
this.defaultValueFor('sharing-options.media', 'meta[property="og:image"]'),\n
      'facebook_url': this.defaultValueFor('app.home', 'meta[property="og:url"]'),\n      'twitter_media':
this.defaultValueFor('sharing-options.media', 'meta[name="twitter:image"]'),\n      'twitter_twitter-user':
this.defaultValueFor('sharing-options.twitter-user', 'meta[name="twitter:site"]')\n    }\n  }\n }\n }\n
}\n</script>\n\n<style lang="scss">\n  @import './styles/lib';\n  @import './styles/mixins';\n  .sharing-options
{\n  display: flex;\n  &__link {\n    display: block;\n    margin: $spacer / 4;\n    background: black;\n
height: 2.5em;\n    line-height: 2.5em;\n    width: 2.5em;\n    text-align: center;\n    font-size: 80%;\n    border-
radius: 50%;\n    cursor: pointer;\n    color: white;\n    position: relative;\n\n    i {\n      position: absolute;\n
top: 50%;\n      left: 50%;\n      transform: translate(-50%, -50%);\n    }\n\n    & > a, & > button {\n      width:
100%;\n      height: 100%;\n      display: block;\n    }\n  }\n }\n}\n</style>\n", "import mod from "-"
!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-
loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SharingOptions.vue?vue&type=script&lang=js&"; export default mod; export * from "-"
!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-
loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SharingOptions.vue?vue&type=script&lang=js&""; import { render, staticRenderFns } from
"./SharingOptions.vue?vue&type=template&id=4e36ddf6&";\nimport script from
"./SharingOptions.vue?vue&type=script&lang=js&";\nexport * from
"./SharingOptions.vue?vue&type=script&lang=js&";\nimport
style0 from "./SharingOptions.vue?vue&type=style&index=0&lang=scss&";\n\n\n/* normalize component
*/\nimport normalizer from "!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js";\nvar component
= normalizer(\n  script,\n  render,\n  staticRenderFns,\n  false,\n  null,\n  null,\n  null,\n  null\n
)\n\n\ncomponent.options.__file = "SharingOptions.vue";\nexport default component.exports;";<template>\n <div
class="embeddable-footer p-2 text-nowrap">\n  <a href="homeUrl" target="_blank" class="text-white
embeddable-footer__brand">\n    \n    {{ title }}\n  </a>\n  <div class="embeddable-footer__lead small text-truncate" v-
html="lead"></div>\n  <button class="btn btn-link text-white btn-sm py-0 embeddable-footer__share-btn"
@click="showShareOptions = !showShareOptions" :class="{ active: showShareOptions }">\n    <fa
icon="share-alt" />\n    <span class="sr-only">{{
$(embeddable-footer.share) }}</span>\n  </button>\n  <sharing-options :values="sharingOptionsValues" v-
if="showShareOptions" direction="column-reverse" :iframe-min-height="iframeMinHeight" :iframe-min-
width="iframeMinWidth"></sharing-options>\n</div>\n</template>\n\n<script>\n  import { faShareAlt } from
'@fortawesome/free-solid-svg-icons/faShareAlt'\n  import i18n from '@/i18n'\n  import IFrameResizer from
'@/utils/iframe-resizer'\n  import SharingOptions from './SharingOptions'\n  import config from '@/config'\n\n
import { library } from './Fa'\n  /**\n   * EmbeddableFooter\n   */\n  export default {\n    i18n,\n    name:
'EmbeddableFooter',\n    beforeMount() {\n      library.add(faShareAlt)\n    },\n    components: {\n      /** Prevent a
bug with vue-docgen-api\n       * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n       */\n
Fa: require('./Fa').default,\n      SharingOptions\n    },\n    props: {\n      /**\n       * Title
to display next to ICIJ logo.\n       */\n      title: {\n        type: String,\n        default: () => config.get('project.name')\n      },\n      /**\n       * Lead sentence to display next to the title.\n       */\n      lead: {\n        type: String,\n        default:
"\n      },\n      /**\n       * Minimum height for the iframe generated in the embed form.\n       */\n
iframeMinHeight: {\n        type: Number\n      },\n      /**\n       * Minimum width for the iframe generated in the
embed form.\n       */\n      iframeMinWidth: {\n        type: Number\n      },\n      /**\n       * Target of the ICIJ logo
and title links.\n       */\n      homeUrl: {\n        type: String,\n        default: () => config.get('app.home')\n      },\n

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/**\n    * Sharing option values to bind to the sharing-options component on the bottom-right corner.\n    */\n
sharingOptionsValues: {\n    type: Object,\n    default: () => ({})\n  },\n  data () {\n    return {\n      showShareOptions: false\n    },\n    mounted () {\n      IframeResizer.create();\n    }\n  }\n</script>\n<style lang="scss" scoped>\n  @import './styles/lib';\n  @import './styles/mixins';\n  @include keyframes(slideup) {\n    0% {\n      transform: translateY(100%);\n      opacity: 0;\n    }\n    100% {\n      transform: translateY(0%);\n      opacity: 1;\n    }\n  }\n  .embeddable-footer {\n    display: flex;\n    flex-direction: row;\n    align-items: center;\n    z-index: $zindex-sticky;\n    position: fixed;\n    bottom: 0;\n    left: 0;\n    width: 100%;\n    background: black;\n    color: white;\n    // Magic technique to have a minimum font-size (10px-ish)\n    font-size: calc(10px + 1.5vh);\n    @media screen and (min-height: 800px) {\n      font-size: 1rem;\n    }\n    &__brand {\n      padding-right: $spacer;\n      margin-right: $spacer;\n      border-right: 2px solid white;\n      font-family: $headings-font-family;\n      font-size: 1.1em;\n    }\n    &__lead {\n      flex-grow: 1;\n      min-width: 0;\n      font-size: 0.9em;\n    }\n    &__share-btn {\n      border: 1px solid transparent;\n      height: 2.5em;\n      line-height: 2.5em;\n      width: 2.5em;\n      font-size: 80%;\n      text-align: center;\n      border-radius: 50%;\n      &.active {\n        border-color: white;\n      }\n      &:hover {\n        background: rgba(white, .1);\n      }\n      &/deep/.sharing-options {\n        position: absolute;\n        bottom: 100%;\n        right: 0;\n        margin: $spacer * 0.25;\n      }\n      &__link {\n        opacity: 0;\n        animation: slideup 200ms forwards;\n        @include animation-delay-loop(0, 10, 50ms);\n      }\n    }\n  }\n</style>\n", "import mod from '!..../node_modules/cache-loader/dist/cjs.js??ref--12-0!..../node_modules/thread-loader/dist/cjs.js!..../node_modules/babel-loader/lib/index.js!..../node_modules/cache-loader/dist/cjs.js??ref--0-0!..../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&";\n  export default mod; export * from '!..../node_modules/cache-loader/dist/cjs.js??ref--12-0!..../node_modules/thread-loader/dist/cjs.js!..../node_modules/babel-loader/lib/index.js!..../node_modules/cache-loader/dist/cjs.js??ref--0-0!..../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&";\n  import { render, staticRenderFns } from './EmbeddableFooter.vue?vue&type=template&id=36cb84e2&scoped=true&";\n  import script from './EmbeddableFooter.vue?vue&type=script&lang=js&";\n  export * from './EmbeddableFooter.vue?vue&type=script&lang=js&";\n  import style0 from './EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&";\n  normalize component *\n  import normalizer from '!..../node_modules/vue-loader/lib/runtime/componentNormalizer.js";\n  component = normalizer(\n    script,\n    render,\n    staticRenderFns,\n    false,\n    null,\n    '36cb84e2',\n    null\n  )\n  component.options.__file = 'EmbeddableFooter.vue";\n  export default component.exports;,\n  var render = function () {\n    var _vm=this;\n    var _h=_vm.$createElement;\n    var _c=_vm._self._c||_h;\n    return _c('div',{staticClass:"follow-us"},[_c('button',{staticClass:"btn btn-link text-light follow-us__close"},on:{click:_vm.closeSignupPopover}},[_c('fa',{attrs:{icon:"times"}}),1],_c('sign-up-form',{staticClass:"p-3"}),_c('div',{staticClass:"px-3 pb-1 text-uppercase text-muted font-weight-bold"},[_vm._v("\n  "+_vm._s(_vm.$t('follow-us-popover.heading'))+"\n  ")),_c('div',{staticClass:"p-3 bg-light container-fluid text-center"},[_c('div',{staticClass:"row"},[_c('div',{staticClass:"col"},[_c('a',{staticClass:"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn",attrs:{href:"https://twitter.com/icijorg"},"target":"_blank"},"title":"Twitter"}),_c('fa',{attrs:{icon:'fab','twitter"},"size":"lg"}),_c('span',{staticClass:"sr-only"},[_vm._v("Twitter"))],1)],_c('div',{staticClass:"col"},[_c('a',{staticClass:"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn",attrs:{href:"https://www.facebook.com/ICIJ.org"},"target":"_blank"},"title":"Facebook"}),_c('fa',{attrs:{icon:'fab','facebook"},"size":"lg"}),_c('span',{staticClass:"sr-only"},[_vm._v("Facebook"))],1)],_c('div',{staticClass:"col"},[_c('a',{staticClass:"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-

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btn\",attrs:{\"href\": \"https://www.linkedin.com/company/1732242/\", \"target\": \"_blank\", \"title\": \"Linkedin\"}},[_
c('fa',{attrs:{\"icon\": 'fab', 'linkedin'}, \"size\": \"lg\"}),_c('span',{staticClass: \"sr-
only\"}),[_vm._v(\"Linkedin\")]),1)))]),1))\nvar staticRenderFns = []\n\nexport { render, staticRenderFns },\"var
render = function () { var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('form',{staticClass: \"sign-up-form\",class: { 'sign-up-form--horizontal':
_vm.horizontal
},on: {\"submit\": function($event){ $event.preventDefault();_vm.subscribe($event)}},[_c('fieldset',{attrs: {\"disabl
e\": _vm.frozen }},[_c('label',{staticClass: \"text-uppercase text-muted font-weight-
bold\",attrs: {\"for\": \"input-email\"}),[_vm._v(\"\\n    \"+_vm._s(_vm.$t(\"sign-up-form.label\"))+\"\\n
\\n\")):_vm._e(),_c('div',{staticClass: \"sign-up-form__fieldset__group\",class: { 'input-group': _vm.horizontal
}},{_c('input',{directives: [{name: \"model\",rawName: \"v-
model\",value: (_vm.email),expression: \"email\"}],staticClass: \"form-
control\",attrs: {\"name\": \"EMAIL\", \"type\": \"text\", \"placeholder\": _vm.$t('sign-up-
form.placeholder'), \"id\": \"input-
email\"},domProps: {\"value\": (_vm.email)},on: {\"input\": function($event){ if($event.target.composing){ return;
}_vm.email=$event.target.value}}}),_c('div',{staticClass: \"sign-up-form__fieldset__group__addon\",class: {
'input-group-append': _vm.horizontal }},[_c('button',{staticClass: \"btn btn-primary text-uppercase font-weight-
bold\",attrs: {\"type\": \"submit\"}),[_vm._v(\"\\n    \"+_vm._s(_vm.$t(\"sign-up-form.submit\"))+\"\\n
\\n\")))])))]),_c('input',{attrs: {\"type\": \"hidden\", \"name\": \"group[9][1]\", \"value\": \"1\"}),_c('input',{attrs: {\"type\": \"
hidden\", \"name\": \"SIGNUP\"},domProps: {\"value\": _vm.tracker}}),(_vm.errorMessage)?_c('p',{staticClass: \"aler
t alert-danger p-2 m-0 mt-
2\",domProps: {\"innerHTML\": _vm._s(_vm.errorMessage)}):_vm._e(),(_vm.successMessage)?_c('p',{staticClass: \"
alert alert-success p-2 m-0 mt-2\",domProps: {\"innerHTML\": _vm._s(_vm.successMessage)}):_vm._e())\n\nvar
staticRenderFns = []\n\nexport { render, staticRenderFns },\"<template>\n <form
@submit.prevent= \"subscribe($event)\" class= \"sign-up-form\" :class= { 'sign-up-form--horizontal': horizontal
} \">\n <fieldset :disabled= \"frozen\">\n <label class= \"text-uppercase text-muted
font-weight-bold\" for= \"input-email\" v-if= \"!noLabel\">\n {{ $t(\"sign-up-form.label\") }}\n </label>\n
<div class= \"sign-up-form__fieldset__group\" :class= { 'input-group': horizontal } \">\n <input v-
model= \"email\" name= \"EMAIL\" type= \"text\" class= \"form-control\" :placeholder= \"$t('sign-up-
form.placeholder')\" id= \"input-email\" />\n <div class= \"sign-up-form__fieldset__group__addon\" :class= {
'input-group-append': horizontal } \">\n <button class= \"btn btn-primary text-uppercase font-weight-bold\"
type= \"submit\">\n {{ $t(\"sign-up-form.submit\") }}\n </button>\n </div>\n </div>\n
</fieldset>\n <input type= \"hidden\" name= \"group[9][1]\" value= \"1\" />\n <input type= \"hidden\"
name= \"SIGNUP\" :value= \"tracker\" />\n <p v-if= \"errorMessage\" class= \"alert alert-danger p-2 m-0 mt-2\" v-
html= \"errorMessage\"></p>\n <p v-if= \"successMessage\" class= \"alert alert-success p-2 m-0 mt-2\" v-
html= \"successMessage\"></p>\n
</form>\n</template>\n\n<script>\nimport $ from 'jquery'\nimport last from 'lodash/last'\nimport config from
'./config'\nimport i18n from '@/i18n'\n\n/**\n * SignUpForm\n *^\nexport default {\n i18n,\n name:
\"SignUpForm\", \n props: {\n /**\n * Mailchimp URL to send the data to.\n *^\n action: {\n type:
String,\n default: () => config.get('signup-form.action')\n },\n /**\n * Disable the main label.\n *^\n
noLabel: {\n type: Boolean,\n },\n /**\n * Horizontal layout of the form.\n *^\n horizontal: {\n type:
Boolean,\n },\n /**\n * Mailchimp tracker tag to identify the origin.\n *^\n tracker: {\n type: String,\n
default: () => config.get('signup-form.tracker')\n } \n },\n data () {\n return {\n email: \"\", \n frozen: false,\n
response: {}, \n errorMessage: null,\n successMessage: null\n }; \n },\n computed: {\n actionJsonp () {\n
return this.action.replace('/post?', '/post-json?').concat('&c=?')\n } \n },\n methods: {\n subscribe () {\n
this.resetMessages()\n this.freeze()\n // Send the data, catch the result no matter what and unfreeze the form\n
this.send().always(this.done).always(this.unfreeze)\n },\n send () {\n return $.ajax({\n type: 'POST', \n
url: this.actionJsonp,\n data: $(this.$el).serialize(), \n dataType: 'jsonp'\n }) \n },\n done (res) {\n

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if (res.result === 'success') {
  this.email = "\n      this.successMessage = res.msg;\n    } else {
    //
    Mailchimp formats errors in list\n      this.errorMessage = last((res.msg || \"Something's wrong\").split(' '))\n
  }\n },\n resetMessages () {\n      this.errorMessage = null\n      this.successMessage = null\n    },\n freeze () {\n
  this.frozen = true\n },\n unfreeze () {\n      this.frozen = false\n    }\n }\n};\n</script>\n<style
lang=\"scss\">\n @import './styles/lib.scss';\n .sign-up-form {\n .sign-up-form__fieldset__group__addon
.btn {\n      font-size: 0.9em;\n    }\n &:not(&--horizontal) {\n .sign-up-form__fieldset__group__addon .btn
{\n      display: block;\n      width: 100%;\n    }\n }\n }\n</style>\n", "import mod from \"-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&\";
export default mod; export * from \"-!././node_modules/cache-loader/dist/cjs.js??ref--12-
0!././node_modules/thread-loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-
loader/dist/cjs.js??ref--0-0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./SignUpForm.vue?vue&type=script&lang=js&\";\", \"import
{ render, staticRenderFns } from './SignUpForm.vue?vue&type=template&id=3a583f00&\";\"nimport script from
\"./SignUpForm.vue?vue&type=script&lang=js&\";\"nexport * from
\"./SignUpForm.vue?vue&type=script&lang=js&\";\"nimport style0 from
\"./SignUpForm.vue?vue&type=style&index=0&lang=scss&\";\"n\n\n/* normalize component */nimport normalizer
from \"!././node_modules/vue-loader/lib/runtime/componentNormalizer.js\"nvar component = normalizer(\n
script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n )\n\ncomponent.options.__file =
\"SignUpForm.vue\"nexport default component.exports\", \"<template>\n <div class=\"follow-us\">\n <button
class=\"btn btn-link text-light follow-us__close\" @click=\"closeSignupPopover\">\n <fa icon=\"times\" />\n
</button>\n <sign-up-form class=\"p-3\"></sign-up-form>\n <div class=\"px-3 pb-1 text-uppercase text-muted
font-weight-bold\">\n {{ $t('follow-us-popover.heading') }}\n </div>\n <div class=\"p-3 bg-light
container-fluid text-center\">\n <div class=\"row\">\n <div class=\"col\">\n <a
href=\"https://twitter.com/icijorg\" target=\"_blank\" class=\"d-inline-block text-primary border border-primary
rounded-circle bg-white follow-us__social-btn\" title=\"Twitter\">\n <fa :icon=\"['fab', 'twitter']\" size=\"lg\"
/>\n <span class=\"sr-only\">Twitter</span>\n </a>\n </div>\n <div class=\"col\">\n <a
href=\"https://www.facebook.com/ICIJ.org\" target=\"_blank\" class=\"d-inline-block text-primary border border-
primary rounded-circle bg-white follow-us__social-btn\" title=\"Facebook\">\n <fa :icon=\"['fab',
'facebook']\" size=\"lg\" />\n <span class=\"sr-only\">Facebook</span>\n </a>\n </div>\n <div
class=\"col\">\n <a href=\"https://www.linkedin.com/company/1732242/\" target=\"_blank\" class=\"d-inline-
block text-primary border border-primary rounded-circle bg-white
follow-us__social-btn\" title=\"Linkedin\">\n <fa :icon=\"['fab', 'linkedin']\" size=\"lg\" />\n <span
class=\"sr-only\">Linkedin</span>\n </a>\n </div>\n </div>\n </div>\n </div>\n</template>\n</script>\n import { faTimes } from '@fortawesome/free-solid-svg-icons/faTimes'\n
import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import { faFacebook } from
'@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-svg-
icons/faLinkedin'\n\n import i18n from '@/i18n'\n import SignUpForm from './SignUpForm.vue'\n import { library
} from './Fa'\n\n /**\n * FollowUsPopover\n */\n export default {\n i18n,\n name: 'FollowUsPopover',\n
components: {\n /** Prevent a bug with vue-docgen-api\n * @see https://github.com/vue-styleguidist/vue-
docgen-api/issues/23\n */\n Fa: require('./Fa').default,\n SignUpForm\n },\n beforeMount ()
{\n library.add(faTimes, faTwitter, faFacebook, faLinkedin)\n },\n methods: {\n closeSignupPopover()
{\n /**\n * Fired when user click on the `close` button\n */\n * @event update:show\n *
@type {boolean}\n */\n this.$emit('update:show', false)\n }\n }\n }\n</script>\n<style lang=\"scss\"
scoped>\n @import './styles/lib';\n .follow-us {\n position: relative;\n width: 300px;\n\n &__social-btn {\n
height: 46px;\n width: 46px;\n line-height: 46px;\n\n i.fab {\n line-height: inherit;\n font-size:
1.5em;\n }\n }\n\n &__close {\n position: absolute;\n right: $spacer / 2;\n top: $spacer / 2;\n }\n

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_c=_vm._self._c||_h;return _c('ul',{staticClass:'list-unstyled'}),[_c('li',{staticClass:'list-unstyled-
item'}),[_c('a',{attrs:{'href':"https://www.facebook.com/ICIJ.org"},"target":'_blank'}}),[_vm._v(\\n
Facebook\\n
))]],[_c('li',{staticClass:'list-unstyled-
item'}),[_c('a',{attrs:{'href':"https://www.linkedin.com/company/1732242/"},"target":'_blank'}}),[_vm._v(\\n
LinkedIn\\n
))]],[_c('li',{staticClass:'list-unstyled-
item'}),[_c('a',{attrs:{'href':"https://twitter.com/icijorg"},"target":'_blank'}}),[_vm._v(\\n
Twitter\\n
))]]]])\n\nexport { render, staticRenderFns },"<template>\n <footer
class="generic-footer">\n <div class="container">\n <div class="row">\n <div class="col-md-5">\n
<h5 class="text-uppercase text-white clearfix generic-footer__icij mb-3">\n <a href="https://icij.org"
target="_blank" class="generic-footer__icij__logo">\n \n </a>\n <a class="text-nowrap" href="https://icij.org" target="_blank">\n
International Consortium of<br />\n Investigative Journalists\n </a>\n </h5>\n <p
class="">\n 1710 Rhode Island Ave NW | 11th floor<br />\n Washington DC 20006 USA\n
</p>\n <p>\n <strong>\n <a href="mailto:contact@icij.org" class="text-selective-
yellow">contact@icij.org</a>\n
</strong>\n </p>\n </div>\n <div class="col-md-7">\n <div class="row justify-
content-end">\n <div class="col-md-5">\n <h5 class="text-selective-yellow text-uppercase mb-
3">\n {{ $t('generic-footer.investigations') }}\n </h5>\n <!-- @slot List of investigations -
->\n <slot name="investigations">\n <ul class="list-unstyled">\n <li class="list-
unstyled-item">\n <a href="https://www.icij.org/investigations/paradise-papers/" target="_blank">\n
Paradise Papers\n </a>\n </li>\n <li class="list-unstyled-item">\n
<a href="https://www.icij.org/investigations/panama-papers/" target="_blank">\n Panama
Papers\n </a>\n </li>\n <li class="list-unstyled-item">\n <a href="https://www.icij.org/investigations/world-bank"
target="_blank">\n Evicted and Abandoned\n </a>\n </li>\n <li
class="list-unstyled-item">\n <a href="https://www.icij.org/investigations/offshore/"
target="_blank">\n Secrecy for Sale\n </a>\n </li>\n </ul>\n
</slot>\n </div>\n <div class="col-md-4">\n <h5 class="text-selective-yellow text-
uppercase mb-3">\n {{ $t('generic-footer.follow-us') }}\n </h5>\n <ul class="list-
unstyled">\n <li class="list-unstyled-item">\n <a href="https://www.facebook.com/ICIJ.org"
target="_blank">\n Facebook\n </a>\n </li>\n
<li class="list-unstyled-item">\n <a href="https://www.linkedin.com/company/1732242/"
target="_blank">\n LinkedIn\n </a>\n </li>\n
<li class="list-unstyled-
item">\n <a href="https://twitter.com/icijorg" target="_blank">\n Twitter\n
</a>\n </li>\n </ul>\n </div>\n </div>\n </div>\n </div>\n <p class="text-
white text-md-right small mt-5">\n <strong>© {{ year }} — The International Consortium of Investigative
Journalists.</strong>\n {{ $t('generic-footer.all-rights') }}\n <br />\n <span v-if="version"
class="text-muted">\n {{ $t('generic-footer.version', { version }) }}\n </span>\n </p>\n </div>\n
</footer>\n</template>\n\n<script>\nimport i18n from '@/i18n/n/n/**\n * GenericFooter\n *\nexport default {\n
i18n,\n name: 'GenericFooter',\n props: {\n /**\n * Version of the app to display in the bottom-right corner of
the footer\n *\n version: {\n type: String\n },\n computed: {\n year () {\n return (new
Date()).getFullYear()\n } }\n }\n}\n</script>\n<style lang="scss" scoped>\n @import './styles/lib';\n\n
.generic-footer {\n background: black;\n color: #999;\n padding:$spacer * 4 0;\n\n @include media-
breakpoint-down(md) {\n padding: $spacer;\n }\n\n a {\n color: inherit;\n }\n\n h5 {\n font-family:
$font-family-sans-serif;\n font-size: 1rem;\n }\n\n &__icij {\n display: flex;\n justify-content: start;\n
align-items: center;\n\n @include media-breakpoint-down(xs) {\n display: block;\n }\n\n &__logo {\n
display: block;\n width: 54px;\n flex: 0 0 54px;\n margin-right: 8px;\n\n @include media-
breakpoint-down(xs) {\n

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margin-bottom: $spacer;\n    }\n  }\n }\n</style>\n","import mod from \"-!../node_modules/cache-
loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-
loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-
loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&\"; export default mod;
export * from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./GenericFooter.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from
\"./GenericFooter.vue?vue&type=template&id=203025b4&scoped=true&\"\\nimport script from
\"./GenericFooter.vue?vue&type=script&lang=js&\"\\nexport * from
\"./GenericFooter.vue?vue&type=script&lang=js&\"\\nimport style0
from \"./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"\\n\\n/*
normalize component */\\nimport normalizer from \"!../node_modules/vue-
loader/lib/runtime/componentNormalizer.js\"\\nvar component = normalizer(\\n script,\\n render,\\n
staticRenderFns,\\n false,\\n null,\\n \"203025b4\",\\n null\\n \\n)\\n\\ncomponent.options.__file =
\"GenericFooter.vue\"\\nexport default component.exports,\"var render = function () { var _vm=this;var
_h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('div',[_c(_vm.rootElement,{tag:\"component\",staticClass:\"navbar navbar-expand-lg navbar-light imddb-
header\",class:{ 'headroom--frozen': !_vm.collapseNavbar },style:{ position: _vm.position }),attrs:{'id':\"imddb-
header\",'data-turbolinks-permanent':\"\",'offset':100,'z-index':1020,'on-
unpin\":_vm.closeFollowUsPopover}},[_vm._t(\"brand\",[_c('a',{staticClass:\"navbar-brand imddb-
header__brand\",attrs:{'href':_vm.homeUrl}},{_c('img',{staticClass:\"mr-
3\",attrs:{'src':require(\"../assets/images/icij-black@2x.png\"),'height':\"25\"})}],_vm._v(\"\\n
\"+_vm._s(_vm.project)+\"\\n  \")))],_c('button',{staticClass:\"navbar-
toggler\",attrs:{'type':\"button\",'aria-label':\"Toggle
navigation\"},on:{'click':_vm.toggleNavbar}},{_c('span',{staticClass:\"navbar-toggler-
icon\"})]),_c('div',{staticClass:\"navbar-collapse\",class:{ collapse: _vm.collapseNavbar
}},{_vm._t(\"navbar\",[_c('ul',{staticClass:\"navbar-nav mr-auto\"}),[_c('b-nav-
dropdown',{on:{'show':function($event){_vm.$root.$emit('bv:hide::popover')}}},{_c('template',{slot:\"button-
content\"}),[_vm._v(\"\\n
\"+_vm._s(_vm.title)+\"\\n
\\n\")]),_vm._l(_vm.dropdownItems),function(item,$index){return _c('b-dropdown-
item',_vm._b({key:$index,attrs:{'href':item.href}},{_c('b-dropdown-item',{ active: !!item.active },false),[_vm._v(\"\\n
\"+_vm._s(item.label)+\"\\n
\\n\")]),2),1)],_c('ul',{staticClass:\"navbar-
nav\"}),[_c('li',{staticClass:\"nav-item\"}),[_c('a',{staticClass:\"nav-
link\",attrs:{'href':\"https://www.icij.org/leak/\",'target':\"_blank\"})}],_vm._v(\"\\n
\"+_vm._s(_vm.$t('imddb-header.navbar.leak'))+\"\\n
\\n\")]),_c('li',{staticClass:\"nav-item mr-lg-
3\"}),[_c('a',{staticClass:\"nav-
link\",attrs:{'href':\"#\"},on:{'click':function($event){$event.preventDefault();_vm.$refs.donateFormModal.sho
w()}}},{_vm._v(\"\\n
\"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n
\\n\")]),_c('li',{staticClass:\"nav-item\"}),[_c('button',{staticClass:\"btn btn-saddle-red btn-block font-weight-
bold\",attrs:{'id':\"follow-icij\"}),[_vm._v(\"\\n
\"+_vm._s(_vm.$t('imddb-header.navbar.follow'))+\"\\n
\\n\")]),_c('b-popover',{attrs:{'container':\"imddb-header\",'target':\"follow-
icij\",'placement':\"bottomleft\",'show':_vm.showSignupPopover},on:{'update:show':function($event){_vm.s
howSignupPopover=$event}}},{_c('follow-us-
popover',{attrs:{'show':_vm.showSignupPopover},on:{'update:show':function($event){_vm.showSignupPopov
er=$event}}),1),1)],2),2),_c('b-modal',{ref:\"donateFormModal\",attrs:{'hide-
footer':\"\",'lazy':\"\",'size':\"lg\"}),[_c('span',{staticClass:\"text-uppercase

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font-weight-bold text-primary",attrs:{"slot":"modal-title"},slot:"modal-title"},[_vm._v("\n
\n+_vm._s(_vm.$t('imddb-header.navbar.support'))+"\n  \n)),_c('donate-form',{attrs:{"no-
title":"\n"}]),1),1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","import { mergeData } from
'vue-functional-data-merge';\n\nimport Link, { propsFactory as linkPropsFactory } from './link/link';\n\nexport var
props = linkPropsFactory();\n\nexport default {\n  functional: true,\n  props: props,\n  render: function render(h,
_ref) {\n    var props = _ref.props,\n        data = _ref.data,\n        children = _ref.children;\n\n    return h(Link,
mergeData(data, {\n      props: props,\n      staticClass: 'dropdown-item',\n      attrs:
{ role: 'menuitem' }\n    }), children);\n  }\n};","export default {\n  mounted: function mounted() {\n    if (typeof
document !== 'undefined') {\n      document.documentElement.addEventListener('click', this._clickOutListener);\n    }\n  },\n  beforeDestroy: function beforeDestroy() {\n    if (typeof document !== 'undefined') {\n
document.documentElement.removeEventListener('click', this._clickOutListener);\n    }\n  },\n  methods: {\n
_clickOutListener: function _clickOutListener(e) {\n    if (!this.$el.contains(e.target)) {\n      if
(this.clickOutListener) {\n        this.clickOutListener();\n      }\n    }\n  }\n};","import Popper from
'popper.js';\n\nimport clickoutMixin from './clickout';\n\nimport listenOnRootMixin from './listen-on-root';\n\nimport {
from as arrayFrom } from './utils/array';\n\nimport { assign } from './utils/object';\n\nimport KeyCodes from
'./utils/key-codes';\n\nimport BvEvent from './utils/bv-event.class';\n\nimport warn from './utils/warn';\n\nimport
{ isVisible, closest, selectAll, getAttr, eventOn, eventOff } from './utils/dom';\n\n// Return an Array of visible
items\nfunction filterVisible(els) {\n  return (els || []).filter(isVisible);\n}\n\n// Dropdown item CSS selectors\n//
TODO: .dropdown-form handling\nvar ITEM_SELECTOR = '.dropdown-item:not(.disabled):not([disabled]);'\n\n//
Popper attachment positions\nvar AttachmentMap = {\n  // DropUp Left Align\n  TOP: 'top-start',\n  // DropUp
Right Align\n  TOPEND: 'top-end',\n  // Dropdown left Align\n  BOTTOM: 'bottom-start',\n  // Dropdown Right
Align\n  BOTTOMEND: 'bottom-end'\n};\n\nexport default {\n  mixins: [clickoutMixin, listenOnRootMixin],\n  props: {\n
disabled: {\n    type: Boolean,\n    default: false\n  },\n  text: {\n    // Button label\n    type:
String,\n    default: "\n  },\n  dropup: {\n    // place on top if possible\n    type: Boolean,\n    default: false\n
  },\n  right: {\n    // Right align menu (default is
left align)\n    type: Boolean,\n    default: false\n  },\n  offset: {\n    // Number of pixels to offset menu, or a
CSS unit value (i.e. 1px, 1rem, etc)\n    type: [Number, String],\n    default: 0\n  },\n  noFlip: {\n    // Disable
auto-flipping of menu from bottom<=>top\n    type: Boolean,\n    default: false\n  },\n  popperOpts: {\n
type: Object,\n    default: function _default() {\n    }\n  },\n  data: function data() {\n    return {\n      visible:
false,\n      inNavbar: null,\n      visibleChangePrevented: false\n    }\n  },\n  created: function created() {\n    //
Create non-reactive property\n    this._popper = null;\n  },\n  mounted: function mounted() {\n    // To keep one
dropdown opened on page\n    this.listenOnRoot('bv::dropdown::shown', this.rootCloseListener);\n    // Hide when
clicked on links\n    this.listenOnRoot('clicked::link', this.rootCloseListener);\n    // Use new namespaced events\n
this.listenOnRoot('bv::link::clicked',
this.rootCloseListener);\n  },\n  /* istanbul ignore next: not easy to test *\n  deactivated: function deactivated()
{\n    // In case we are inside a `<keep-alive>\n    this.visible = false;\n    this.setTouchStart(false);\n
this.removePopper();\n  },\n  /* istanbul ignore next: not easy to test *\n  beforeDestroy: function beforeDestroy()
{\n    this.visible = false;\n    this.setTouchStart(false);\n    this.removePopper();\n  },\n  watch: {\n    visible:
function visible(newValue, oldValue) {\n    if (this.visibleChangePrevented) {\n      this.visibleChangePrevented
= false;\n      return;\n    }\n    if (newValue !== oldValue) {\n      var evtName = newValue ? 'show' : 'hide';\n      var
bvEvt = new BvEvent(evtName, {\n        cancelable: true,\n        vueTarget: this,\n        target:
this.$refs.menu,\n        relatedTarget: null\n      });\n      this.emitEvent(bvEvt);\n      if (bvEvt.defaultPrevented)
{\n        // Reset value and
exit if canceled\n        this.visibleChangePrevented = true;\n        this.visible = oldValue;\n        return;\n      }\n
      if (evtName === 'show') {\n        this.showMenu();\n      } else {\n        this.hideMenu();\n      }\n    }\n  },\n
disabled: function disabled(newValue, oldValue) {\n    if (newValue !== oldValue && newValue &&
this.visible) {\n      // Hide dropdown if disabled changes to true\n      this.visible = false;\n    }\n  },\n  computed: {\n
togglor: function togglor() {\n    return this.$refs.toggle.$el || this.$refs.toggle;\n  }\n  },\n

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methods: {\n // Event emitter\n emitEvent: function emitEvent(bvEvt) {\n var type = bvEvt.type;\n this.$emit(type, bvEvt);\n this.emitOnRoot('bv::dropdown:' + type, bvEvt);\n },\n showMenu: function\n showMenu() {\n if (this.disabled) {\n return;\n }\n // Ensure other menus are closed\n this.emitOnRoot('bv::dropdown::shown', this);\n\n // Are we in a navbar ?\n if (this.inNavbar === null && this.isNav) {\n this.inNavbar =\n Boolean(closest('.navbar', this.$el));\n }\n\n // Disable totally Popper.js for Dropdown in Navbar\n /*\n istnbul ignore next: can't test popper in JSDOM */\n if (!this.inNavbar) {\n if (typeof Popper ===\n 'undefined') {\n warn('b-dropdown: Popper.js not found. Falling back to CSS positioning.);\n } else {\n // for dropup with alignment we use the parent element as popper container\n var element = this.dropup &&\n this.right || this.split ? this.$el : this.$refs.toggle;\n // Make sure we have a reference to an element, not a\n component!\n element = element.$el || element;\n // Instantiate popper.js\n this.createPopper(element);\n }\n }\n\n this.setTouchStart(true);\n this.$emit('shown');\n\n // Focus\n on the first item on show\n this.$nextTick(this.focusFirstItem);\n\n },\n hideMenu: function hideMenu() {\n this.setTouchStart(false);\n this.emitOnRoot('bv::dropdown::hidden', this);\n this.$emit('hidden');\n this.removePopper();\n },\n createPopper: function createPopper(element) {\n this.removePopper();\n this._popper = new Popper(element,\n this.$refs.menu, this.getPopperConfig());\n },\n removePopper: function removePopper() {\n if (this._popper)\n {\n // Ensure popper event listeners are removed cleanly\n this._popper.destroy();\n }\n this._popper\n = null;\n },\n getPopperConfig /* istanbul ignore next: can't test popper in JSDOM */: function\n getPopperConfig() {\n var placement = AttachmentMap.BOTTOM;\n if (this.dropup && this.right) {\n //\n dropup + right\n placement = AttachmentMap.TOPEND;\n } else if (this.dropup) {\n // dropup + left\n placement = AttachmentMap.TOP;\n } else if (this.right) {\n //\n dropdown + right\n placement = AttachmentMap.BOTTOMEND;\n }\n var popperConfig = {\n placement: placement,\n modifiers: {\n offset: {\n offset: this.offset || 0\n },\n flip: {\n enabled: !this.noFlip\n }\n }\n }; \n if (this.boundary) {\n popperConfig.modifiers.preventOverflow = {\n boundariesElement: this.boundary\n }; \n }\n return\n assign(popperConfig, this.popperOpts || {});\n },\n setTouchStart: function setTouchStart(on) {\n var _this =\n this;\n /*\n * If this is a touch-enabled device we add extra\n * empty mouseover listeners to the body's\n immediate children;\n * only needed because of broken event delegation on iOS\n *\n https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n */\n if ('ontouchstart' in\n document.documentElement) {\n var children = arrayFrom(document.body.children);\n children.forEach(function (el) {\n if (on) {\n eventOn('mouseover', _this._noop);\n } else {\n eventOff('mouseover', _this._noop);\n }\n });\n }\n\n /* istanbul ignore next: not easy to\n test */\n _noop: function _noop() {\n // Do nothing event handler (used in touchstart event handler)\n },\n rootCloseListener: function rootCloseListener(vm) {\n if (vm !== this) {\n this.visible = false;\n }\n },\n clickOutListener: function clickOutListener() {\n this.visible = false;\n },\n show: function show() {\n //\n Public method to show dropdown\n if (this.disabled) {\n return;\n }\n this.visible = true;\n },\n hide: function hide() {\n // Public method to hide dropdown\n if (this.disabled) {\n return;\n }\n this.visible = false;\n },\n toggle: function toggle(evt) {\n // Called only by a button\n that toggles the menu\n evt = evt || {};\n var type = evt.type;\n var key = evt.keyCode;\n if (type !==\n 'click' && !(type === 'keydown' && (key === KeyCodes.ENTER || key === KeyCodes.SPACE || key ===\n KeyCodes.DOWN))) {\n // We only toggle on Click, Enter, Space, and Arrow Down\n return;\n }\n\n if (this.disabled) {\n this.visible = false;\n return;\n }\n this.$emit('toggle', evt);\n\n if\n (evt.defaultPrevented) {\n // Exit if canceled\n return;\n }\n evt.preventDefault();\n\n evt.stopPropagation();\n // Toggle visibility\n this.visible = !this.visible;\n },\n click: function click(evt)\n {\n // Calle only in split button mode, for the split button\n if (this.disabled) {\n this.visible = false;\n return;\n }\n this.$emit('click', evt);\n },\n\n /* istanbul ignore next: not easy to test */\n onKeydown:\n function onKeydown(evt) {\n

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    // Called from dropdown menu context\n    var key = evt.keyCode;\n    if (key === KeyCodes.ESC) {\n    //
Close on ESC\n    this.onEsc(evt);\n    } else if (key === KeyCodes.TAB) {\n    // Close on tab out\n
this.onTab(evt);\n    } else if (key === KeyCodes.DOWN) {\n    // Down Arrow\n    this.focusNext(evt,
false);\n    } else if (key === KeyCodes.UP) {\n    // Up Arrow\n    this.focusNext(evt, true);\n    }\n    },\n\n
/* istanbul ignore next: not easy to test *\n    onEsc: function onEsc(evt) {\n    if (this.visible) {\n    this.visible =
false;\n    evt.preventDefault();\n    evt.stopPropagation();\n    // Return focus to original trigger button\n
this.$nextTick(this.focusToggle);\n    }\n    },\n\n
/* istanbul ignore next: not easy to test *\n    onTab: function
onTab(evt) {\n    if (this.visible) {\n    // TODO: Need special handler for dealing with form inputs\n    // Tab,
if in a text-like
input, we should just focus next item in the dropdown\n    // Note: Inputs are in a special .dropdown-form
container\n    this.visible = false;\n    }\n    },\n    onFocusOut: function onFocusOut(evt) {\n    if
(this.$refs.menu.contains(evt.relatedTarget)) {\n    return;\n    }\n    this.visible = false;\n    },\n\n
/* istanbul ignore next: not easy to test *\n    onMouseOver: function onMouseOver(evt) {\n    // Focus the item on hover\n
// TODO: Special handling for inputs? Inputs are in a special .dropdown-form container\n    var item = evt.target;\n
    if (item.classList.contains('dropdown-item') && !item.disabled && !item.classList.contains('disabled') &&
item.focus) {\n    item.focus();\n    }\n    },\n    focusNext: function focusNext(evt, up) {\n    var _this2 =
this;\n\n    if (!this.visible) {\n    return;\n    }\n    evt.preventDefault();\n    evt.stopPropagation();\n
this.$nextTick(function () {\n    var
items = _this2.getItems();\n    if (items.length < 1) {\n    return;\n    }\n    var index =
items.indexOf(evt.target);\n    if (up && index > 0) {\n    index--;\n    } else if (!up && index <
items.length - 1) {\n    index++;\n    }\n    if (index < 0) {\n    index = 0;\n    }\n
_this2.focusItem(index, items);\n    });\n    },\n    focusItem: function focusItem(idx, items) {\n    var el =
items.find(function (el, i) {\n    return i === idx;\n    });\n    if (el && getAttr(el, 'tabindex') !== '-1') {\n
el.focus();\n    }\n    },\n    getItems: function getItems() {\n    // Get all items\n    return
filterVisible(selectAll(ITEM_SELECTOR, this.$refs.menu));\n    },\n    getFirstItem: function getFirstItem() {\n
// Get the first non-disabled item\n    var item = this.getItems()[0];\n    return item || null;\n    },\n    focusFirstItem:
function focusFirstItem() {\n    var item = this.getFirstItem();\n
    if (item) {\n    this.focusItem(0, [item]);\n    }\n    },\n    focusToggle: function focusToggle() {\n    var
toggle = this.toggle;\n    if (toggle && toggle.focus) {\n    toggle.focus();\n    }\n    }\n    },"import
idMixin from '././mixins/id';\nimport dropdownMixin from '././mixins/dropdown';\nexport default {\n mixins:
[idMixin, dropdownMixin],\n render: function render(h) {\n    var button = h('a', {\n    class: this.toggleClasses,\n
ref: 'toggle',\n    attrs: {\n    href: '#',\n    id: this.safeId('_BV_button_'),\n    disabled: this.disabled,\n
'aria-haspopup': 'true',\n    'aria-expanded': this.visible ? 'true' : 'false'\n    },\n    on: {\n    click: this.toggle,\n
keydown: this.toggle // space, enter, down\n    }\n    }, [this.$slots['button-content'] || this.$slots.text || h('span', {\n
domProps: { innerHTML: this.text } }));\n    var menu = h('div', {\n    class: this.menuClasses,\n
ref: 'menu',\n    attrs: { 'aria-labelledby': this.safeId('_BV_button_') },\n    on: {\n    mouseover:
this.onMouseOver,\n    keydown: this.onKeydown // tab, up, down, esc\n    }\n    }, [this.$slots.default]);\n
return h('li', {\n    attrs: { id: this.safeId() },\n    class: this.dropdownClasses }, [button, menu]);\n    },\n\n
computed: {\n    isNav: function isNav() {\n    // Signal to dropdown mixin that we are in a navbar\n    return true;\n    },\n
dropdownClasses: function dropdownClasses() {\n    return ['nav-item', 'b-nav-dropdown', 'dropdown', this.dropup
? 'dropup' : '', this.visible ? 'show' : ''];\n    },\n    toggleClasses: function toggleClasses() {\n    return ['nav-link',
this.noCaret ? '' : 'dropdown-toggle', this.disabled ? 'disabled' : '', this.extraToggleClasses ? this.extraToggleClasses :
''];\n    },\n    menuClasses: function menuClasses() {\n    return ['dropdown-menu', this.right ? 'dropdown-menu-right' :
'dropdown-menu-left', this.visible
? 'show' : '', this.extraMenuClasses ? this.extraMenuClasses : ''];\n    }\n    },\n    props: {\n    noCaret: {\n    type:
Boolean,\n    default: false\n    },\n    extraToggleClasses: {\n    // Extra Toggle classes\n    type: String,\n
default: ''\n    },\n    extraMenuClasses: {\n    // Extra Menu classes\n    type: String,\n    default: ''\n    },\n    role:
{\n    type: String,\n    default: 'menu'\n    }\n    },"var _typeof = typeof Symbol === \"function\" && typeof

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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\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++)
{ var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if
(\"value\" in descriptor) descriptor.writable
= true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps,
staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps)
defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance,
Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); }
}\n\nimport Popper from 'popper.js';\nimport BvEvent from './bv-event.class';\nimport { assign } from
'./object';\nimport { from as arrayFrom } from './array';\nimport { closest, select, isVisible, isDisabled, getCS,
addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, eventOn, eventOff } from './dom';\n\nvar NAME =
'tooltip';\nvar CLASS_PREFIX = 'bs-tooltip';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\\\\\b' +
CLASS_PREFIX + '\\\\\\\\S+', 'g');\n\nvar TRANSITION_DURATION = 150;\n\n// Modal $root hidden event\nvar
MODAL_CLOSE_EVENT =
'bv::modal::hidden';\n\n// Modal container for appending tip/popover\nvar MODAL_CLASS = '.modal-
content';\n\nvar AttachmentMap = {\n  AUTO: 'auto',\n  TOP: 'top',\n  RIGHT: 'right',\n  BOTTOM: 'bottom',\n
LEFT: 'left',\n  TOPLEFT: 'top',\n  TOPRIGHT: 'top',\n  RIGHTTOP: 'right',\n  RIGHTBOTTOM: 'right',\n
BOTTOMLEFT: 'bottom',\n  BOTTOMRIGHT: 'bottom',\n  LEFTTOP: 'left',\n  LEFTBOTTOM: 'left';\n}\n\nvar
OffsetMap = {\n  AUTO: 0,\n  TOPLEFT: -1,\n  TOP: 0,\n  TOPRIGHT: +1,\n  RIGHTTOP: -1,\n  RIGHT: 0,\n
RIGHTBOTTOM: +1,\n  BOTTOMLEFT: -1,\n  BOTTOM: 0,\n  BOTTOMRIGHT: +1,\n  LEFTTOP: -1,\n
LEFT: 0,\n  LEFTBOTTOM: +1;\n}\n\nvar HoverState = {\n  SHOW: 'show',\n  OUT: 'out';\n}\n\nvar ClassName =
{\n  FADE: 'fade',\n  SHOW: 'show';\n}\n\nvar Selector = {\n  TOOLTIP: '.tooltip',\n  TOOLTIP_INNER: '.tooltip-
inner',\n  ARROW: '.arrow';\n\n // ESLINT: Not used\n // const Trigger = {\n //   HOVER: 'hover',\n //   FOCUS:
'focus',\n //   CLICK: 'click',\n //   BLUR: 'blur',\n //   MANUAL:
'manual';\n // }\n\n};\n\nvar Defaults = {\n  animation: true,\n  template: '<div class=\"tooltip\" role=\"tooltip\">' + '<div
class=\"arrow\"></div>' + '<div class=\"tooltip-inner\"></div>' + '</div>',\n  trigger: 'hover focus',\n  title: '',\n
delay: 0,\n  html: false,\n  placement: 'top',\n  offset: 0,\n  arrowPadding: 6,\n  container: false,\n  fallbackPlacement:
'flip',\n  callbacks: {},\n  boundary: 'scrollParent';\n\n // Transition Event names\n};\n\nvar TransitionEndEvents = {\n
WebkitTransition: ['webkitTransitionEnd'],\n  MozTransition: ['transitionend'],\n  OTransition: ['otransitionend'],
'oTransitionEnd'];\n\n  transition: ['transitionend'];\n\n // Client Side Tip ID counter for aria-describedby attribute\n //
Could use Alex's uid generator util\n // Each tooltip requires a unique client side ID\n};\n\nvar NEXTID = 1;\n\n/*
istanbul ignore next *\nfunction generateId(name) {\n  return '__BV_' + name + '_' + NEXTID++ + '__';\n}\n\n/*\n\n * ToolTip Class definition\n\n * istanbul
ignore next: difficult to test in Jest/JSDOM environment *\n\nvar ToolTip = function () {\n  // Main constructor\n
function ToolTip(element, config, $root) {\n  _classCallCheck(this, ToolTip);\n\n  // New tooltip object\n
this.$isEnabled = true;\n  this.$fadeTimeout = null;\n  this.$shoverTimeout = null;\n  this.$visibleInterval =
null;\n  this.$shoverState = '';\n  this.$activeTrigger = {};\n  this.$popper = null;\n  this.$element = element;\n
this.$tip = null;\n  this.$id = generateId(this.constructor.NAME);\n  this.$root = $root || null;\n
this.$routeWatcher = null;\n\n  // We use a bound version of the following handlers for root/modal listeners to
maintain the 'this' context\n  this.$forceHide = this.forceHide.bind(this);\n  this.$doHide =
this.doHide.bind(this);\n  this.$doShow = this.doShow.bind(this);\n  this.$doDisable = this.doDisable.bind(this);\n
this.$doEnable = this.doEnable.bind(this);\n\n  // Set the configuration\n  this.updateConfig(config);\n
}\n\n // NOTE: Overridden by PopOver class\n\n _createClass(ToolTip, [{\n  key: 'updateConfig',\n\n //
Update config\n  value: function updateConfig(config) {\n  // Merge config into defaults. We use \"this\" here
because PopOver overrides Default\n  var updatedConfig = assign({}, this.constructor.Default, config);\n\n //
Sanitize delay\n  if (config.delay && typeof config.delay === 'number') {\n  updatedConfig.delay = {\n
show: config.delay,\n  hide: config.delay;\n  };\n  }\n\n // Title for tooltip and popover\n  if

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(config.title && typeof config.title === 'number') {\n    updatedConfig.title = config.title.toString();\n    }\n\n// Content only for popover\n    if (config.content && typeof config.content === 'number') {\n
updatedConfig.content = config.content.toString();\n    }\n\n    // Hide element original title if needed\n
this.fixTitle();\n    // Update the
    config\n    this.$config = updatedConfig;\n    // Stop/Restart listening\n    this.unListen();\n    this.listen();\n
}\n\n    // Destroy this instance\n    }, {\n    key: 'destroy',\n    value: function destroy() {\n    // Stop listening to
trigger events\n    this.unListen();\n    // Disable while open listeners/watchers\n
this.setWhileOpenListeners(false);\n    // Clear any timeouts\n    clearTimeout(this.$hoverTimeout);\n
this.$hoverTimeout = null;\n    clearTimeout(this.$fadeTimeout);\n    this.$fadeTimeout = null;\n    // Remove
popper\n    if (this.$popper) {\n    this.$popper.destroy();\n    }\n    this.$popper = null;\n    // Remove tip
from document\n    if (this.$tip && this.$tip.parentElement) {\n
this.$tip.parentElement.removeChild(this.$tip);\n    }\n    this.$tip = null;\n    // Null out other properties\n
this.$id = null;\n    this.$isEnabled = null;\n    this.$root = null;\n    this.$element =
null;\n    this.$config = null;\n    this.$hoverState = null;\n    this.$activeTrigger = null;\n    this.$forceHide =
null;\n    this.$doHide = null;\n    this.$doShow = null;\n    this.$doDisable = null;\n    this.$doEnable = null;\n
}\n    }, {\n    key: 'enable',\n    value: function enable() {\n    // Create a non-cancelable BvEvent\n    var
enabledEvt = new BvEvent('enabled', {\n    cancelable: false,\n    target: this.$element,\n    relatedTarget:
null\n    });\n    this.$isEnabled = true;\n    this.emitEvent(enabledEvt);\n    }\n    }, {\n    key: 'disable',\n    value:
function disable() {\n    // Create a non-cancelable BvEvent\n    var disabledEvt = new BvEvent('disabled', {\n
cancelable: false,\n    target: this.$element,\n    relatedTarget: null\n    });\n    this.$isEnabled = false;\n
this.emitEvent(disabledEvt);\n    }\n\n    // Click toggler\n    }, {\n    key: 'toggle',\n    value: function toggle(event)
{\n
    if (!this.$isEnabled) {\n    return;\n    }\n    if (event) {\n    this.$activeTrigger.click =
!this.$activeTrigger.click;\n    if (this.isWithActiveTrigger()) {\n    this.enter(null);\n    } else {\n
this.leave(null);\n    }\n    } else {\n    if (hasClass(this.getTipElement(), ClassName.SHOW)) {\n
this.leave(null);\n    } else {\n    this.enter(null);\n    }\n    }\n    }\n\n    // Show tooltip\n    }, {\n    key:
'show',\n    value: function show() {\n    var _this = this;\n    if (!document.body.contains(this.$element) ||
!isVisible(this.$element)) {\n    // If trigger element isn't in the DOM or is not visible\n    return;\n    }\n    //
Build tooltip element (also sets this.$tip)\n    var tip = this.getTipElement();\n    this.fixTitle();\n
this.setContent(tip);\n    if (!this.isWithContent(tip)) {\n    // if No content, don't bother showing\n    this.$tip =
null;\n
    return;\n    }\n\n    // Set ID on tip and aria-describedby on element\n    setAttr(tip, 'id', this.$id);\n
this.addAriaDescribedby();\n\n    // Set animation on or off\n    if (this.$config.animation) {\n    addClass(tip,
ClassName.FADE);\n    } else {\n    removeClass(tip, ClassName.FADE);\n    }\n\n    var placement =
this.getPlacement();\n    var attachment = this.constructor.getAttachment(placement);\n
this.addAttachmentClass(attachment);\n\n    // Create a cancelable BvEvent\n    var showEvt = new
BvEvent('show', {\n    cancelable: true,\n    target: this.$element,\n    relatedTarget: tip\n    });\n
this.emitEvent(showEvt);\n    if (showEvt.defaultPrevented) {\n    // Don't show if event cancelled\n    this.$tip
= null;\n    return;\n    }\n\n    // Insert tooltip if needed\n    var container = this.getContainer();\n    if
(!document.body.contains(tip)) {\n    container.appendChild(tip);\n
    }\n\n    // Refresh popper\n    this.removePopper();\n    this.$popper = new Popper(this.$element, tip,
this.getPopperConfig(placement, tip));\n\n    // Transitionend Callback\n    var complete = function complete() {\n
    if (_this.$config.animation) {\n    _this.fixTransition(tip);\n    }\n    var prevHoverState =
_this.$hoverState;\n    _this.$hoverState = null;\n    if (prevHoverState === HoverState.OUT) {\n
_this.leave(null);\n    }\n\n    // Create a non-cancelable BvEvent\n    var shownEvt = new BvEvent('shown',
{\n    cancelable: false,\n    target: _this.$element,\n    relatedTarget: tip\n    });\n
_this.emitEvent(shownEvt);\n    }\n\n    // Enable while open listeners/watchers\n
this.setWhileOpenListeners(true);\n\n    // Show tip\n    addClass(tip, ClassName.SHOW);\n\n    // Start the

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transition/animation\n    this.transitionOnce(tip, complete);\n    }\n\n    // handler
    for periodic visibility check\n\n    }, {\n    key: 'visibleCheck',\n    value: function visibleCheck(on) {\n    var _this2
= this;\n\n    clearInterval(this.$visibleInterval);\n    this.$visibleInterval = null;\n    if (on) {\n
this.$visibleInterval = setInterval(function () {\n    var tip = _this2.getTipElement();\n    if (tip &&
!isVisible(_this2.$element) && hasClass(tip, ClassName.SHOW)) {\n    // Element is no longer visible, so
force-hide the tooltip\n    _this2.forceHide();\n    }\n    }, 100);\n    }\n    }\n    }, {\n    key:
'setWhileOpenListeners',\n    value: function setWhileOpenListeners(on) {\n    // Modal close events\n
this.setModalListener(on);\n    // Periodic $element visibility check\n    // For handling when tip is in <keepalive>,
tabs, carousel, etc\n    this.visibleCheck(on);\n    // Route change events\n    this.setRouteWatcher(on);\n    //
Ontouch start listeners\n    this.setOnTouchStartListener(on);\n
    if (on && /(focus|blur)/.test(this.$config.trigger)) {\n    // If focus moves between trigger element and tip
container, dont close\n    eventOn(this.$tip, 'focusout', this);\n    } else {\n    eventOff(this.$tip, 'focusout',
this);\n    }\n    }\n\n    // force hide of tip (internal method)\n\n    }, {\n    key: 'forceHide',\n    value: function
forceHide() {\n    if (!this.$tip || !hasClass(this.$tip, ClassName.SHOW)) {\n    return;\n    }\n    // Disable
while open listeners/watchers\n    this.setWhileOpenListeners(false);\n    // Clear any hover enter/leave event\n
clearTimeout(this.$hoverTimeout);\n    this.$hoverTimeout = null;\n    this.$hoverState = '';\n    // Hide the tip\n
this.hide(null, true);\n    }\n\n    // Hide tooltip\n\n    }, {\n    key: 'hide',\n    value: function hide(callback, force) {\n
var _this3 = this;\n\n    var tip = this.$tip;\n    if (!tip) {\n    return;\n    }\n\n    //
Create a cancelable BvEvent\n    var hideEvt = new BvEvent('hide', {\n    // We disable cancelling if force is
true\n    cancelable: !force,\n    target: this.$element,\n    relatedTarget: tip\n    });\n
this.emitEvent(hideEvt);\n    if (hideEvt.defaultPrevented) {\n    // Don't hide if event cancelled\n    return;\n
}\n\n    // Transitionend Callback\n    /* istanbul ignore next */\n    var complete = function complete() {\n
    if (_this3.$hoverState !== HoverState.SHOW && tip.parentNode) {\n    // Remove tip from dom, and force
recompile on next show\n    tip.parentNode.removeChild(tip);\n    _this3.removeAriaDescribedby();\n
_this3.removePopper();\n    _this3.$tip = null;\n    }\n    if (callback) {\n    callback();\n    }\n    //
Create a non-cancelable BvEvent\n    var hiddenEvt = new BvEvent('hidden', {\n    cancelable: false,\n
target: _this3.$element,\n
    relatedTarget: null\n    });\n    _this3.emitEvent(hiddenEvt);\n    }\n\n    // Disable while open
listeners/watchers\n    this.setWhileOpenListeners(false);\n\n    // If forced close, disable animation\n    if (force)
{\n    removeClass(tip, ClassName.FADE);\n    }\n    // Hide tip\n    removeClass(tip, ClassName.SHOW);\n\n
this.$activeTrigger.click = false;\n    this.$activeTrigger.focus = false;\n    this.$activeTrigger.hover = false;\n\n
    // Start the hide transition\n    this.transitionOnce(tip, complete);\n\n    this.$hoverState = '';\n    }\n    }, {\n
key: 'emitEvent',\n    value: function emitEvent(evt) {\n    var evtName = evt.type;\n    if (this.$root &&
this.$root.$emit) {\n    // Emit an event on $root\n    this.$root.$emit('bv:::' + this.constructor.NAME + '::' +
evtName, evt);\n    }\n    var callbacks = this.$config.callbacks || {};\n    if (typeof callbacks[evtName] ===
'function') {\n    callbacks[evtName](evt);\n
    }\n    }\n    }, {\n    key: 'getContainer',\n    value: function getContainer() {\n    var container =
this.$config.container;\n    var body = document.body;\n    // If we are in a modal, we append to the modal instead
of body, unless a container is specified\n    return container === false ? closest(MODAL_CLASS, this.$element) ||
body : select(container, body) || body;\n    }\n\n    // Will be overridden by popover if needed\n\n    }, {\n    key:
'addAriaDescribedby',\n    value: function addAriaDescribedby() {\n    // Add aria-describedby on trigger element,
without removing any other IDs\n    var desc = getAttr(this.$element, 'aria-describedby') || '';\n    desc =
desc.split(/\\s+/).concat(this.$id).join(' ').trim();\n    setAttr(this.$element, 'aria-describedby', desc);\n    }\n\n
    // Will be overridden by popover if needed\n\n    }, {\n    key: 'removeAriaDescribedby',\n    value: function
removeAriaDescribedby() {\n    var _this4 = this;\n\n    var desc = getAttr(this.$element, 'aria-describedby') || '';\n
desc = desc.split(/\\s+/).filter(function (d) {\n
return d !== _this4.$id;\n    }).join(' ').trim();\n    if (desc) {\n    setAttr(this.$element, 'aria-describedby',
desc);\n    } else {\n    removeAttr(this.$element, 'aria-describedby');\n    }\n    }\n    }, {\n    key:

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'removePopper',\n value: function removePopper() {\n if (this.$popper) {\n this.$popper.destroy();\n }\n this.$popper = null;\n }\n\n /* istanbul ignore next */\n }, {\n key: 'transitionOnce',\n value: function transitionOnce(tip, complete) {\n var _this5 = this;\n var transEvents = this.getTransitionEndEvents();\n var called = false;\n clearTimeout(this.$fadeTimeout);\n this.$fadeTimeout = null;\n var fnOnce = function fnOnce() {\n if (called) {\n return;\n }\n called = true;\n clearTimeout(_this5.$fadeTimeout);\n\n _this5.$fadeTimeout = null;\n transEvents.forEach(function (evtName) {\n eventOff(tip, evtName, fnOnce);\n });\n // Call complete callback\n complete();\n });\n if (hasClass(tip, ClassName.FADE)) {\n transEvents.forEach(function (evtName) {\n eventOn(tip, evtName, fnOnce);\n });\n // Fallback to setTimeout\n this.$fadeTimeout = setTimeout(fnOnce, TRANSITION_DURATION);\n } else {\n fnOnce();\n }\n }\n\n // What transitionend event(s) to use? (returns array of event names)\n }, {\n key: 'getTransitionEndEvents',\n value: function getTransitionEndEvents() {\n for (var name in TransitionEndEvents) {\n if (this.$element.style[name] !== undefined) {\n return TransitionEndEvents[name];\n }\n }\n // fallback\n return [];\n }\n }, {\n key: 'update',\n value: function update() {\n if (this.$popper !== null) {\n this.$popper.scheduleUpdate();\n }\n }\n\n // NOTE: Overridden by PopOver class\n }, {\n key: 'isWithContent',\n value: function isWithContent(tip) {\n tip = tip || this.$tip;\n if (!tip) {\n return false;\n }\n return Boolean((select(Selector.TOOLTIP_INNER, tip) || {}).innerHTML);\n }\n\n // NOTE: Overridden by PopOver class\n }, {\n key: 'addAttachmentClass',\n value: function addAttachmentClass(attachment) {\n addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n }\n }, {\n key: 'getTipElement',\n value: function getTipElement() {\n if (!this.$tip) {\n // Try and compile user supplied template, or fallback to default template\n this.$tip = this.compileTemplate(this.$config.template) || this.compileTemplate(this.constructor.Default.template);\n }\n // Add tab index so tip can be focused, and to allow it to be set as relatedTarget in focusin/out events\n this.$tip.tabIndex = -1;\n return this.$tip;\n }\n }, {\n key: 'compileTemplate',\n value: function compileTemplate(html) {\n if (!html || typeof html !== 'string') {\n return null;\n }\n var div = document.createElement('div');\n div.innerHTML = html.trim();\n var node = div.firstChild ? div.removeChild(div.firstChild) : null;\n div = null;\n return node;\n }\n\n // NOTE: Overridden by PopOver class\n }, {\n key: 'setContent',\n value: function setContent(tip) {\n this.setElementContent(select(Selector.TOOLTIP_INNER, tip), this.getTitle());\n removeClass(tip, ClassName.FADE);\n removeClass(tip, ClassName.SHOW);\n }\n }, {\n key: 'setElementContent',\n value: function setElementContent(container, content) {\n if (!container) {\n // If container element doesn't exist, just return\n return;\n }\n var allowHtml = this.$config.html;\n if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType) {\n // content is a DOM node\n if (allowHtml) {\n if (content.parentElement !== container) {\n container.innerHTML = "";\n container.appendChild(content);\n }\n } else {\n container.innerHTML = content.innerHTML;\n }\n } else {\n // We have a plain HTML string or Text\n container[allowHtml ? 'innerHTML' : 'innerText'] = content;\n }\n }\n\n // NOTE: Overridden by PopOver class\n }, {\n key: 'getTitle',\n value: function getTitle() {\n var title = this.$config.title || "";\n if (typeof title === 'function') {\n // Call the function to get the title value\n title = title(this.$element);\n }\n if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n // We have a DOM node, but without inner content, so just return empty string\n title = "";\n }\n if (typeof title === 'string') {\n title = title.trim();\n }\n if (!title) {\n // If an explicit title is not given, try element's title attributes\n title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || "";\n title = title.trim();\n }\n\n return title;\n }\n }, {\n key: 'listen',\n value: function listen() {\n var _this6 = this;\n var triggers = this.$config.trigger.trim().split(/\\s+/);\n var el = this.$element;\n // Listen for global show/hide events\n this.setRootListener(true);\n // Using 'this' as the handler will get automatically directed to this.handleEvent\n

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// And maintain our binding to 'this'
triggers.forEach(function (trigger) {
  if (trigger === 'click') {
    eventOn(el, 'click', _this6);
  } else if (trigger === 'focus') {
    eventOn(el, 'focusin', _this6);
    eventOn(el, 'focusout', _this6);
  } else if (trigger === 'blur') {
    eventOn(el, 'focusout', _this6);
  } else if (trigger === 'hover') {
    eventOn(el, 'mouseenter', _this6);
    eventOn(el, 'mouseleave', _this6);
  }
}, this);
}, {
  key: 'unListen',
  value: function unListen() {
    var _this7 = this;
    var events = ['click', 'focusin', 'focusout', 'mouseenter', 'mouseleave'];
    // Using "this" as the handler will get automatically directed to this.handleEvent
    events.forEach(function (evt) {
      eventOff(_this7.$element, evt, _this7);
    }, this);
    // Stop listening for global show/hide/enable/disable events
    this.setRootListener(false);
  },
  key: 'handleEvent',
  value: function handleEvent(e) {
    // This special method allows us to use "this" as the event handlers
    if (isDisabled(this.$element)) {
      // If disabled, don't do anything. Note: if tip is shown before element gets disabled, then tip not close until no longer disabled or forcefully closed.
      return;
    }
    if (!this.$isEnabled) {
      // If not enable
      return;
    }
    var type = e.type;
    var target = e.target;
    var relatedTarget = e.relatedTarget;
    var $element = this.$element;
    var $tip = this.$tip;
    if (type === 'click') {
      this.toggle(e);
    } else if (type === 'focusin' || type === 'mouseenter') {
      this.enter(e);
    } else if (type === 'focusout') {
      // target is the element which is losing focus
      // And relatedTarget is the element gaining focus
      if ($tip && $element && $element.contains(target) && $tip.contains(relatedTarget)) {
        // If focus moves from $element to $tip, don't trigger a leave
        return;
      }
      if ($tip && $element && $tip.contains(target) && $element.contains(relatedTarget)) {
        // If focus moves from $tip to $element, don't trigger a leave
        return;
      }
      if ($tip && $tip.contains(target) && $tip.contains(relatedTarget)) {
        // If focus moves within $tip, don't trigger a leave
        return;
      }
      if ($element && $element.contains(target) && $element.contains(relatedTarget)) {
        // If focus moves within $element, don't trigger a leave
        return;
      }
      // Otherwise trigger a leave
      this.leave(e);
    } else if (type === 'mouseleave') {
      this.leave(e);
    }
  }
}, /* istanbul ignore next */
{
  key: 'setRouteWatcher',
  value: function setRouteWatcher(on) {
    var _this8 = this;
    if (on) {
      this.setRouteWatcher(false);
      if (this.$root && Boolean(this.$root.$route)) {
        this.$routeWatcher = this.$root.$watch('$route', function (newVal, oldVal) {
          if (newVal === oldVal) {
            return;
          }
          // If route has changed, we force hide the tooltip/popover
          _this8.forceHide();
        });
      }
    } else {
      if (this.$routeWatcher) {
        // cancel the route watcher by calling hte stored reference
        this.$routeWatcher();
        this.$routeWatcher = null;
      }
    }
  }
}, /* istanbul ignore next */
{
  key: 'setModalListener',
  value: function setModalListener(on) {
    var modal = closest(MODAL_CLASS, this.$element);
    if (!modal) {
      // If we are not in a modal, don't worry. be happy
      return;
    }
    // We can listen for modal hidden events on $root
    if (this.$root) {
      this.$root[on ? '$on' : '$off'](MODAL_CLOSE_EVENT, this.$forceHide);
    }
  }
}, /* istanbul ignore next */
{
  key: 'setRootListener',
  value: function setRootListener(on) {
    // Listen for global 'bv::hide:::tooltip|popover' hide request event
    if (this.$root) {
      this.$root[on ? '$on' : '$off']('bv::hide:::' + this.constructor.NAME, this.$doHide);
      this.$root[on ? '$on' : '$off']('bv::show:::' + this.constructor.NAME, this.$doShow);
      this.$root[on ? '$on' : '$off']('bv::disable:::' + this.constructor.NAME, this.$doDisable);
      this.$root[on ? '$on' : '$off']('bv::enable:::' + this.constructor.NAME, this.$doEnable);
    }
  },
  key: 'doHide',
  value: function doHide(id) {
    // Programmatically hide tooltip or popover
    if (!id) {
      // Close all tooltips or popovers
      this.forceHide();
    } else if (this.$element && this.$element.id && this.$element.id === id) {
      // Close this specific tooltip or popover
      this.hide();
    }
  },
  key: 'doShow',
  value: function doShow(id) {
    // Programmatically show tooltip or popover
    if (!id) {
      // Open all tooltips or popovers
      this.show();
    } else if (id && this.$element && this.$element.id && this.$element.id === id) {
      // Show this specific tooltip or popover
      this.show();
    }
  },
  key: 'doDisable',
  value: function

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doDisable(id) {\n // Programmatically disable tooltip or popover\n if (!id) {\n // Disable all tooltips or
popovers\n this.disable();\n } else if (this.$element && this.$element.id && this.$element.id === id) {\n
// Disable this specific tooltip or popover\n this.disable();\n }\n }, {\n key: 'doEnable',\n value:
function doEnable(id) {\n // Programmatically enable tooltip or popover\n if (!id) {\n // Enable all tooltips
or popovers\n this.enable();\n } else if (this.$element && this.$element.id && this.$element.id === id) {\n

// Enable this specific tooltip or popover\n this.enable();\n }\n }\n\n /* istanbul ignore next */\n }, {\n
key: 'setOnTouchListener',\n value: function setOnTouchListener(on) {\n var _this9 = this;\n\n //
if this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n
// only needed because of broken event delegation on iOS\n //
https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n if ('ontouchstart' in
document.documentElement) {\n arrayFrom(document.body.children).forEach(function (el) {\n if (on) {\n
eventOn(el, 'mouseover', _this9._noop);\n } else {\n eventOff(el, 'mouseover', _this9._noop);\n
}\n });\n }\n }\n\n /* istanbul ignore next */\n }, {\n key: '_noop',\n value: function _noop() {\n
// Empty noop handler for ouchstart devices\n }\n }, {\n key:
'fixTitle',\n value: function fixTitle() {\n var el = this.$element;\n var titleType = _typeof(getAttr(el, 'data-
original-title'));\n if (getAttr(el, 'title') || titleType !== 'string') {\n setAttr(el, 'data-original-title', getAttr(el,
'title') || '');\n setAttr(el, 'title', '');\n }\n }\n\n // Enter handler\n /* istanbul ignore next */\n }, {\n
key: 'enter',\n value: function enter(e) {\n var _this10 = this;\n\n if (e) {\n this.$activeTrigger[e.type
=== 'focusin' ? 'focus' : 'hover'] = true;\n }\n if (hasClass(this.getTipElement(), ClassName.SHOW) ||
this.$hoverState === HoverState.SHOW) {\n this.$hoverState = HoverState.SHOW;\n return;\n }\n
clearTimeout(this.$hoverTimeout);\n this.$hoverState = HoverState.SHOW;\n if (!this.$config.delay ||
!this.$config.delay.show) {\n this.show();\n return;\n }\n this.$hoverTimeout = setTimeout(function
()\n {\n if (_this10.$hoverState === HoverState.SHOW) {\n _this10.show();\n }\n },
this.$config.delay.show);\n }\n\n // Leave handler\n /* istanbul ignore next */\n }, {\n key: 'leave',\n
value: function leave(e) {\n var _this11 = this;\n\n if (e) {\n this.$activeTrigger[e.type === 'focusout' ?
'focus' : 'hover'] = false;\n if (e.type === 'focusout' && /blur/.test(this.$config.trigger)) {\n // Special case
for `blur`: we clear out the other triggers\n this.$activeTrigger.click = false;\n this.$activeTrigger.hover =
false;\n }\n }\n }\n if (this.isWithActiveTrigger()) {\n return;\n }\n
clearTimeout(this.$hoverTimeout);\n this.$hoverState = HoverState.OUT;\n if (!this.$config.delay ||
!this.$config.delay.hide) {\n this.hide();\n return;\n }\n this.$hoverTimeout = setTimeout(function ()\n {\n
if (_this11.$hoverState === HoverState.OUT)\n {\n _this11.hide();\n }\n }, this.$config.delay.hide);\n }\n }, {\n
key: 'getPopperConfig',\n value: function getPopperConfig(placement, tip) {\n var _this12 = this;\n\n return {\n
placement:
this.constructor.getAttachment(placement),\n modifiers: {\n offset: { offset: this.getOffset(placement, tip)
},\n flip: { behavior: this.$config.fallbackPlacement },\n arrow: { element: '.arrow' },\n
preventOverflow: { boundariesElement: this.$config.boundary }\n },\n onCreate: function onCreate(data)\n {\n //
Handle flipping arrow classes\n if (data.originalPlacement !== data.placement) {\n
_this12.handlePopperPlacementChange(data);\n }\n },\n onUpdate: function onUpdate(data) {\n
// Handle flipping arrow classes\n _this12.handlePopperPlacementChange(data);\n }\n },\n }, {\n
key: 'getOffset',\n value: function getOffset(placement, tip) {\n if (!this.$config.offset) {\n var arrow =
select(Selector.ARROW, tip);\n var arrowOffset = parseFloat(getCS(arrow).width) +
parseFloat(this.$config.arrowPadding);\n switch (OffsetMap[placement.toUpperCase()]) {\n case +1:\n
return '+50%p - ' + arrowOffset + 'px';\n case -1:\n return '-50%p + ' + arrowOffset + 'px';\n
default:\n return 0;\n }\n }\n return this.$config.offset;\n }\n }, {\n key: 'getPlacement',\n
value: function getPlacement() {\n var placement = this.$config.placement;\n if (typeof placement ===

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'function') {\n    return placement.call(this, this.$tip, this.$element);\n    }\n    return placement;\n    }\n  }, {\n    key: 'isWithActiveTrigger',\n    value: function isWithActiveTrigger() {\n      for (var trigger in this.$activeTrigger)\n        {\n          if (this.$activeTrigger[trigger]) {\n            return\n              true;\n          }\n        }\n      return false;\n    }\n  }\n  // NOTE: Overridden by PopOver class\n  }, {\n    key:\n    'cleanTipClass',\n    value: function cleanTipClass() {\n      var tip = this.getTipElement();\n      var tabClass =\n        tip.className.match(BSCLS_PREFIX_REGEX);\n      if (tabClass !== null && tabClass.length > 0) {\n        tabClass.forEach(function (cls) {\n          removeClass(tip, cls);\n        });\n      }\n    }, {\n    key:\n    'handlePopperPlacementChange',\n    value: function handlePopperPlacementChange(data) {\n      this.cleanTipClass();\n      this.addAttachmentClass(this.constructor.getAttachment(data.placement));\n    }\n  }, {\n    key: 'fixTransition',\n    value: function fixTransition(tip) {\n      var initConfigAnimation = this.$config.animation ||\n        false;\n      if (getAttr(tip, 'x-placement') !== null) {\n        return;\n      }\n      removeClass(tip,\n        ClassName.FADE);\n      this.$config.animation = false;\n      this.hide();\n      this.show();\n      this.$config.animation = initConfigAnimation;\n    }\n  } ], [{\n    key: 'getAttachment',\n    value: function\n    getAttachment(placement) {\n      return AttachmentMap[placement.toUpperCase()];\n    }\n  }, {\n    key:\n    'Default',\n    get: function get() {\n      return Defaults;\n    }\n  }\n  // NOTE: Overridden by PopOver class\n  },\n  {\n    key: 'NAME',\n    get: function get() {\n      return NAME;\n    }\n  }]);\n  return ToolTip;\n})();\n\nexport\n  default ToolTip;\n";\n  var _typeof = typeof Symbol === "function" && typeof Symbol.iterator === "symbol" ?\n  function (obj) {\n    return typeof obj;\n  } : function (obj) {\n    return obj && typeof Symbol === "function" &&\n      obj.constructor === Symbol && obj !== Symbol.prototype ? "symbol" :\n      typeof obj;\n  };\n  nvar _createClass =\n  function () {\n    function defineProperties(target, props) {\n      for (var i = 0; i < props.length; i++) {\n        var descriptor =\n          props[i];\n        descriptor.enumerable = descriptor.enumerable || false;\n        descriptor.configurable = true;\n        if\n          ("value" in descriptor)\n            descriptor.writable = true;\n        Object.defineProperty(target,\n          descriptor.key,\n          descriptor);\n      }\n    }\n    return function (Constructor, protoProps, staticProps) {\n      if (protoProps)\n        defineProperties(Constructor.prototype,\n          protoProps);\n      if (staticProps)\n        defineProperties(Constructor,\n          staticProps);\n      return Constructor;\n    };\n  }();\n  nfunction\n  _classCallCheck(instance, Constructor) {\n    if (!(instance instanceof Constructor)) {\n      throw new TypeError("Cannot\n        call a class as a function");\n    }\n  }\n  nfunction\n  _possibleConstructorReturn(self, call) {\n    if (!self) {\n      throw new\n        ReferenceError("this hasn't been initialised - super() hasn't been\n        called");\n    }\n    return call && (typeof call ===\n      "object" || typeof call === "function") ? call : self;\n  }\n  nfunction\n  _inherits(subClass, superClass) {\n    if (typeof\n      superClass !== "function" && superClass !== null) {\n      throw new\n        TypeError("Super expression must either be null or a function, not\n        " + typeof superClass);\n    }\n    subClass.prototype = Object.create(superClass\n      && superClass.prototype, {\n      constructor: {\n        value: subClass,\n        enumerable: false,\n        writable: true,\n        configurable: true\n      }\n    });\n    if (superClass)\n      Object.setPrototypeOf ?\n        Object.setPrototypeOf(subClass, superClass) :\n        subClass.__proto__ =\n        superClass;\n  }\n  nimport ToolTip from './tooltip.class';\n  nimport { assign } from './object';\n  nimport { select, addClass,\n    removeClass, getAttr } from './dom';\n  nvar NAME = 'popover';\n  nvar CLASS_PREFIX = 'bs-popover';\n  nvar\n    BSCLS_PREFIX_REGEX = new\n    RegExp("\\\\b" + CLASS_PREFIX + "\\S+", 'g');\n  nvar Defaults = assign({\n    ToolTip.Default, {\n      placement: 'right',\n      trigger: 'click',\n      content: "",\n      template: '<div class="popover"\n        role="tooltip">' + '<div class="arrow"></div>' + '<h3 class="popover-header"></h3>' + '<div class="popover-body"></div></div>\n        '\n      });\n  nvar ClassName = {\n    FADE: 'fade',\n    SHOW: 'show'\n  }; \n  nvar Selector = {\n    TITLE: '.popover-header',\n    CONTENT: '.popover-body'\n  }\n  /* istanbul ignore next: difficult to test in Jest/JSDOM\n    environment */\n  nvar PopOver = function (_ToolTip) {\n    _inherits(PopOver, _ToolTip);\n  }\n  nfunction\n  PopOver() {\n    _classCallCheck(this, PopOver);\n    return\n      _possibleConstructorReturn(this, (PopOver.__proto__\n        || Object.getPrototypeOf(PopOver)).apply(this, arguments));\n  }\n  _createClass(PopOver, [{\n    key:\n    'isWithContent',\n    // Method overrides\n    value: function isWithContent(tip) {\n      tip = tip || this.$tip;\n      if (!tip)\n        return false;\n      var hasTitle = Boolean((select(Selector.TITLE, tip) ||\n        {}).innerHTML);\n      var hasContent = Boolean((select(Selector.CONTENT, tip) ||\n        {}).innerHTML);\n      return hasTitle || hasContent;\n    }\n  }, {\n    key: 'addAttachmentClass',\n    value: function addAttachmentClass(attachment) {\n      addClass(this.getTipElement(), CLASS_PREFIX + '-' +\n        attachment);\n    }\n  }, {\n    key: 'setContent',\n    value:\n    function setContent(tip) {\n      // we use append for html objects to maintain

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js events/components\n    this.setElementContent(select(Selector.TITLE, tip), this.getTitle());\n
this.setElementContent(select(Selector.CONTENT, tip), this.getContent());\n\n    removeClass(tip,\n
ClassName.FADE);\n    removeClass(tip, ClassName.SHOW);\n    }\n\n    // This method may look identical to\n
ToolTip version, but it uses a different RegEx defined above\n\n    }, {\n    key: 'cleanTipClass',\n    value: function\n
cleanTipClass() {\n    var tip = this.getTipElement();\n    var tabClass =\n
tip.className.match(BSCLS_PREFIX_REGEX);\n    if (tabClass !== null && tabClass.length > 0) {\n
tabClass.forEach(function (cls) {\n    removeClass(tip, cls);\n    });\n    }\n\n    }, {\n    key: 'getTitle',\n
value: function getTitle() {\n    var title = this.$config.title || '';\n    if (typeof title === 'function') {\n    title =\n
title(this.$element);\n    }\n    if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object'\n
&& title.nodeType && !title.innerHTML.trim()) {\n    // We have a dom node, but without inner content, so just\n
return an empty string\n    title = '';\n    }\n    if (typeof title === 'string') {\n    title = title.trim();\n    }\n
if (!title) {\n    // Try and grab element's title attribute\n    title = getAttr(this.$element, 'title') ||\n
getAttr(this.$element, 'data-original-title') || '';\n    title = title.trim();\n    }\n    return title;\n    }\n\n    // New\n
methods\n\n    }, {\n    key: 'getContent',\n    value: function getContent() {\n    var content = this.$config.content ||\n
'';\n    if (typeof content === 'function') {\n    content = content(this.$element);\n    }\n    if ((typeof content\n
=== 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType &&\n
!content.innerHTML.trim()) {\n    // We have a dom node, but without inner content, so just return an empty\n
string\n    content = '';\n    }\n\n    if (typeof content === 'string') {\n    content = content.trim();\n    }\n    return content;\n    }\n\n    }, [{\n    key:\n
'Default',\n\n    // Getter overrides\n\n    get: function get() {\n    return Defaults;\n    }\n\n    }, {\n    key: 'NAME',\n
get: function get() {\n    return NAME;\n    }\n\n    }]);\n\n    return PopOver;\n\n}(ToolTip);\n\n\nexport default\n
PopOver;\n\n// Polyfills for SSR\n\nvar isSSR = typeof window === 'undefined';\n\n\nexport var HTMLInputElement =\n
isSSR ? Object : window.HTMLInputElement;\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof\n
Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof\n
Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n
};\n\n\n\n * Tooltip/Popover component mixin\n * Common props\n *\n\nimport { isArray } from\n
'./utils/array';\n\nimport { assign } from './utils/object';\n\nimport { isElement, getById } from './utils/dom';\n\nimport\n
{ HTMLInputElement } from './utils/ssr';\n\nimport observeDom from './utils/observe-dom';\n\n\nvar PLACEMENTS = {\n
top: 'top',\n
topleft: 'topleft',\n
topright: 'topright',\n
right: 'right',\n
righttop: 'righttop',\n
rightbottom:\n
'rightbottom',\n
bottom: 'bottom',\n
bottomleft: 'bottomleft',\n
bottomright: 'bottomright',\n
left: 'left',\n
lefttop:\n
'lefttop',\n
leftbottom: 'leftbottom',\n
auto: 'auto';\n\n}\n\nvar OBSERVER_CONFIG = {\n
subtree: true,\n
childList:\n
true,\n
characterData: true,\n
attributes: true,\n
attributeFilter: ['class', 'style'];\n\n}\n\n\nexport default {\n
props: {\n
target: {\n    // String ID of element, or element/component reference\n    type: [String, Object, HTMLInputElement,\n
Function]\n    },\n
delay: {\n    type: [Number, Object, String],\n    default: 0\n    },\n
offset: {\n    type:\n
[Number, String],\n    default: 0\n    },\n
noFade: {\n    type: Boolean,\n    default: false\n    },\n
container:\n
{\n    // String ID of\n
container, if null body is used (default)\n    type: String,\n    default: null\n    },\n
boundary: {\n    // String:\n
scrollParent, window, or viewport\n    // Element: element reference\n    type: [String, Object],\n    default:\n
'scrollParent'\n    },\n
show: {\n    type: Boolean,\n    default: false\n    },\n
disabled: {\n    type: Boolean,\n
default: false\n    }\n    },\n
watch: {\n    show: function show(_show, old) {\n    if (_show === old) {\n
return;\n    }\n    _show ? this.onOpen() : this.onClose();\n    },\n
disabled: function disabled(_disabled, old) {\n
if (_disabled === old) {\n    return;\n    }\n    _disabled ? this.onDisable() : this.onEnable();\n    }\n    }\n    },\n
created: function created() {\n    // Create non-reactive property\n    this._tooltip = null;\n    this._obs_title = null;\n
this._obs_content = null;\n    },\n
mounted: function mounted() {\n    var _this = this;\n\n    // We do this in a next\n
tick to\n
ensure DOM has rendered first\n    this.$nextTick(function () {\n    // Instantiate ToolTip/Popover on target\n    //\n
The createTooltip method must exist in main component\n    if (_this.createTooltip()) {\n    if (_this.disabled)\n
{\n    // Initially disabled\n    _this.onDisable();\n    }\n    // Listen to open signals from others\n

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_this.$on('open', _this.onOpen);\n    // Listen to close signals from others\n    _this.$on('close', _this.onClose);\n    // Listen to disable signals from others\n    _this.$on('disable', _this.onDisable);\n    // Listen to disable signals from others\n    _this.$on('enable', _this.onEnable);\n    // Observe content Child changes so we can notify popper of possible size change\n    _this.setObservers(true);\n    // Set intially open state\n    if (_this.show) {\n        _this.onOpen();\n    }\n    });\n    },\n    updated: function updated() {\n    // If content/props changes, etc\n    if (this._toolpop) {\n        this._toolpop.updateConfig(this.getConfig());\n    }\n    },\n    /* istanbul ignore next: not easy to test *\n    activated: function activated() {\n    // Called when component is inside a <keep-alive> and component brought offline\n    this.setObservers(true);\n    },\n    /* istanbul ignore next: not easy to test *\n    deactivated: function deactivated() {\n    // Called when component is inside a <keep-alive> and component taken offline\n    if (this._toolpop) {\n        this.setObservers(false);\n        this._toolpop.hide();\n    }\n    },\n    /* istanbul ignore next: not easy to test *\n    beforeDestroy: function beforeDestroy() {\n    // Shutdown our local event listeners\n    this.$off('open', this.onOpen);\n    this.$off('close', this.onClose);\n    this.$off('disable', this.onDisable);\n    this.$off('enable', this.onEnable);\n    this.setObservers(false);\n    // bring our content back if needed\n    this.bringItBack();\n    if (this._toolpop) {\n        this._toolpop.destroy();\n        this._toolpop = null;\n    }\n    },\n    computed: {\n    baseConfig: function baseConfig() {\n        var cont = this.container;\n        var delay = _typeof(this.delay) === 'object' ? this.delay : parseInt(this.delay, 10) || 0;\n        return {\n            // Title prop\n            title: (this.title || "").trim() || "",\n            // Contnt prop (if popover)\n            content: (this.content || "").trim() || "",\n            // Tooltip/Popover placement\n            placement: PLACEMENTS[this.placement] || 'auto',\n            // Container curently needs to be an ID with '#' prepended, if null then body is used\n            container: cont ? /^#/.test(cont) ? cont : '#' + cont : false,\n            // boundariesElement passed to popper\n            boundary: this.boundary,\n            // Show/Hide delay\n            delay: delay || 0,\n            // Offset can be sc distance. if no units, pixels are assumed\n            offset: this.offset || 0,\n            // Disable fade Animation?\n            animation: !this.noFade,\n            // Open/Close Trigger(s)\n            trigger: isArray(this.triggers) ? this.triggers.join('') : this.triggers,\n            // Callbacks so we can trigger events on component\n            callbacks: {\n                show: this.onShow,\n                shown: this.onShown,\n                hide: this.onHide,\n                hidden: this.onHidden,\n                enabled: this.onEnabled,\n                disabled: this.onDisabled\n            }\n        };\n    },\n    methods: {\n    getConfig: function getConfig() {\n        var cfg = assign({}, this.baseConfig);\n        if (this.$refs.title && this.$refs.title.innerHTML.trim()) {\n            // If slot has content, it overrides 'title' prop\n            // We use the DOM node as content to allow components!\n            cfg.title = this.$refs.title;\n            cfg.html = true;\n        }\n        if (this.$refs.content && this.$refs.content.innerHTML.trim()) {\n            // If slot has content, it overrides 'content' prop\n            // We use the DOM node as content to allow components!\n            cfg.content = this.$refs.content;\n            cfg.html = true;\n        }\n        return cfg;\n    },\n    onOpen: function onOpen() {\n        if (this._toolpop) {\n            this._toolpop.show();\n        }\n    },\n    onClose: function onClose(callback) {\n        if (this._toolpop) {\n            this._toolpop.hide(callback);\n        }\n        else if (typeof callback === 'function') {\n            callback();\n        }\n    },\n    onDisable: function onDisable() {\n        if (this._toolpop) {\n            this._toolpop.disable();\n        }\n    },\n    onEnable: function onEnable() {\n        if (this._toolpop) {\n            this._toolpop.enable();\n        }\n    },\n    updatePosition: function updatePosition() {\n        if (this._toolpop) {\n            // Instruct popper to reposition popover if necessary\n            this._toolpop.update();\n        }\n    },\n    getTarget: function getTarget() {\n        var target = this.target;\n        if (typeof target === 'function') {\n            target = target();\n        }\n        if (typeof target === 'string') {\n            // Assume ID of element\n            return getById(target);\n        }\n        else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target.$el)) {\n            // Component reference\n            return target.$el;\n        }\n        else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target)) {\n            // Element reference\n            return target;\n        }\n        return null;\n    },\n    onShow: function onShow(evt) {\n        this.$emit('show', evt);\n    },\n    onShown: function onShown(evt) {\n        this.setObservers(true);\n        this.$emit('update:show', true);\n        this.$emit('shown', evt);\n    },\n    onHide: function onHide(evt) {\n        this.$emit('hide', evt);\n    },\n    onHidden: function onHidden(evt) {\n

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this.setObservers(false);\n // bring our content back if needed to keep Vue happy\n // Tooltip class will move
it back to tip when
shown again\n this.bringItBack();\n this.$emit('update:show', false);\n this.$emit('hidden', evt);\n },\n
onEnabled: function onEnabled(evt) {\n if (!evt || evt.type !== 'enabled') {\n // Prevent possible endless loop
if user mistakenly fires enabled instead of enable\n return;\n }\n this.$emit('update:disabled', false);\n
this.$emit('disabled');\n },\n onDisabled: function onDisabled(evt) {\n if (!evt || evt.type !== 'disabled') {\n
// Prevent possible endless loop if user mistakenly fires disabled instead of disable\n return;\n }\n
this.$emit('update:disabled', true);\n this.$emit('enabled');\n },\n bringItBack: function bringItBack() {\n //
bring our content back if needed to keep Vue happy\n if (this.$el && this.$refs.title) {\n
this.$el.appendChild(this.$refs.title);\n } \n if (this.$el && this.$refs.content) {\n
this.$el.appendChild(this.$refs.content);\n
}\n },\n\n /* istanbul ignore next: not easy to test */\n setObservers: function setObservers(on) {\n if
(on) {\n if (this.$refs.title) {\n this._obs_title = observeDom(this.$refs.title, this.updatePosition.bind(this),
OBSERVER_CONFIG);\n }\n if (this.$refs.content) {\n this._obs_content =
observeDom(this.$refs.content, this.updatePosition.bind(this), OBSERVER_CONFIG);\n }\n } else {\n
if (this._obs_title) {\n this._obs_title.disconnect();\n this._obs_title = null;\n }\n if
(this._obs_content) {\n this._obs_content.disconnect();\n this._obs_content = null;\n }\n }\n }\n
}\n};","import PopOver from '../utils/popover.class';\nimport warn from '../utils/warn';\nimport toolpopMixin
from '../mixins/toolpop';\n\nexport default {\n mixins: [toolpopMixin],\n render: function render(h) {\n return
h('div', {\n class: ['d-none'],\n
style: { display: 'none' },\n attrs: { 'aria-hidden': true }\n }, [h('div', { ref: 'title' }, this.$slots.title), h('div', {
ref: 'content' }, this.$slots.default))];\n },\n data: function data() {\n return {};\n },\n\n props: {\n title: {\n
type: String,\n default: "\n },\n content: {\n type: String,\n default: "\n },\n triggers: {\n type:
[String, Array],\n default: 'click'\n },\n placement: {\n type: String,\n default: 'right'\n },\n
methods: {\n createToolpop: function createToolpop() {\n // getTarget is in toolpop mixin\n var target =
this.getTarget();\n if (target) {\n this._toolpop = new PopOver(target, this.getConfig(), this.$root);\n } else
{\n this._toolpop = null;\n warn("b-popover: 'target' element not found!");\n }\n return
this._toolpop;\n }\n }\n};","<template>\n <div>\n <component :is="rootElement" id="imddb-header"
data-turbolinks-permanent class="navbar navbar-expand-lg navbar-light imddb-header" :offset="100" :z-
index="1020" :on-unpin="closeFollowUsPopover" :class="{ 'headroom--frozen': !collapseNavbar }" :style="{
position: position }">\n <!-- @slot Redefines brand -->\n <slot name="brand">\n <a :href="homeUrl"
class="navbar-brand imddb-header__brand">\n \n {{ project }}\n </a>\n </slot>\n <button class="navbar-toggler"
type="button" aria-label="Toggle navigation" @click="toggleNavbar">\n <span class="navbar-toggler-
icon"></span>\n </button>\n <div class="navbar-collapse" :class="{ collapse: collapseNavbar }">\n
<!-- @slot Redefines the main navbar block (containing the dropdown) -->\n <slot name="navbar">\n
<ul class="navbar-nav mr-auto">\n <b-nav-dropdown @show="$root.$emit('bv::hide::popover')">\n
<template slot="button-content">\n {{ title }}\n </template>\n <b-dropdown-
item v-for="(item, $index) in dropdownItems" :key="$index" :href="item.href" v-bind="{ active: !!item.active
}">\n {{ item.label }}\n </b-dropdown-item>\n </b-nav-dropdown>\n </ul>\n
</slot>\n <ul class="navbar-nav">\n <li class="nav-item">\n <a
href="https://www.icij.org/leak/" target="_blank" class="nav-link">\n {{ $(imddb-header.navbar.leak)
}}\n </a>\n </li>\n <li class="nav-item mr-lg-3">\n <a
@click.prevent="$refs.donateFormModal.show()" href="#" class="nav-link">\n {{ $(imddb-
header.navbar.support) }}\n </a>\n </li>\n <li class="nav-item">\n <button class="btn
btn-saddle-red btn-block font-weight-bold"
id="follow-icij">\n {{ $(imddb-header.navbar.follow) }}\n </button>\n <b-popover
container="imddb-header" target="follow-icij" placement="bottomleft" :show.sync="showSignupPopover">\n

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</li>\n      </ul>\n    </div>\n  </component>\n  <b-modal hide-footer lazy ref=\n"donateFormModal" size=\n"lg">\n    <span slot=\n"modal-title" class=\n"text-uppercase font-weight-bold text-primary">\n      {{\n        $t('imddb-header.navbar.support')\n      }}\n    </span>\n    <donate-form no-title></donate-form>\n  </b-modal>\n</div>\n</template>\n</script>\nimport bDropdownItem from 'bootstrap-vue/es/components/dropdown/dropdown-item'\nimport bModal from 'bootstrap-vue/es/components/modal/modal'\nimport bNavDropdown from 'bootstrap-vue/es/components/nav/nav-item-dropdown'\nimport bPopover from 'bootstrap-vue/es/components/popover/popover'\n\nimport i18n from '@/i18n'\nimport { headroom } from 'vue-headroom'\nimport DonateForm from './DonateForm.vue'\nimport FollowUsPopover from './FollowUsPopover.vue'\nimport config from './config'\n/**\n * ImddbHeader\n */\nexport default {\n  i18n,\n  name: 'ImddbHeader',\n  components: {\n    bDropdownItem,\n    bModal,\n    bNavDropdown,\n    bPopover,\n    headroom,\n    DonateForm,\n    FollowUsPopover\n  },\n  props: {\n    /**\n     * CSS position of the header. Can be <em>absolute</em>,\n     <em>relative</em>, <em>static</em> or <em>fixed</em> (default).\n    */\n    position: {\n      type: String,\n      default: 'fixed'\n    },\n    /**\n     * Disable Headroom for hiding header until needed.\n    */\n    noHeadroom: {\n      type: Boolean\n    },\n    /**\n     * Project name, to display next to ICIJ logo\n    */\n    project: {\n      type: String,\n      default: () => config.get('project.name')\n    },\n    /**\n     * App name, to display next to project name\n    */\n    title: {\n      type: String,\n      default: () => config.get('app.name')\n    },\n    /**\n     * An array of objects defining dropdown items. Each item defines a <em>label</em> and a <em>href</em>.\n    */\n    dropdownItems: {\n      type: Array,\n      default: () => config.get('imddb-header.dropdown.items')\n    },\n    /**\n     * Target link of the ICIJ logo and project name.\n    */\n    homeUrl: {\n      type: String,\n      default: () => config.get('app.home')\n    }\n  },\n  data () {\n    return {\n      showSignupPopover: false,\n      collapseNavbar: true\n    }\n  },\n  methods: {\n    closeFollowUsPopover () {\n      this.showSignupPopover = false\n    },\n    toggleNavbar () {\n      this.collapseNavbar = !this.collapseNavbar\n    }\n  },\n  computed: {\n    rootElement () {\n      return this.noHeadroom ? 'div' : 'headroom'\n    }\n  }\n}\n</script>\n<style lang=\n"scss">\n@import './styles/lib';\n.imddb-header {\n  background: rgba($mercury, 0.8);\n  box-shadow: 0 0 6px 0 rgba(#000, .1);\n  position: relative;\n  top: 0;\n  width: 100%;\n  z-index: $zindex-sticky;\n}\n.popover {\n  width: 100%;\n}\n@include media-breakpoint-down(md) {\n  background: $mercury;\n}\n&.headroom {\n  will-change: transform;\n  transition: transform 200ms linear;\n}\n&--unpinned {\n  transform: translateY(-100%) !important;\n}\n&--pinned {\n  transform: translateY(0%);\n}\n&--frozen {\n  transform: translateY(0%) !important;\n}\n}\n&__brand {\n  position: relative;\n  font-weight: bolder;\n  padding-right: $spacer * 1.5;\n}\n&:after {\n  content: \"\";\n  background: $body-color;\n  width: 2px;\n  height: 32px;\n  position: absolute;\n  right: 0;\n  top: 50%;\n  transform: translateY(-50%);\n}\n@include media-breakpoint-down(md) {\n  display: none;\n}\n}\n}\n.navbar-toggler {\n  background: $mercury;\n  position: absolute;\n  right: $spacer;\n  top: $spacer / 2;\n  margin: 0;\n}\n}\n.dropdown-item {\n  white-space: normal;\n  width: 440px;\n  max-width: 90vw;\n}\n@include media-breakpoint-down(sm) {\n  width: 100%;\n}\n}\n}\n.dropdown.nav-link {\n  @include media-breakpoint-up(lg) {\n    font-size: 1.2rem;\n    font-family: $headings-font-family;\n  }\n}\n}\n}\n</style>\n", "import mod from\n"!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&";\nexport default mod; export * from\n"!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-

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options!./ImddbHeader.vue?vue&type=script&lang=js&"","import { render, staticRenderFns } from
\"./ImddbHeader.vue?vue&type=template&id=36e6b928&\"\\nimport script from
\"./ImddbHeader.vue?vue&type=script&lang=js&\"\\nexport * from
\"./ImddbHeader.vue?vue&type=script&lang=js&\"\\nimport style0 from
\"./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"\\n\\n/* normalize component */\\nimport normalizer
from \"!././node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar component = normalizer(\\n
script,\\n render,\\n staticRenderFns,\\n false,\\n
  null,\\n null,\\n null\\n \\n)\\n\\ncomponent.options.__file = \"ImddbHeader.vue\"\\nexport default
component.exports,\"var render = function () {var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('div',{attrs:{\"id\":_vm.iframeId}})}\\nvar staticRenderFns = []\\nexport { render,
staticRenderFns }\",<template>\\n <div :id=\"iframeId\"></div>\\n</template>\\n<script>\\n import { injectAssets
} from './utils/assets'\\n var iframeUniqueIdCounter = 0;\\n\\n /**\\n * ResponsiveIframe\\n *\\n export default
{\\n name: 'ResponsiveIframe',\\n props: {\\n /**\\n * URL of the generated iframe code.\\n *\\n url:
{\\n type: String,\\n required : true\\n },\\n /**\\n * Option to pass to the constructor of the pymParent
instance\\n *\\n options: {\\n type: Object,\\n default: () => ({ })\\n },\\n },\\n data () {\\n return
{\\n iframeId: `icij-iframe-${++iframeUniqueIdCounter}`\\n
  }\\n },\\n mounted () {\\n injectAssets('https://pym.nprapps.org/pym.v1.min.js').then(() => {\\n new
pym.Parent(this.iframeId, this.url, this.options)\\n })\\n }\\n }\\n</script>\\n\",import mod from \"-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./ResponsiveIframe.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./ResponsiveIframe.vue?vue&type=script&lang=js&\",\"import { render, staticRenderFns } from
\"./ResponsiveIframe.vue?vue&type=template&id=2b5efd28&\"\\nimport script
from \"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\\nexport * from
\"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\\n\\n/* normalize component */\\nimport normalizer from
\"!././node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar component = normalizer(\\n script,\\n
render,\\n staticRenderFns,\\n false,\\n null,\\n null,\\n null\\n \\n)\\n\\ncomponent.options.__file =
\"ResponsiveIframe.vue\"\\nexport default component.exports,\"var render, staticRenderFns\\nimport script from
\"./SlideUpDown.vue?vue&type=script&lang=js&\"\\nexport * from
\"./SlideUpDown.vue?vue&type=script&lang=js&\"\\n\\n/* normalize component */\\nimport normalizer from
\"!././node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar component = normalizer(\\n script,\\n
render,\\n staticRenderFns,\\n false,\\n null,\\n null,\\n null\\n \\n)\\n\\ncomponent.options.__file =
\"SlideUpDown.vue\"\\nexport default component.exports\",<script>\\nconst noop = () => (null)\\n/**\\n *
SlideUpDown\\n *\\nexport
  default {\\n name: 'SlideUpDown',\\n props: {\\n /**\\n * Toggler property. Set to <em>>false</em> to hide the
component.\\n *\\n active: {\\n type: Boolean,\\n },\\n /**\\n * Duration of the animation.\\n *\\n
duration: {\\n type: Number,\\n default: 200\\n },\\n /**\\n * HTML tag to render this component to.\\n
*\\n tag: {\\n type: String,\\n default: 'div'\\n }\\n },\\n data () {\\n return {\\n state: 'post',\\n
mounted:
false,\\n scrollHeight: 0\\n }\\n },\\n watch: {\\n active (toggler) {\\n this.triggerSlide()\\n }\\n },\\n render
(h) {\\n return h(this.tag, { style: this.style, ref: 'container' }, this.$slots.default)\\n },\\n mounted () {\\n
this.deferredNextTick(() => {\\n this.mounted = true\\n this.cleanLayout()\\n
this.$container.addEventListener('transitionend', this.cleanLayout)\\n })\\n },\\n computed: {\\n
stylePreTransition () {\\n return {\\n 'overflow':

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'hidden',\n      'transition-property': 'height',\n      'transition-duration': `${this.duration}ms`,\n      'height':
this.mounted ? `${this.$container.scrollHeight}px` : 0,\n    },\n    styleActiveTransition () {\n      return {\n
'overflow': 'hidden',\n      'transition-property': 'height',\n      'transition-duration': `${this.duration}ms`,\n
'height': this.mounted ? `${this.activeHeight}px` : 'auto',\n    },\n    stylePostTransition () {\n      // Reset style
when the element is active\n      return this.active ? {} : this.styleActiveTransition\n    },\n    style () {\n      switch
(this.state) {\n        case 'pre': return this.stylePreTransition\n        case 'active': return this.styleActiveTransition\n
default: return this.stylePostTransition\n      }\n    },\n    activeHeight () {\n      return this.active ?
this.$container.scrollHeight : 0\n    },\n    $container () {\n      return this.$refs.container\n    },\n
methods: {\n      triggerSlide () {\n        this.state = 'pre'\n        this.scrollHeight = this.$container.scrollHeight\n
//
Deferred next tick to let the component render once\n        this.deferredNextTick(() => this.state = 'active')\n      },\n
cleanLayout (e = null) {\n      // This method can be triggered by animated child elements in\n      // which case, we
should do anything\n      if(!e || e.target == this.$container) {\n        this.state = 'post'\n        this.deferredNextTick()\n
      }\n    },\n    deferredNextTick (fn = noop) {\n      setTimeout(() => this.$nextTick(fn), 0)\n    },\n
})\n</script>"", "import mod from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SlideUpDown.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-
!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SlideUpDown.vue?vue&type=script&lang=js&\""; import
VueI18n from 'vue-i18n'\nimport { basename, extname } from 'path'\nimport i18n from './i18n'\nexport { default
as config } from './config'\nexport { default as ContentPlaceholder } from
'./components/ContentPlaceholder.vue'\nexport { default as DonateForm } from
'./components/DonateForm.vue'\nexport { default as EmbeddableFooter } from
'./components/EmbeddableFooter.vue'\nexport { default as EmbedForm } from
'./components/EmbedForm.vue'\nexport { default as FollowUsPopover } from
'./components/FollowUsPopover.vue'\nexport { default as Fa } from './components/Fa'\nexport { default as
GenericFooter } from './components/GenericFooter.vue'\nexport { default as ImddbHeader } from
'./components/ImddbHeader.vue'\nexport
{ default as ResponsiveIframe } from './components/ResponsiveIframe.vue'\nexport { default as SharingOptions }
from './components/SharingOptions.vue'\nexport { default as SignUpForm } from
'./components/SignUpForm.vue'\nexport { default as SlideUpDown } from
'./components/SlideUpDown.vue'\nimport * as components from './components'\n\nclass Murmur {\n  static
setLocaleMessage(lang, message) {\n    return this.i18n.setLocaleMessage(lang, message)\n  }\n  static
mergeLocaleMessage(lang, message) {\n    return this.i18n.mergeLocaleMessage(lang, message)\n  }\n  static
setLocale(lang) {\n    return this.i18n.locale = lang\n  }\n  static getLocale() {\n    return this.i18n.locale\n  }\n  static
get i18n() {\n    return i18n\n  }\n  static get config() {\n    return require('./config.js').default\n  }\n  static get
components() {\n    return components\n  }\n  static install (Vue, options) {\n
Object.keys(components).forEach(key => Vue.component(key, components[key]))\n
  }\n}\n\nexport default Murmur\n", "import './setPublicPath'\nimport mod from '~entry'\nexport default mod\nexport
* from '~entry'\n", "var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Checks if a list cache value for `key`
exists.\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry
to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction
listCacheHas(key) {\n  return assocIndexOf(this.__data__, key) > -1;\n}\n\nmodule.exports =
listCacheHas;\n", "module.exports =
\`\x09\x0A\x0B\x0C\x0D\x20\xA0\u1680\u180E\u2000\u2001\u2002\u2003` +\n
\u2004\u2005\u2006\u2007\u2008\u2009\u200A\u202F\u205F\u3000\u2028\u2029\uFEFF`;\n", "var

```



```
baseGetTag = require('./_baseGetTag'),\n  isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result\n  references. */\nvar symbolTag = '[object Symbol]';\n\n/**\n * Checks if `value` is classified as a `Symbol`\n  primitive or object.\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _isSymbol(Symbol.iterator);\n * // => true\n *\n * _isSymbol('abc');\n * // => false\n *\n * function\n  isSymbol(value) {\n  return typeof value == 'symbol' ||\n    (isObjectLike(value) && baseGetTag(value) ==\n    symbolTag);\n }\n\nmodule.exports = isSymbol;\n"],"sourceRoot":"" }
```

Found in path(s):

```
* /opt/cola/permits/1437226440_1665395869.0945597/0/murmur-1-1-0-2-  
tgz/package/dist/lib/@icij/murmur.umd.min.js.map
```

No license file was found, but licenses were detected in source scan.

```
/*!
```

```
* jQuery JavaScript Library v3.3.1
```

```
* https://jquery.com/
```

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```
* Includes Sizzle.js
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```
* https://sizzlejs.com/
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```
* Copyright JS Foundation and other contributors
```

```
* Released under the MIT license
```

```
* https://jquery.org/license
```

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```
* Date: 2018-01-20T17:24Z
```

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*/
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```
* vue-headroom v0.9.0
```

```
* (c) 2016-present dalphyx <wjcbmk@gmail.com>
```

```
* Released under the MIT License.
```

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*/
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/*!
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```
* Font Awesome Free 5.0.13 by @fontawesome - https://fontawesome.com
```

```
* License - https://fontawesome.com/license (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)
```

```
*/
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```
/**!
```

```
* @fileOverview Kickass library to create and place poppers near their reference elements.
```

```
* @version 1.14.5
```

```
* @license
```

```
* Copyright (c) 2016 Federico Zivolo and contributors
```

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*
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 \* SOFTWARE.  
 \*/

Found in path(s):

\* /opt/cola/permits/1437226440\_1665395869.0945597/0/murmur-1-1-0-2-

tgz/package/dist/lib/@icij/murmur.umd.min.js

No license file was found, but licenses were detected in source scan.

```
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, EAAE, yDAAYD, qEAAqE, 6DAA6D, oBAAoB, GAAG, EAAE;; AAEjjB, SAAS, 4BAAe, yBAAYB, 0CAA0C, 0DAA0  
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```
\t// The module cache\n\tvar installedModules = {};\n\n\t// The require function\n\tfunction\n__webpack_require__(moduleId) {\n\n\t\t// Check if module is in cache\n\t\tif(installedModules[moduleId]) {\n\t\t\treturn installedModules[moduleId].exports;\n\t\t}\n\n\t\t// Create a new module (and put it into the cache)\n\t\tvar module = installedModules[moduleId] = {\n\n\t\t\tmoduleId,\n\t\t\tloaded: false,\n\t\t\texports: {}\n\t\t};\n\n\t\t// Execute the module function\n\t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n\n\t\t// Flag the module as loaded\n\t\tmodule.loaded = true;\n\n\t\t// Return the exports of the module\n\t\treturn module.exports;\n\t}\n\n\t// expose the modules object (__webpack_modules__)\n\t__webpack_require__.m = modules;\n\n\t// expose the module cache\n\t__webpack_require__.c = installedModules;\n\n\t// define getter function for harmony\n\t__webpack_require__.d = function(exports, name, getter) {\n\t\tif(!__webpack_require__.o(exports, name)) {\n\t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n\t\t}\n\n\t\t// define __esModule on exports\n\t\t__webpack_require__.r = function(exports) {\n\t\t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n\t\t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n\t\t\t}\n\t\t\tObject.defineProperty(exports, '__esModule', { value: true });\n\t\t}\n\n\t\t// create a fake namespace object\n\t\tmode & 1: value is a module id, require it\n\t\tmode & 2: merge all properties of value into the ns\n\t\tmode & 4: return value when already ns object\n\t\tmode & 8|1: behave like require\n\t\t__webpack_require__.t =\n\t\tfunction(value, mode) {\n\t\t\tif(mode & 1) value = __webpack_require__(value);\n\t\t\tif(mode & 8) return value;\n\t\t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n\t\t\tvar ns = Object.create(null);\n\t\t\t__webpack_require__.r(ns);\n\t\t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n\t\t\tif(mode & 2 && typeof value !== 'string') for(var key in value) __webpack_require__.d(ns, key,
```

```

function(key) { return value[key]; }.bind(null, key));\n \t\treturn ns;\n \t};\n\n \t// getDefaultExport function for
compatibility with non-harmony modules\n \t__webpack_require__\.n = function(module)
{ \n \t\tvar getter = module && module.__esModule ?\n \t\t\tfunction getDefault() { return module['default']; } :\n \t\tfunction getModuleExports() { return module; }; \n \t\t__webpack_require__\.d(getter, 'a', getter);\n \t\treturn
getter;\n \t};\n\n \t// Object.prototype.hasOwnProperty.call\n \t__webpack_require__\.o = function(object, property)
{ return Object.prototype.hasOwnProperty.call(object, property); }; \n\n \t// __webpack_public_path__\n
__webpack_require__\.p = \"\";\n\n \t// Load entry module and return exports\n \treturn
__webpack_require__(__webpack_require__\.s = \"fb15\");\n\n,\"var Symbol = require('./_Symbol');\n\n/** Used for
built-in method references. *\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties.
*\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n**\n * Used to resolve the\n *
[ toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n * \nvar
nativeObjectToString =
objectProto.toString;\n\n** Built-in value references. *\nvar symToStringTag = Symbol ? Symbol.toStringTag :
undefined;\n\n**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n * \n *
@private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n
*\nfunction getRawTag(value) {\n  var isOwn = hasOwnProperty.call(value, symToStringTag),\n      tag =
value[symToStringTag];\n\n  try {\n    value[symToStringTag] = undefined;\n    var unmasked = true;\n  } catch (e)
{\n  }\n\n  var result = nativeObjectToString.call(value);\n  if (unmasked) {\n    if (isOwn) {\n
value[symToStringTag] = tag;\n    } else {\n      delete value[symToStringTag];\n    }\n  }\n\n  return
result;\n}\n\nmodule.exports = getRawTag;\n\n,\"use strict\";\nvar LIBRARY = require('./_library');\nvar $export =
require('./_export');\nvar redefine = require('./_redefine');\nvar hide = require('./_hide');\nvar Iterators =
require('./_iterators');\nvar
$iterCreate = require('./_iter-create');\nvar setToStringTag = require('./_set-to-string-tag');\nvar getPrototypeOf =
require('./_object-gpo');\nvar ITERATOR = require('./_wks')('iterator');\nvar BUGGY = !([].keys && 'next' in
[].keys()); // Safari has buggy iterators w/o `next`\nvar FF_ITERATOR = '@@iterator';\nvar KEYS = 'keys';\nvar
VALUES = 'values';\n\nvar returnThis = function () { return this; }; \n\nmodule.exports = function (Base, NAME,
Constructor, next, DEFAULT, IS_SET, FORCED) {\n  $iterCreate(Constructor, NAME, next);\n  var getMethod =
function (kind) {\n    if (!BUGGY && kind in proto) return proto[kind];\n    switch (kind) {\n      case KEYS: return
function keys() { return new Constructor(this, kind); }; \n      case VALUES: return function values() { return new
Constructor(this, kind); }; \n    } return function entries() { return new Constructor(this, kind); }; \n  }; \n  var TAG =
NAME + ' Iterator';\n  var DEF_VALUES = DEFAULT == VALUES;\n  var VALUES_BUG = false;\n  var
proto = Base.prototype;\n  var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT &&
proto[DEFAULT];\n  var $default = $native || getMethod(DEFAULT);\n  var $entries = DEFAULT ?
!DEF_VALUES ? $default : getMethod('entries') : undefined;\n  var $anyNative = NAME == 'Array' ? proto.entries
|| $native : $native;\n  var methods, key, IteratorPrototype;\n  // Fix native\n  if ($anyNative) {\n    IteratorPrototype
= getPrototypeOf($anyNative.call(new Base()));\n    if (IteratorPrototype !== Object.prototype &&
IteratorPrototype.next) {\n      // Set @@toStringTag to native iterators\n      setToStringTag(IteratorPrototype,
TAG, true);\n      // fix for some old engines\n      if (!LIBRARY && typeof IteratorPrototype[ITERATOR] !=
'function') hide(IteratorPrototype, ITERATOR, returnThis);\n    }\n  }\n  // fix Array#{ values, @@iterator}.name in
V8 / FF\n  if (DEF_VALUES && $native && $native.name !== VALUES) {\n    VALUES_BUG = true;\n
$default = function values() { return $native.call(this);
};\n  }\n  // Define iterator\n  if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR]))
{\n    hide(proto, ITERATOR, $default);\n  }\n  // Plug for library\n  Iterators[NAME] = $default;\n  Iterators[TAG]
= returnThis;\n  if (DEFAULT) {\n    methods = {\n      values: DEF_VALUES ? $default : getMethod(VALUES),\n      keys: IS_SET ? $default : getMethod(KEYS),\n      entries: $entries\n    }; \n    if (FORCED) for (key in methods)
{\n      if (!(key in proto)) redefine(proto, key, methods[key]);\n    } else $export($export.P + $export.F * (BUGGY ||
VALUES_BUG), NAME, methods);\n  }\n  return methods;\n};\n\n,\"var isPrototype = require('./_isPrototype'),\n
nativeKeys = require('./_nativeKeys');\n\n** Used for built-in method references. *\nvar objectProto =

```

```

Object.prototype;\n\n/** Used to check objects for own properties. *\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n\n/**\n * The base implementation of `_.keys` which doesn't treat sparse arrays
as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the
array of property names.\n */\nfunction baseKeys(object) {\n  if (!isPrototype(object)) {\n    return
nativeKeys(object);\n  }\n  var result = [];\n  for (var key in Object(object)) {\n    if (hasOwnProperty.call(object,
key) && key != 'constructor') {\n      result.push(key);\n    }\n  }\n  return result;\n}\n\nmodule.exports =
baseKeys;\n","var Symbol = require('./_Symbol'),\n    isArguments = require('./isArguments'),\n    isArray =
require('./isArray');\n\n/** Built-in value references. *\nvar spreadableSymbol = Symbol ?
Symbol.isConcatSpreadable : undefined;\n\n/**\n * Checks if `value` is a flattenable `arguments` object or array.\n
*\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is
flattenable, else `false`.\n */\nfunction isFlattenable(value) {\n  return isArray(value) || isArguments(value) ||\n    !(spreadableSymbol
&& value && value[spreadableSymbol]);\n}\n\nmodule.exports = isFlattenable;\n","**\n * This method returns
`false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns
`false`.\n * @example\n *\n * _.times(2, _stubFalse);\n * // => [false, false]\n */\nfunction stubFalse() {\n  return
false;\n}\n\nmodule.exports = stubFalse;\n","**\n * Appends the elements of `values` to `array`.\n *\n * @private\n
* @param {Array} array The array to modify.\n * @param {Array} values The values to append.\n * @returns
{Array} Returns `array`.\n */\nfunction arrayPush(array, values) {\n  var index = -1,\n      length = values.length,\n
      offset = array.length;\n\n  while (++index < length) {\n    array[offset + index] = values[index];\n  }\n  return
array;\n}\n\nmodule.exports = arrayPush;\n","var isObject = require('./isObject');\n\n/**\n * Checks if `value` is
suitable for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable for strict\n * equality
comparisons, else `false`.\n */\nfunction isStrictComparable(value) {\n  return value === value &&
!isObject(value);\n}\n\nmodule.exports = isStrictComparable;\n","import mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/SharingOptions.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/SharingOptions.vue?vue&type=style&index=0&lang=scss&\"; \"//
https://github.com/tc39/proposal-promise-finally\n'use strict';\nvar $export = require('./_export');\nvar core =
require('./_core');\nvar global = require('./_global');\nvar speciesConstructor = require('./_species-constructor');\nvar promiseResolve = require('./_promise-resolve');\n\n$export($export.P + $export.R, 'Promise', { 'finally': function
(onFinally) {\n  var C = speciesConstructor(this, core.Promise || global.Promise);\n  var isFunction = typeof
onFinally == 'function';\n  return this.then(\n    isFunction ? function (x) {\n      return promiseResolve(C,
onFinally()).then(function () { return x; });\n    } : onFinally,\n    isFunction ? function (e)
{\n      return promiseResolve(C, onFinally()).then(function () { throw e; });\n    } : onFinally\n  );\n});\n\n","var
baseIsNative = require('./_baseIsNative'),\n    getValue = require('./_getValue');\n\n/**\n * Gets the native function
at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key
The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\nfunction
getNative(object, key) {\n  var value = getValue(object, key);\n  return baseIsNative(value) ? value :
undefined;\n}\n\nmodule.exports = getNative;\n","use strict";\n// 21.2.5.3 get RegExp.prototype.flags\nvar anObject
= require('./_an-object');\nmodule.exports = function () {\n  var that = anObject(this);\n  var result = "";
if

```

```

(that.global) result += 'g';\n if (that.ignoreCase) result += 'i';\n if (that.multiline) result += 'm';\n if (that.unicode)
result += 'u';\n if (that.sticky) result += 'y';\n return result;\n};\n", "var
root = require('./_root'),\n stubFalse = require('./stubFalse');\n\n/** Detect free variable `exports`. */\nvar
freeExports = typeof exports === 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable
`module`. */\nvar freeModule = freeExports && typeof module === 'object' && module && !module.nodeType &&
module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule
&& freeModule.exports === freeExports;\n\n/** Built-in value references. */\nvar Buffer = moduleExports ?
root.Buffer : undefined;\n\n/** Built-in method references for those with the same name as other `lodash` methods.
*/\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;\n\n/**\n * Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n *
@return {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _isBuffer(new
Buffer(2));\n\n * // => true\n *\n * _isBuffer(new Uint8Array(2));\n * // => false\n */\nvar isBuffer = nativeIsBuffer ||
stubFalse;\n\nmodule.exports = isBuffer;\n", "19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-
keys-internal');\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function
keys(O) {\n return $keys(O, enumBugKeys);\n};\n", "var identity = require('./identity'),\n overRest =
require('./_overRest'),\n setToString = require('./_setToString');\n\n/**\n * The base implementation of `_.rest`
which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a
rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n *
@return {Function} Returns the new function.\n */\nfunction baseRest(func, start) {\n return setToString(overRest(func,
start, identity), func + ");\n}\n\nmodule.exports = baseRest;\n", "import mod from \"-!../node_modules/mini-css-
extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-
1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--
8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\";\n
export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\";\"use
strict\";\n\nmodule.exports = function (x) {\n\tif (!x) return false;\n\tif (typeof x === 'symbol') return true;\n\tif
(!x.constructor) return false;\n\tif (x.constructor.name !== 'Symbol') return false;\n\treturn
(x[x.constructor.toStringTag] === 'Symbol');\n};\n\n\", \"/*!\n * jQuery JavaScript Library v3.3.1\n *
https://jquery.com/\n *\n * Includes Sizzle.js\n * https://sizzlejs.com/\n *\n * Copyright JS Foundation and other
contributors\n * Released under the MIT license\n * https://jquery.org/license\n *\n * Date: 2018-01-20T17:24Z\n
*/\n\n(function ( global, factory ) {\n\n\t\"use strict\";\n\n\tif ( typeof module === \"object\" && typeof
module.exports === \"object\" ) {\n\n\t\t// For CommonJS and CommonJS-like environments where a proper
`window` is present, execute the factory and get jQuery.\n\n\t\t// For environments that do not have a `window`
with a `document` (such as Node.js), expose a
factory as module.exports.\n\n\t\t// This accentuates the need for the creation of a real `window` e.g. var jQuery
= require(\"jquery\")(window);\n\n\t\t// See ticket #14549 for more info.\n\n\t\tmodule.exports = global.document
? factory( global, true ) : factory( function( w ) {\n\n\t\t\tif ( !w.document ) {\n\n\t\t\t\tthrow new Error(\"jQuery
requires a window with a document\");\n\n\t\t\t}\n\n\t\t\treturn factory( w );\n\n\t\t}\n\n\t\t} else {\n\n\t\t\tfactory( global
);\n\n\t\t}\n\n\t\t// Pass this if window is not defined yet\n\t})( typeof window !== \"undefined\" ? window : this, function(
window, noGlobal ) {\n\n\t\t// Edge <= 12 - 13+, Firefox <= 18 - 45+, IE 10 - 11, Safari 5.1 - 9+, iOS 6 - 9.1\n\n\t\t// throw
exceptions when non-strict code (e.g., ASP.NET 4.5) accesses strict mode\n\n\t\t// arguments.callee.caller (trac-13335).

```

But as of jQuery 3.0 (2016), strict mode should be common enough that all such attempts are guarded in a try block.

```

"use strict";
var arr = [];
var document = window.document;
var getProto = Object.getPrototypeOf;
var slice = arr.slice;
var concat = arr.concat;
var push = arr.push;
var indexOf = arr.indexOf;
var class2type = {};
var toString = class2type.toString;
var hasOwn = class2type.hasOwnProperty;
var fnToString = hasOwn.toString;
var ObjectFunctionString = fnToString.call( Object );
var support = {};
var isFunction = function isFunction( obj ) {
  // Support: Chrome <=57, Firefox <=52
  // In some browsers, typeof returns "function" for HTML
  // <object> elements
  // (i.e., `typeof document.createElement( "object" ) === "function"`).
  // We don't want to classify *any* DOM node as a function.
  return typeof obj === "function" && typeof obj.nodeType !== "number";
};
var isWindow = function isWindow( obj ) {
  return obj !== null && obj === obj.window;
};
var preservedScriptAttributes = {
  type: true,
  src: true,
  noModule: true
};
function DOMEval( code, doc, node ) {
  doc = doc || document;
  var i, script = doc.createElement( "script" );
  script.text = code;
  if ( node ) {
    for ( i in preservedScriptAttributes ) {
      script[ i ] = node[ i ];
    }
    doc.head.appendChild( script ).parentNode.removeChild( script );
  }
}
function toType( obj ) {
  if ( obj === null ) {
    return obj + "";
  }
  // Support: Android <=2.3 only (functionish RegExp)
  return typeof obj === "object" || typeof obj === "function" ?
    class2type[ toString.call( obj ) ] || "object" :
    typeof obj;
}
// Defining this global in .eslintrc.json
// would create a danger of using the global unguarded in another place,
// it seems safer to define global only for this module
var version = "3.3.1",
    jQuery = function( selector, context ) {
  // The jQuery object is actually just the init constructor 'enhanced'
  // Need init if jQuery is called (just allow error to be thrown if not included)
  return new jQuery.fn.init( selector, context );
};
// Support: Android <=4.0 only
// Make sure we trim BOM and NBSP
jQuery.fn = jQuery.prototype = {
  // The current version of jQuery being used
  jquery: version,
  // The default length of a jQuery object is 0
  length: 0,
  // The default jQuery object is not an array
  toArray: function() {
    return slice.call( this );
  },
  // Get the Nth element in the matched element set OR the whole matched element set as a clean array
  get: function( num ) {
    // Return all the elements in a clean array
    if ( num === null ) {
      return slice.call( this );
    }
    // Return just the one element from the set
    return num < 0 ? this[ num + this.length ] : this[ num ];
  },
  // Take an array of elements and push it onto the stack (returning the new matched element set)
  pushStack: function( elems ) {
    // Build a new jQuery matched element set
    var ret = jQuery.merge( this.constructor(), elems );
    // Add the old object onto the stack (as a reference)
    ret.prevObject = this;
    // Return the newly-formed element set
    return ret;
  },
  // Execute a callback for every element in the matched set.
  each: function( callback ) {
    return jQuery.each( this, callback );
  },
  map: function( callback ) {
    return this.pushStack( jQuery.map( this, function( elem, i ) {
      return callback.call( elem, i, elem );
    } ) );
  },
  slice: function() {
    return this.pushStack( slice.apply( this, arguments ) );
  },
  first: function() {
    return this.eq( 0 );
  },
  last: function() {
    return this.eq( -1 );
  },
  eq: function( i ) {
    var len = this.length,
        tj = +i + ( i < 0 ? len : 0 );
    return this.pushStack( j >= 0 && j < len ? [ this[ j ] ] : [] );
  },
  end: function() {
    return this.prevObject || this.constructor();
  },
  // For internal use only. Behaves like an Array's method, not like a jQuery method.
  push: push,
  sort: arr.sort,
  splice: arr.splice
};
jQuery.extend = jQuery.fn.extend = function( options, name, src, copy, copyIsArray, clone, target = arguments[ 0 ] || {}, ti = 1, length = arguments.length, deep = false ) {
  // Handle a deep copy situation
  if ( typeof target === "boolean" ) {
    deep = target;
  }
  // Skip the boolean and the target
  target = arguments[ ti++ ];
  // Handle case when target is a string or something (possible in deep copy)
  if ( typeof target !== "object" && !isFunction( target ) ) {
    target = {};
  }
  // Extend jQuery itself if only one argument is passed
  if ( i === length ) {
    target = this;
  }
  for ( ; i < length; i++ ) {
    var options = arguments[ i ];
    if ( options ) {
      jQuery.extend( target, options );
    }
  }
  return target;
};

```

```

( ; i < length; i++ ) {
  // Only deal with non-null/undefined values
  if ( ( options = arguments[ i ] ) != null )
    // Extend the base object
    for ( name in options ) {
      src = target[ name ];
      copy = options[ name ];
      // Prevent never-ending loop
      if ( target === copy ) {
        continue;
      }
      // Recurse if we're merging plain objects or arrays
      if ( deep && copy && ( jQuery.isPlainObject( copy ) ||
        copyIsArray = Array.isArray( copy ) ) ) {
        copyIsArray = Array.isArray( copy );
        clone = src && Array.isArray( src ) ? src : [];
      } else {
        // Never move original objects, clone them
        clone = src && jQuery.isPlainObject( src ) ? src : {};
      }
      // Don't bring in undefined values
      if ( copy !== undefined ) {
        target[ name ] = copy;
      }
    }
  // Return the modified object
  return target;
};
jQuery.extend(
  // Unique for each copy of jQuery on the page
  expando: "jQuery" + ( version + Math.random() ),
  replace(/D/g, "" ),
  // Assume jQuery is ready without the ready module
  isReady: true,
  error: function( msg ) {
    throw new Error( msg );
  },
  noop: function() {},
  isPlainObject: function( obj ) {
    var proto, Ctor;
    // Detect obvious negatives
    // Use toString instead of jQuery.type to catch host objects
    if ( !obj ||
      toString.call( obj ) !== "[object Object]" ) {
      return false;
    }
    proto = getProto( obj );
    // Objects with no prototype (e.g., `Object.create( null )`) are plain
    if ( !proto ) {
      return true;
    }
    // Objects with prototype are plain iff they were constructed by a global Object function
    Ctor = hasOwn.call( proto, "constructor" ) && proto.constructor;
    return typeof Ctor === "function" && fnToString.call( Ctor ) === ObjectFunctionString;
  },
  isEmptyObject: function( obj ) {
    // eslint-disable no-unused-vars
  },
  // See https://github.com/eslint/eslint/issues/6125
  name: "",
  for ( name in obj ) {
    return false;
  }
  return true;
},
// Evaluates a script in a global context
globalEval: function( code ) {
  DOMEval( code );
},
// teach: function( obj, callback ) {
  // var length, i = 0;
  // if ( isArrayLike( obj ) ) {
    // length = obj.length;
    // for ( ; i < length; i++ ) {
      // if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
        // break;
      }
    }
  } else {
    for ( i in obj ) {
      if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
        break;
      }
    }
  }
  return obj;
},
// Support: Android <=4.0 only
trim: function( text ) {
  return text == null ? "" :
    ( text + "" ).replace( rtrim, "" );
},
// results is for internal usage only
makeArray: function( arr, results ) {
  var ret = results || [];
  if ( arr != null ) {
    if ( isArrayLike( Object( arr ) ) ) {
      jQuery.merge( ret, ( typeof arr === "string" ) ? [ arr ] : arr );
    } else {
      push.call( ret, arr );
    }
  }
  return ret;
},
// Support: Android <=4.0 only, PhantomJS 1 only
// push.apply( _, arraylike) throws on ancient WebKit
merge: function( first, second ) {
  var len = +second.length,
    i = 0,
    j = 0;
  for ( ; j < len; j++ ) {
    first[ i++ ] = second[ j ];
  }
  first.length = i;
  return first;
},
// Support: Android <=4.0 only
grep: function( elems, callback, invert ) {
  var callbackInverse,
    matches = [],
    i = 0,
    length = elems.length,
    callbackExpect = !invert;
  // Go through the array, only saving the items
  // that pass the validator function
  for ( ; i < length; i++ ) {
    callbackInverse = !callback( elems[ i ], i );
    if ( callbackInverse !== callbackExpect ) {
      matches.push( elems[ i ] );
    }
  }
  // arg is for internal usage only
  return matches;
},
// Support: Android <=4.0 only
map: function( elems, callback, arg ) {
  var length, value,
    i = 0,
    ret = [];
  // Go through the array, translating each of the items to their new values
  if ( isArrayLike( elems ) ) {
    length = elems.length;
    for ( ; i < length; i++ ) {
      value = callback( elems[ i ], i, arg );
      if ( value != null ) {
        ret.push( value );
      }
    }
  } else {
    // Go through every key on the object
    for ( i in elems ) {
      value = callback( elems[ i ], i, arg );
      if ( value != null ) {
        ret.push( value );
      }
    }
  }
  // Flatten any nested arrays
  return concat.apply( [], ret );
},
// A global GUID counter for objects
guid: 1,
// jQuery.support is not used in Core but other projects attach their
// properties to it so it needs to exist.
support: support,
nif ( typeof Symbol === "function" )

```















```

1;
function( sortInput, a ) - indexOf( sortInput, a ) - indexOf(
sortInput, b ) ) :
function( a, b ) {
  // Exit early if the
  nodes are identical
  if ( a === b ) {
    hasDuplicate = true;
    return 0;
  }
  var cur,
      parent = a.parentNode,
      bparent = b.parentNode,
      ap = [ a ],
      bpb = [ b ];
  // Parentless nodes are
  either documents or disconnected
  if ( !ap || !bpb ) {
    return a === document ? -1 :
    b === document ? 1 :
    sortInput
  }
  if ( indexOf( sortInput, a ) - indexOf( sortInput, b ) ) :
  // If the nodes are siblings, we can do a
  quick check
  else if ( ap === bpb ) {
    return siblingCheck( a, b );
  }
  // Otherwise we need full
  lists of their ancestors for comparison
  cur = a;
  while ( cur = cur.parentNode ) {
    ap.unshift( cur );
  }
  cur = b;
  while ( cur = cur.parentNode ) {
    bpb.unshift( cur );
  }
  // Walk down the tree
  looking for a discrepancy
  while ( ap[i] === bpb[i] ) {
    i++;
  }
  // Do a sibling check
  if the nodes have a common ancestor
  siblingCheck( ap[i], bpb[i] );
  // Otherwise nodes in our document
  sort first
  ap[i] === preferredDoc ? -1 :
  bpb[i] === preferredDoc ? 1 :
  0;
}
;
Sizzle.matches = function( expr, elements ) {
  return Sizzle( expr, null, null, elements );
};
Sizzle.matchesSelector =
function( elem, expr ) {
  // Set document vars if needed
  if ( ( elem.ownerDocument || elem ) !== document ) {
    Sizzle.setDocument( elem );
  }
  // Make sure that attribute selectors are quoted
  expr = expr.replace(
  attributeQuotes, '$1' );
  if ( support.matchesSelector && documentIsHTML && !compilerCache[
  expr + ' ' ] && !buggyMatches || !buggyMatches.test( expr ) ) && !buggyQSA ||
  !buggyQSA.test( expr ) ) {
    try {
      var ret = matches.call( elem, expr );
    }
    // IE 9's matchesSelector
    returns false on disconnected nodes
    if ( ret || support.disconnectedMatch || ( elem.parentNode || elem ) ) {
      return ret;
    }
  }
  catch ( e ) {}
  return Sizzle( expr,
  document, null, [ elem ] ).length > 0;
};
Sizzle.contains = function( context, elem ) {
  // Set document
  vars if needed
  if ( ( context.ownerDocument || context ) !== document ) {
    Sizzle.setDocument( context );
  }
  return contains( context, elem );
};
Sizzle.attr = function( elem, name ) {
  // Set document vars if
  needed
  if ( ( elem.ownerDocument || elem ) !== document ) {
    Sizzle.setDocument( elem );
  }
  var fn =
  Expr.attrHandle[ name.toLowerCase() ],
  // Don't get fooled by Object.prototype properties (jQuery
  #13807)
  val = fn && hasOwn.call( Expr.attrHandle, name.toLowerCase() ) ?
  fn( elem, name,
  !documentIsHTML ) :
  undefined;
  return val !== undefined ?
  val :
  support.attributes
  !documentIsHTML ?
  telem.getAttribute( name ) :
  ( val = elem.getAttributeNode( name ) ) && val.specified ?
  val.value :
  null;
};
Sizzle.escape = function( sel ) {
  return ( sel + '\\' ).replace( rcssescape,
  fcssescape );
};
Sizzle.error = function( msg ) {
  throw new Error( "Syntax error, unrecognized expression: " +
  msg );
};
/**
 * Document sorting and removing duplicates
 * @param {ArrayLike} results
 */
Sizzle.uniqueSort = function( results ) {
  var elem,
      duplicates = [],
      t = 0,
      i = 0;
  // Unless we
  know* we can detect duplicates, assume their presence
  hasDuplicate = !support.detectDuplicates;
  sortInput =
  !support.sortStable && results.slice( 0 );
  results.sort( sortOrder );
  if ( hasDuplicate ) {
    while ( elem =
    results[i++] ) {
      if ( elem === results[ i ] ) {
        duplicates.push( i );
      }
      j--;
    }
    results.splice( duplicates[ j ], 1 );
  }
  // Clear input after sorting to release objects
  // See
  https://github.com/jquery/sizzle/pull/225
  sortInput = null;
  return results;
};
/**
 * Utility function for
  retrieving the text value of an array of DOM nodes
 * @param {Array|Element} elem
 */
Sizzle.getText = function( elem ) {
  var node,
      ret = '',
      i = 0,
      nodeType =
  elem.nodeType;
  if ( !nodeType ) {
    // If no nodeType, this is expected to be an array
    while ( node =
    elem[i++] ) {
      // Do not traverse comment nodes
      ret += getText( node );
    }
  }
  else if ( nodeType === 1 || nodeType === 9 || nodeType === 11 ) {
    // Use textContent for elements
    // innerText usage removed
    for consistency of new lines (jQuery #11153)
    if ( typeof elem.textContent === 'string' ) {
      return
      elem.textContent;
    }
    else {
      // Traverse its children
      for ( elem = elem.firstChild; elem; elem =
      elem.nextSibling ) {
        ret += getText( elem );
      }
    }
  }
  else if ( nodeType === 3 || nodeType === 4 )

```





















```

    {\n\t\tvar parent = elem.parentNode;\n\t\treturn parent && parent.nodeType !== 11 ? parent : null;\n\t},\n\t\tparents:
function( elem ) {\n\t\treturn dir( elem, "parentNode" );\n\t},\n\t\tparentsUntil: function( elem, i, until ) {\n\t\treturn
dir( elem, "parentNode", until );\n\t},\n\t\tnext: function( elem ) {\n\t\treturn sibling( elem, "nextSibling"
);\n\t},\n\t\tprev: function( elem ) {\n\t\treturn sibling( elem, "previousSibling" );\n\t},\n\t\tnextAll: function( elem )
{\n\t\treturn dir( elem, "nextSibling" );\n\t},\n\t\tprevAll: function( elem ) {\n\t\treturn dir( elem, "previousSibling"
);\n\t},\n\t\tnextUntil: function( elem, i,
until ) {\n\t\treturn dir( elem, "nextSibling", until );\n\t},\n\t\tprevUntil: function( elem, i, until ) {\n\t\treturn dir(
elem, "previousSibling", until );\n\t},\n\t\tsiblings: function( elem ) {\n\t\treturn siblings( ( elem.parentNode || {}
).firstChild, elem );\n\t},\n\t\tchildren: function( elem ) {\n\t\treturn siblings( elem.firstChild );\n\t},\n\t\tcontents:
function( elem ) {\n\t\tif ( nodeName( elem, "iframe" ) ) {\n\t\t\treturn elem.contentDocument;\n\t\t}\n\t\t// Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only\n\t\t// Treat the template element as a regular
one in browsers that\n\t\t// don't support it.\n\t\tif ( nodeName( elem, "template" ) ) {\n\t\t\treturn elem =
elem.content || elem;\n\t\t}\n\t\treturn jQuery.merge( [], elem.childNodes );\n\t},\n\t\tfunction( name, fn )
{\n\t\tjQuery.fn[ name ] = function( until, selector ) {\n\t\t\tvar matched = jQuery.map( this, fn, until );\n\t\t\tif (
name.slice( -5 ) !== "Until"
) {\n\t\t\t\tselector = until;\n\t\t\t}\n\t\t\tif ( selector && typeof selector === "string" ) {\n\t\t\t\tmatched =
jQuery.filter( selector, matched );\n\t\t\t}\n\t\t\tif ( this.length > 1 ) {\n\t\t\t\t// Remove duplicates\n\t\t\t\tif (
!guaranteedUnique[ name ] ) {\n\t\t\t\t\tjQuery.uniqueSort( matched );\n\t\t\t\t}\n\t\t\t\t// Reverse order for parents*
and prev-derivatives\n\t\t\t\tif ( rparentsprev.test( name ) ) {\n\t\t\t\t\tmatched.reverse();\n\t\t\t\t}\n\t\t\t\treturn
this.pushStack( matched );\n\t\t\t}\n\t\t\t};\n\t\t\tvar rnothtmlwhite = ( /^[^\x20\t\r\n\f]+/g );\n\t\t\t// Convert String-
formatted options into Object-formatted ones\n\t\t\tfunction createOptions( options ) {\n\t\t\t\tvar object =
{};\n\t\t\t\tjQuery.each( options.match( rnothtmlwhite ) || [], function( _, flag ) {\n\t\t\t\t\tobject[ flag ] = true;\n\t\t\t\t});\n\t\t\t\treturn
object;\n\t\t\t}\n\t\t\t// Create a callback list using the following parameters:\n\t\t\t// *options: an optional list of space-
separated options that will change how\n\t\t\t// the callback list behaves
or a more traditional option object\n\t\t\t// * By default a callback list will act like an event callback list and can be\n
\t\t\t// "fired" multiple times.\n\t\t\t// * Possible options:\n\t\t\t// *once: will ensure the callback list can only be fired
once (like a Deferred)\n\t\t\t// *memory: will keep track of previous values and will call any callback added\n
\t\t\t// after the list has been fired right away with the latest "memorized"\n\t\t\t// values (like a Deferred)\n\t\t\t// *unique: will ensure a callback can only be added once (no duplicate in the list)\n\t\t\t// *stopOnFalse: interrupt
callings when a callback returns false\n\t\t\t// *jQuery.Callbacks = function( options ) {\n\t\t\t\t// Convert options
from String-formatted to Object-formatted if needed\n\t\t\t\t// (we check in cache first)\n\t\t\t\toptions = typeof options ===
"string" ? createOptions( options ) : jQuery.extend( {}, options );\n\t\t\t\tvar // Flag to know if list is currently
firing\n\t\t\t\t\tfiring,\n\t\t\t\t\t// Last fire
value for non-forgettable lists\n\t\t\t\t\tmemory,\n\t\t\t\t\t// Flag to know if list was already fired\n\t\t\t\t\tfired,\n\t\t\t\t\t// Flag to
prevent firing\n\t\t\t\t\tlocked,\n\t\t\t\t\t// Actual callback list\n\t\t\t\t\tlist = [],\n\t\t\t\t\t// Queue of execution data for repeatable
lists\n\t\t\t\t\tqueue = [],\n\t\t\t\t\t// Index of currently firing callback (modified by add/remove as needed)\n\t\t\t\t\tfiringIndex =
-1,\n\t\t\t\t\t// Fire callbacks\n\t\t\t\t\tfire = function() {\n\t\t\t\t\t\t// Enforce single-firing\n\t\t\t\t\t\tlocked = locked ||
options.once;\n\t\t\t\t\t\t// Execute callbacks for all pending executions, respecting firingIndex overrides and
runtime changes\n\t\t\t\t\t\tfired = firing = true;\n\t\t\t\t\t\tfor ( ; queue.length; firingIndex = -1 ) {\n\t\t\t\t\t\t\tmemory =
queue.shift();\n\t\t\t\t\t\t\twhile ( ++firingIndex < list.length ) {\n\t\t\t\t\t\t\t\t// Run callback and check for early
termination\n\t\t\t\t\t\t\t\tif ( list[ firingIndex ].apply( memory[ 0 ], memory[ 1 ] ) === false
&&\n\t\t\t\t\t\t\t\t\toptions.stopOnFalse ) {\n\t\t\t\t\t\t\t\t\t// Jump to end and forget
the data so .add doesn't re-fire\n\t\t\t\t\t\t\t\t\tfiringIndex = list.length;\n\t\t\t\t\t\t\t\t\tmemory =
false;\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t// Forget the data if we're done with it\n\t\t\t\t\t\t\t\tif ( !options.memory )
{\n\t\t\t\t\t\t\t\t\tmemory = false;\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t// Clean up if we're done firing for good\n\t\t\t\t\t\t\t\tif (
locked ) {\n\t\t\t\t\t\t\t\t\t// Keep an empty list if we have data for future add calls\n\t\t\t\t\t\t\t\t\tif ( memory ) {\n\t\t\t\t\t\t\t\t\t\tlist =
[];\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t// Otherwise, this object is spent\n\t\t\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\t\tlist = "";\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t// Actual
Callbacks object\n\t\t\t\t\t\t\t\tself = {\n\t\t\t\t\t\t\t\t\t// Add a callback or a collection of callbacks to the list\n\t\t\t\t\t\t\t\t\tadd: function()

```

```

    ( list ) {
      // If we have memory from a past run, we should fire after adding
      ( memory
      && !firing ) {
        firingIndex = list.length - 1;
        queue.push( memory );
        ( function
        add( args ) {
          jQuery.each(
            args, function( _, arg ) {
              ( !isFunction( arg ) ) {
                ( !options.unique || !self.has( arg ) )
                list.push( arg );
              } else if ( arg && arg.length && toType( arg ) !==
              "string" ) {
                // Inspect recursively
                tadd( arg );
              }
            } )(
            arguments );
          ( memory && !firing ) {
            tfire();
          }
          return
          this;
        },
        // Remove a callback from the list
        remove: function() {
          jQuery.each( arguments,
            function( _, arg ) {
              tvar index;
              while ( ( index = jQuery.inArray( arg, list, index ) ) > -1 )
                list.splice( index, 1 );
              // Handle firing indexes
              ( index <= firingIndex )
              {
                tremove();
              }
            } );
          return this;
        },
        // Check if a given callback is in the list
        // If no argument is given, return whether or not list has callbacks
        attached.
        has: function( fn ) {
          return fn ? jQuery.inArray( fn, list ) > -1 : list.length >
          0;
        },
        // Remove all callbacks from the list
        empty: function() {
          list =
          [];
          return this;
        },
        // Disable .fire and .add
        // Abort any current/pending
        executions
        // Clear all callbacks and values
        disable: function() {
          locked = queue =
          [];
          list =
          memory =
          "";
          return this;
        },
        // Disable
        .fire
        // Also disable .add unless we have memory (since it would have no effect)
        // Abort any pending
        executions
        lock: function() {
          locked = queue =
          [];
          ( !memory && !firing ) {
            list =
            memory
            =
            "";
          }
          return this;
        },
        // Call all
        callbacks with the given context and arguments
        fireWith: function( context, args ) {
          ( !locked )
          {
            targs = args ||
            [];
            targs = [ context, args.slice ? args.slice() : args ];
            queue.push( args );
            ( !firing ) {
              tfire();
            }
          }
          return this;
        },
        // Call all the callbacks
        with the given arguments
        fire: function() {
          self.fireWith( this, arguments );
          return
          this;
        },
        // To know if the callbacks have already been called at least once
        fired: function() {
          return !!fired;
        }
      };
      return self;
    };
    function Identity( v ) {
      return v;
    }
    function
    Thrower( ex ) {
      throw ex;
    }
    function adoptValue( value, resolve, reject, noValue ) {
      tvar method;
      try
      {
        // Check
        for promise aspect first to privilege synchronous behavior
        ( value && isFunction( ( method = value.promise ) ) )
        {
          method.call( value ).done( resolve ).fail( reject );
        }
        // Other thenables
        else if ( value &&
        isFunction( ( method = value.then ) ) )
        {
          method.call( value, resolve, reject );
        }
        // Other non-thenables
        else {
          // Control `resolve` arguments by letting Array#slice cast boolean `noValue` to
          integer:
          * false: [ value ].slice( 0 ) => resolve( value )
          * true: [ value ].slice( 1 ) =>
          resolve()
          tresolve.apply( undefined, [ value ].slice( noValue ) );
        }
        // For Promises/A+, convert
        exceptions into rejections
        // Since jQuery.when doesn't unwrap thenables, we can skip the extra checks appearing
        in
        // Deferred#then to conditionally suppress rejection.
        catch ( value ) {
          // Support: Android 4.0
          only
          // Strict mode functions invoked without .call/.apply get global-object context
          treject.apply(
            undefined, [ value ] );
        }
        jQuery.extend( {
          Deferred: function( func ) {
            tvar tuples = [
              // action, add listener, callbacks,
              // ... .then handlers, argument index, [final state]
              [ "notify",
              "progress", jQuery.Callbacks( "memory" ),
              jQuery.Callbacks( "memory" ), 2 ],
              [ "resolve",
              "done", jQuery.Callbacks( "once memory" ),
              jQuery.Callbacks( "once memory" ), 0, "resolved" ],
              [ "reject", "fail", jQuery.Callbacks( "once memory" ),
              jQuery.Callbacks( "once memory" ), 1,
              "rejected" ]
            );
            tstate = "pending",
            tpromise = {
              state: function() {
                return
                state;
              },
              always: function() {
                tdeferred.done( arguments ).fail( arguments );
              },
              return
              this;
            },
            "catch": function( fn ) {
              return promise.then( null, fn );
            }
          };
          // Keep pipe
          for back-compat

```



```

function( /* fnDone, fnFail, fnProgress */ ) {
  function( newDefer ) {
    function( tuples, function( i, tuple ) {
      Map tuples (progress, done, fail) to arguments (done, fail, progress)
    }) {
      if ( !isFunction( fn = tuples[ i ] ) ) {
        return;
      }
      deferred.progress( function() {
        bind to newDefer or newDefer.notify
      });
      deferred.done( function() {
        bind to newDefer or newDefer.resolve
      });
      deferred.fail( function() {
        bind to newDefer or newDefer.reject
      });
    }
    ( function() {
      returned = fn.apply( this, arguments );
      if ( returned && isFunction( returned.promise ) ) {
        returned.promise().then( newDefer.notify ).done(
          newDefer.resolve ).fail( newDefer.reject );
      } else {
        newDefer[ tuple[ 0 ] + "With" ]( this, fn ? [
          returned ] : arguments );
      }
      if ( fn = null ) {
        return;
      }
      return then( onFulfilled, onRejected, onProgress ) {
        maxDepth = 0;
        function resolve( depth, deferred, handler, special ) {
          function( that = this, args = arguments, mightThrow = function() {
            returned, then;
          }) {
            Support: Promises/A+ section 2.3.3.3.3
            https://promisesaplus.com/#point-59
            Ignore double-resolution attempts
            if ( depth < maxDepth ) {
              return;
            }
            Support: Promises/A+ section 2.3.1
            https://promisesaplus.com/#point-48
            if ( returned === deferred.promise() ) {
              throw new TypeError( "Thenable self-resolution" );
            }
            Support: Promises/A+ sections 2.3.3.1, 3.5
            https://promisesaplus.com/#point-54
            https://promisesaplus.com/#point-75
            Retrieve `then` only once
            then = returned && then;
            Support: Promises/A+ section 2.3.4
            https://promisesaplus.com/#point-64
            Only check objects and functions for thenability
            ( typeof returned === "object" || typeof returned === "function" ) &&
            returned.then;
            Handle a returned thenable
            if ( isFunction( then ) ) {
              Special processors (notify) just wait for resolution
              then.call( returned, resolve( maxDepth, deferred, Identity, special ),
                resolve( maxDepth, deferred, Thrower, special ) );
            }
            Normal processors (resolve) also hook into progress
            else {
              ...and disregard older resolution values
              maxDepth++;
              then.call( returned, resolve( maxDepth, deferred, Identity, special ),
                resolve( maxDepth, deferred, Thrower, special ) );
            }
            Handle all other returned values
            else {
              Only substitute handlers pass on context and multiple values (non-spec behavior)
              if ( handler !== Identity ) {
                that = undefined;
                args = [ returned ];
              }
              Process the value(s)
              Default process is resolve
              ( special || deferred.resolveWith )( that, args );
            }
            Only normal processors (resolve) catch and reject exceptions
            process = special ?
              function() {
                try {
                  mightThrow();
                } catch ( e ) {
                  jQuery.Deferred.exceptionHook(
                    e, process.stackTrace );
                }
              } :
              process;
            Support: Promises/A+ section 2.3.3.4.1
            https://promisesaplus.com/#point-61
            Ignore post-resolution exceptions
            if ( depth + 1 >= maxDepth ) {
              Only substitute handlers pass on context and multiple values (non-spec behavior)
              if ( handler !== Thrower ) {
                that = undefined;
                args = [ e ];
              }
            }
          }
        }
      }
    }
  }
}

```



```

resolveValues[ i ].then ) ) {
  return master.then();
} // Multiple arguments are aggregated
like Promise.all array elements
while ( i-- ) {
  adoptValue( resolveValues[ i ], updateFunc( i ), master.reject
);
}
} // These usually indicate a programmer mistake during development,
warn about them ASAP rather than
swallowing them by default.
var errorNames =
/^(Eval|Internal|Range|Reference|Syntax|Type|URI)Error$/;
jQuery.Deferred.exceptionHook = function( error,
stack ) {
  // Support: IE 8 - 9 only
  // Console exists when dev tools are open, which can happen at any
time
if ( window.console && window.console.warn && error && errorNames.test( error.name ) )
{
  window.console.warn( "jQuery.Deferred exception: " + error.message, error.stack, stack
);
}
};
jQuery.readyException = function( error ) {
  window.setTimeout( function() {
    throw error;
  });
};
// The deferred used on DOM ready
var readyList =
jQuery.Deferred();
jQuery.fn.ready = function( fn ) {
  readyList.then( fn ) // Wrap
jQuery.readyException in a function so that the lookup
happens at the time of error handling instead of
callback
registration.
.catch( function( error ) {
  jQuery.readyException( error );
} );
return
this;
};
jQuery.extend( {
  // Is the DOM ready to be used? Set to true once it occurs.
  isReady: false,
  // A counter to track how many items to wait for before
the ready event fires. See #6781
  readyWait: 1,
  // Handle when the DOM is ready
  ready: function( wait ) {
    // Abort if there are pending holds or we're already
ready
if ( wait === true ? --jQuery.readyWait : jQuery.isReady ) {
      return;
    }
    // Remember that the
DOM is ready
jQuery.isReady = true;
    // If a normal DOM Ready event fired, decrement, and wait if need
be
if ( wait !== true && --jQuery.readyWait > 0 ) {
      return;
    }
    // If there are functions bound, to
execute
readyList.resolveWith( document, [ jQuery ] );
    jQuery.ready.then = readyList.then;
    // The ready event handler and self cleanup method
function
completed() {
  document.removeEventListener( "DOMContentLoaded", completed
);
  window.removeEventListener( "load", completed );
  jQuery.ready();
}
// Catch cases where
$(document).ready() is called
after the browser event has already occurred.
// Support: IE <=9 - 10 only
// Older IE sometimes signals "interactive" too soon
if ( document.readyState === "complete" || !document.readyState || document.readyState === "loading" && !document.documentElement.doScroll ) {
  // Handle it
asynchronously to allow scripts the opportunity to delay
ready
window.setTimeout( jQuery.ready );
} else {
  // Use the handy event callback
document.addEventListener( "DOMContentLoaded", completed );
  // A fallback to window.onload, that will always work
window.addEventListener( "load", completed
);
}
}
// Multifunctional method to get and set values of a collection
// The value/s can optionally be
executed if it's a function
var access = function(
elems, fn, key, value, chainable, emptyGet, raw ) {
  var i = 0, len = elems.length, bulk = key ===
null;
  // Sets many values
if ( toType( key ) === "object" ) {
    chainable = true;
    for ( i in key )
      access( elems, fn, i, key[ i ], true, emptyGet, raw );
  } else if ( value !==
undefined ) {
    chainable = true;
    if ( !isFunction( value ) ) {
      raw = true;
    }
    // Bulk operations run against the entire set
if ( raw ) {
      if ( fn === function( elem, key, value ) {
        return bulk.call( jQuery( elem ), value );
      } ) {
        // ...except when executing function values
      } else {
        bulk = fn;
      }
      fn = function( elem, key, value ) {
        return bulk.call( jQuery( elem ), value );
      };
    }
    if ( fn ) {
      for ( i = 0; i < len; i++ ) {
        fn( elems[ i ], key, raw ? value : value.call( elems[ i ], i, fn( elems[ i ], key ) ) );
      }
    }
  }
  return chainable ?
( elems ) : len ? fn( elems[ 0 ], key ) : emptyGet;
};
// Matches dashed string for camelizing
var rmsPrefix = /^-ms-/,
rdashAlpha = /-([a-z])/g;
// Used by camelCase as callback to replace()
function fcamelCase( all, letter )
{
  return letter.toUpperCase();
}
// Convert dashed to camelCase; used by the css and data modules
// Support: IE <=9 - 11, Edge 12 - 15
// Microsoft forgot to hump their vendor prefix (#9572)
function camelCase( string )
{
  return string.replace( rmsPrefix, "-ms-" ).replace( rdashAlpha, fcamelCase );
}
var acceptData = function( owner )
{
  // Accepts only:
  // - Node
  // - Node.ELEMENT_NODE

```

```

Node.DOCUMENT_NODE - Object - Any
return owner.nodeType === 1 || owner.nodeType === 9 ||
!( +owner.nodeType );
function Data() {
  this.expando = jQuery.expando
  + Data.uid++;
  Data.uid = 1;
  Data.prototype = {
    cache: function( owner ) {
      // Check if the owner
      // object already has a cache
      // value = owner[ this.expando ];
      // If not, create one
      if ( !value )
        value = {};
      // We can accept data for non-element nodes in modern browsers,
      // but we should
      // not, see #8335.
      // Always return an empty object.
      if ( acceptData( owner ) )
        // If it is a node
        // unlikely to be stringified or looped over
        // use plain assignment
        if ( owner.nodeType )
          owner[ this.expando ] = value;
        // Otherwise secure it in a non-enumerable property
        // configurable must be true to allow the property to be
        // deleted when data is removed
      else
        Object.defineProperty( owner, this.expando, {
          value: value,
          configurable:
            true
        });
      return value;
    },
    set:
      function( owner, data, value ) {
        var prop, cache = this.cache( owner );
        // Handle: [ owner, key, value
        ] args
        // Always use camelCase key (gh-2257)
        if ( typeof data === "string" )
          cache[ camelCase(
            data ) ] = value;
        // Handle: [ owner, { properties } ] args
        else
          // Copy the properties one-by-one
          // to the cache object
          for ( prop in data )
            cache[ camelCase( prop ) ] = data[ prop ];
        // Return the cache
        return cache;
      },
    get: function( owner, key ) {
      return key === undefined
        ? this.cache( owner ) :
        // Always use camelCase key (gh-2257)
        owner[ this.expando ] && owner[
          this.expando ][ camelCase( key ) ];
      // In cases where
      // either:
      // 1. No key was specified
      // 2. A string key was specified, but no value provided
      // Take the "read" path and allow the get method to determine
      // which value to return, respectively either:
      // 1. The entire cache object
      // 2. The data stored at the
      // key
      if ( key === undefined || ( key && typeof key === "string" ) && value === undefined )
        return this.get( owner, key );
      // When the key is not a string, or both a key and value
      // are
      // specified, set or extend (existing objects) with either:
      // 1. An object of properties
      // 2. A key and
      // value
      this.set( owner, key, value );
      // Since the "set" path can have two possible entry points
      // return the expected data based on which path was taken
      return value !== undefined ? value :
        key;
      // Remove: function( owner, key ) {
      //   var i, cache = owner[ this.expando ];
      //   if ( cache ===
      //   undefined )
      //     return;
      //   if ( key !== undefined )
      //     // Support array or space separated string of
      //     keys
      //     if ( Array.isArray( key
      //     ) )
      //       // If key is an array of keys...
      //       // We always set camelCase keys, so remove that.
      //       key = key.map( camelCase );
      //     else
      //       key = camelCase( key );
      //     // If a key with the spaces exists, use
      //     it.
      //     // Otherwise, create an array by matching non-whitespace
      //     key = key in cache ? [ key ] :
      //     key.match( rnohtmlwhite ) || [];
      //     // Remove the expando if there's no more data
      //     if ( key === undefined ||
      //     jQuery.isEmptyObject( cache ) )
      //       // Support: Chrome <=35 - 45
      //       // Webkit & Blink performance
      //       // suffers when deleting properties
      //       // from DOM nodes, so set to undefined instead
      //       owner[ this.expando ] = undefined;
      //     else
      //       delete
      //       owner[ this.expando ];
      //     // hasData: function( owner ) {
      //     //   var cache = owner[ this.expando ];
      //     //   return cache !== undefined && !jQuery.isEmptyObject( cache );
      //     // }
      //     var dataPriv = new Data();
      //     var dataUser = new Data();
      //     Implementation Summary
      //     1. Enforce API surface and semantic
      //     compatibility with 1.9.x branch
      //     2. Improve the module's maintainability by reducing the storage
      //     paths to a
      //     single mechanism.
      //     3. Use the same single mechanism to support "private" and "user" data.
      //     4. _Never_
      //     expose "private" data to user code (TODO: Drop _data, _removeData)
      //     5. Avoid exposing implementation
      //     details on user objects (eg. expando properties)
      //     6. Provide a clear path for implementation upgrade to WeakMap
      //     in 2014
      //     rbrace = /^(?=[\w\W]*\)|\[[\w\W]*\])$/;
      //     rmultiDash = /[A-Z]/g;
      //     function getData( data )
      //     {
      //       if ( data === "true" )
      //         return true;
      //       if ( data === "false" )
      //         return

```















```

name, { enumerable: true, configurable: true, writable: true, value: value }
);
);
}, { fix: function( originalEvent ) { return originalEvent[ jQuery.expando ] ? originalEvent
: new jQuery.Event( originalEvent ); }, special: { load: { preventTriggered: true, load
events from bubbling to window.load( noBubble: true ), focus: { fireNativeEvent: true, fireNativeEvent
so blur/focus sequence is correct trigger: function() { if ( this !== safeActiveElement() && this.focus )
{ this.focus(); return false; }, delegateType: "focusin", blur:
{ trigger: function() { if ( this === safeActiveElement() && this.blur )
{ this.blur(); return false; }, delegateType: "focusout", click:
{ // For checkbox, fire native event so checked state will be right trigger: function() { if (
this.type === "checkbox" && this.click && nodeName(
this, "input" ) ) { this.click(); return false; }, // For cross-browser
consistency, don't fire native .click() on links _default: function( event ) { return nodeName(
event.target, "a" ); }, beforeunload: { postDispatch: function( event ) { // Support:
Firefox 20+ // Firefox doesn't alert if the returnValue field is not set. if ( event.result !== undefined
&& event.originalEvent ) { event.originalEvent.returnValue =
event.result; } } }, removeEvent = function( elem, type, handle ) { // This
"if" is needed for plain objects if ( elem.removeEventListener ) { elem.removeEventListener( type, handle
); } }, jQuery.Event = function( src, props ) { // Allow instantiation without the 'new' keyword if ( !(
this instanceof jQuery.Event ) ) { return new jQuery.Event( src, props ); } //
Event object if ( src && src.type ) { this.originalEvent = src; this.type = src.type; // Events
bubbling up the document may have been marked as prevented by a handler lower down the tree; reflect the
correct value. this.isDefaultPrevented = src.defaultPrevented || ( src.defaultPrevented === undefined
&& src.type === "click" ) // Support: Android <=2.3 only src.returnValue === false ? true :
returnFalse; // Create target properties // Support: Safari <=6 - 7 only // Target should not be a
text node (#504, #13143) this.target = ( src.target && src.target.nodeType === 3 ) ? src.target.parentNode
: src.target; this.currentTarget = src.currentTarget; this.relatedTarget = src.relatedTarget; //
Event type } else { this.type = src; } // Put explicitly provided properties onto the event object if (
props ) { jQuery.extend( this, props ); } // Create
a timestamp if incoming event doesn't have one this.timeStamp = src && src.timeStamp || Date.now(); //
Mark it as fixed this[ jQuery.expando ] = true; } // jQuery.Event is based on DOM3 Events as specified by
the ECMAScript Language Binding // https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-
script-binding.html jQuery.Event.prototype = { constructor: jQuery.Event, isDefaultPrevented:
returnFalse, isPropagationStopped: returnFalse, isImmediatePropagationStopped: returnFalse, isSimulated:
false, preventDefault: function() { var e = this.originalEvent; this.isDefaultPrevented =
returnTrue; if ( e && !this.isSimulated ) { e.preventDefault(); } }, stopPropagation: function()
{ var e = this.originalEvent; this.isPropagationStopped = returnTrue; if ( e && !this.isSimulated )
{ e.stopPropagation(); } }, stopImmediatePropagation: function() { var e =
this.originalEvent; this.isImmediatePropagationStopped
= returnTrue; if ( e && !this.isSimulated )
{ e.stopImmediatePropagation(); } } // Includes all common event
props including KeyEvent and MouseEvent specific props jQuery.each( { altKey: true, bubbles:
true, cancelable: true, changedTouches: true, ctrlKey: true, detail: true, eventPhase: true, metaKey:
true, pageX: true, pageY: true, shiftKey: true, view: true, "char": true, charCode: true, key:
true, keyCode: true, button: true, buttons: true, clientX: true, clientY: true, offsetX: true, offsetY:
true, pointerId: true, pointerType: true, screenX: true, screenY: true, targetTouches: true, toElement:
true, touches: true, which: function( event ) { var button = event.button; // Add which for key
events if ( event.which == null && rKeyEvent.test( event.type ) ) { return

```

































```

    {this.value = val; } }; jQuery.extend( {valHooks: {option: {get:
function( elem ) {var val = jQuery.find.attr( elem, "value" ); return val != null ? val
: Support:
IE <=10 - 11 only option.text throws exceptions (#14686, #14858) Strip and collapse
whitespace https://html.spec.whatwg.org/#strip-and-collapse-whitespace stripAndCollapse(
jQuery.text( elem ) ); select: {get: function( elem ) {var value, option,
i, options = elem.options, index = elem.selectedIndex, one = elem.type === "select-
one", values = one ? null : [], max = one ? index + 1 : options.length; if ( index < 0 )
{ value = max; } else { value = one ? index : 0; } Loop through all the selected
options for ( ; i < max; i++ ) { option = options[ i ]; Support: IE <=9 only IE8-
9 doesn't update selected after form reset (#2551) if ( ( option.selected || i === index ) &&
Don't return options that are
disabled or in a disabled optgroup !option.disabled && !option.parentNode.disabled
|| !nodeName( option.parentNode, "optgroup" ) ) { Get the specific value for the
option value = jQuery( option ).val(); We don't need an array for one selects
if ( one
) { return value; } Multi-Selects return an array values.push( value
); } return values; }, set: function( elem, value ) { var optionSet,
option, options = elem.options, values = jQuery.makeArray( value ), ti =
options.length; while ( i-- ) { option = options[ i ]; * eslint-disable no-cond-assign
*/ if ( option.selected = jQuery.inArray( jQuery.valHooks.option.get( option ), values ) > -
1 ) { optionSet
= true; } * eslint-enable no-cond-assign */ Force browsers to behave
consistently when non-matching value is set if ( !optionSet ) { telem.selected = -
1; } return values; } }; Radios and checkboxes getter/setter jQuery.each( [
"radio", "checkbox" ], function() { jQuery.valHooks[ this ] = { set: function( elem, value ) { if (
Array.isArray( value ) ) { return ( elem.checked = jQuery.inArray( jQuery( elem ).val(), value ) > -1
); } if ( !support.checkOn ) { jQuery.valHooks[ this ].get = function( elem ) { return
elem.getAttribute( "value" ) === null ? "on" : elem.value; } }; Return jQuery for
attributes-only inclusion support.focusin = "onfocusin" in window; nvar rfocusMorph =
/^(?:focus|focusout|blur)$/, stopPropagationCallback = function( e )
{ e.stopPropagation(); }; jQuery.extend(
jQuery.event, { trigger: function( event, data, elem, onlyHandlers ) { var i, cur, tmp, bubbleType, ontype,
handle, special, lastElement, eventPath = [ elem || document ], type = hasOwn.call( event, "type" ) ?
event.type : event, namespaces = hasOwn.call( event, "namespace" ) ? event.namespace.split( "." ) :
[]; cur = lastElement = tmp = elem = elem || document; Don't do events on text and comment
nodes if ( elem.nodeType === 3 || elem.nodeType === 8 ) { return; } focus/blur morphs to
focusin/out; ensure we're not firing them right now if ( rfocusMorph.test( type + jQuery.event.triggered ) )
{ return; } if ( type.indexOf( "." ) > -1 ) { Namespaced trigger; create a regexp to match
event type in handle() namespaces = type.split( "." ); type =
namespaces.shift(); namespaces.sort(); } ontype
= type.indexOf( ":" ) < 0 && "on" + type; Caller can pass in a jQuery.Event object, Object, or just an
event type string event = event[ jQuery.expando ] ? event : new jQuery.Event( type, typeof event
=== "object" && event ); Trigger bitmask: & 1 for native handlers; & 2 for jQuery (always
true) event.isTrigger = onlyHandlers ? 2 : 3; event.namespace = namespaces.join( "." )
); event.namespace = event.namespace ? new RegExp( "(^|\\|)" + namespaces.join( "\\|\\|.(?:.*|\\/)" ) +
"($)" ) : null; Clean up the event in case it is being reused event.result = undefined; if (
!event.target ) { event.target = elem; } Clone any incoming data and prepend the event, creating
the handler arg list data = data == null ? [ event ] : jQuery.makeArray( data, [ event ] ); }

```

















```

support.cors || xhrSupported && !options.crossDomain ) {return {send: function( headers, complete )
{var i, xhr =
options.xhr();xhr.open(options.type,options.url,options.async,options.
username,options.password);
Apply custom fields if provided( options.xhrFields ) {for ( i in options.xhrFields )
{xhr[ i ] = options.xhrFields[ i ];} Override mime type if needed(
options.mimeType && xhr.overrideMimeType ) {xhr.overrideMimeType(
options.mimeType);} X-Requested-With header For cross-domain requests, seeing as conditions for a
preflight are akin to a jigsaw puzzle, we simply never set it to be sure. (it can always be set on a
per-request basis or even using ajaxSetup) For same-domain requests, won't change header if already
provided.(!options.crossDomain && !headers[ "X-Requested-With" ] ) {headers[ "X-
Requested-With" ] = "XMLHttpRequest";} Set headers
for ( i in headers ) {xhr.setRequestHeader( i, headers[ i ] );} Callback
function( type ) {return function() {if ( callback ) callback = errorCallback =
xhr.onload = xhr.onerror = xhr.onabort = xhr.ontimeout = xhr.onreadystatechange =
null; if ( type === "abort" ) {xhr.abort();} else if ( type === "error" )
{ Support: IE <=9 only On a manual native abort, IE9 throws errors on
any property access that is not readyState( typeof xhr.status !== "number" )
{complete( 0, "error" );} else {complete( File:
protocol always yields status 0; see #8605,
#14207 xhr.status, xhr.statusText; }
else {complete( xhr.SuccessStatus[ xhr.status ] ||
xhr.status, xhr.statusText; } Support: IE <=9 only IE9 has no XHR2
but throws on binary (trac-11426) For XHR2 non-text, let the caller handle it (gh-
2498)( xhr.responseType || "text" ) !== "text" ||( typeof xhr.responseText !==
"string" ) ?{ binary: xhr.response } :{ text: xhr.responseText
}, xhr.getAllResponseHeaders());} Listen to events
xhr.onload = callback(); xhr.onerror = xhr.ontimeout = callback(
"error" ); Support: IE 9 only Use onreadystatechange to replace onabort to handle
uncaught aborts
( xhr.onabort !== undefined ) {xhr.onabort = errorCallback; } else
{xhr.onreadystatechange = function() { Check readyState before timeout as it
changes( xhr.readyState === 4 ) { Allow onerror to be called first, but that
will not handle a native abort. Also, save errorCallback to a variable as xhr.onerror cannot
be accessed
window.setTimeout( function() { if ( callback )
{errorCallback();} });} Create the
abort callback
callback = callback( "abort" );} Do send the request (this may raise
an exception)
xhr.send( options.hasContent && options.data || null );} catch ( e ) {
#14683: Only rethrow if this hasn't been notified as an error
yet( callback ) {throw e;} } abort: function() { if (
callback ) {callback();} } Prevent auto-execution of scripts when
no explicit dataType was provided (See gh-2432)
jQuery.ajaxPrefilter( function( s ) { if ( s.crossDomain )
{script = false;} } );} Install script dataType
jQuery.ajaxSetup( { accepts: { script:
"text/javascript, application/javascript, " + "application/ecmascript, application/x-
ecmascript"}, contents: { script:
/^(?:java|ecma)script$/ }, converters: { "text script":
function( text ) { jQuery.globalEval( text ); return text; } }; } );} Handle cache's special case
and crossDomain
jQuery.ajaxPrefilter( "script", function( s ) { if ( s.cache === undefined ) {s.cache =
false;} } );}

```







```

"margin" : "border" );
return access( this, function( elem, type, value ) {
  if ( !isWindow( elem ) ) {
    return w/h including scrollbars (gh-1729)
    return funcName.indexOf( "outer" ) === 0 ?
    telem[ "inner" + name ] :
    telem.document.documentElement[ "client" + name ];
  }
  // Get document width or height
  if ( elem.nodeType === 9 ) {
    doc = elem.documentElement;
    // Either scroll[Width/Height] or offset[Width/Height] or client[Width/Height],
    // whichever is greatest
    return Math.max( telem.body[ "scroll" + name ], doc[ "scroll" + name ],
    telem.body[ "offset" + name ], doc[ "offset" + name ], doc[ "client" + name ] );
  }
  // Get width or height on the element,
  // requesting but not forcing parseFloat
  jQuery.css( elem, type, extra );
  // Set width or height on the element
  jQuery.style( elem, type, value, extra );
  type, chainable ? margin : undefined, chainable );
};
};
jQuery.each( ( "blur focus focusin focusout resize scroll click dblclick " +
  "mousedown mouseup mousemove mouseover mouseout mouseenter mouseleave " +
  "change select submit keydown keypress keyup contextmenu" ).split( " " ),
function( i, name ) {
  jQuery.fn[ name ] = function( data, fn ) {
    return arguments.length > 0 ?
      this.on( name, null, data, fn ) :
      this.trigger( name );
  };
  jQuery.fn.extend( {
    hover: function( fnOver, fnOut ) {
      return this.mouseenter( fnOver ).mouseleave( fnOut || fnOver );
    },
    bind: function( types, data, fn ) {
      return this.on( types, null, data, fn );
    },
    unbind: function( types, fn ) {
      return this.off( types, null, fn );
    },
    delegate: function( selector, types, data, fn ) {
      return this.on( types, selector, data, fn );
    },
    undelegate: function( selector, types, fn ) {
      return ( namespace ) or ( selector, types [, fn ] )
      arguments.length === 1 ?
        this.off( selector, "**" ) :
        this.off( types, selector || "**", fn );
    }
  });
  // Bind a function to a context, optionally partially applying any arguments.
  // jQuery.proxy is deprecated to promote standards (specifically Function#bind)
  // However, it is not slated for removal any time soon
  jQuery.proxy = function( fn, context ) {
    var tmp, args, proxy;
    if ( typeof context === "string" ) {
      tmp = fn[ context ];
      context = fn;
      fn = tmp;
    }
    // Quick check to determine if target is callable, in the spec this throws a TypeError,
    // but we will just return undefined.
    if ( !isFunction( fn ) ) {
      return undefined;
    }
    // Simulated bind
    args = slice.call( arguments, 2 );
    proxy = function() {
      return fn.apply( context || this, args.concat( slice.call( arguments ) ) );
    };
    // Set the guid of unique handler to the same of original handler, so it can be removed
    proxy.guid = fn.guid = fn.guid || jQuery.guid++;
    return proxy;
  };
  jQuery.holdReady = function( hold ) {
    if ( hold ) {
      jQuery.readyWait++;
    } else {
      jQuery.ready( true );
    }
  };
  jQuery.isArray = Array.isArray;
  jQuery.parseJSON = JSON.parse;
  jQuery.nodeName = nodeName;
  jQuery.isFunction = isFunction;
  jQuery.isWindow = isWindow;
  jQuery.camelCase = camelCase;
  jQuery.type = toType;
  jQuery.now = Date.now;
  jQuery.isNumeric = function( obj ) {
    // As of jQuery 3.0, isNumeric is limited to strings and numbers (primitives or objects)
    // that can be coerced to finite numbers (gh-2662)
    var type = jQuery.type( obj );
    return ( type === "number" || type === "string" ) &&
      !parseFloat( obj ) || type === "string" &&
      !hex literals ( "0x..." ) subtraction forces infinities to NaN
      !isNaN( obj - parseFloat( obj ) );
  };
  // Register as a named AMD module, since jQuery can be concatenated with other files
  // that may use define, but not via a proper concatenation script that understands
  // anonymous AMD modules. A named AMD is safest and most robust way to register.
  // Lowercase jquery is used because AMD module names are derived from file names,
  // and jQuery is normally delivered in a lowercase file name.
  // Do this after creating the global so that if an AMD module wants to call noConflict
  // to hide this version of jQuery, it will work.
  // Note that for maximum portability, libraries that are not jQuery should declare
  // themselves as anonymous modules, and avoid setting a global if an AMD loader is present.
  // jQuery is a special case. For more information, see https://github.com/jrburke/requirejs/wiki/Updating-existing-libraries#wiki-anon
  if ( typeof define === "function" && define.amd ) {
    define( "jquery", [], function()

```

```

{
  return jQuery;
});

// Map over jQuery in case of overwrite
jQuery = window.jQuery;

// Map over the $ in case of overwrite
$ = window.$;

jQuery.noConflict = function(
  deep ) {
  if ( window.$ === jQuery ) {
    window.$ = _jQuery;
  }
  return jQuery;
};

// Expose jQuery and $ identifiers, even in
// AMD (#7102#comment:10, https://github.com/jquery/jquery/pull/557)
// and CommonJS for browser emulators
// (#13566)
if ( !noGlobal ) {
  window.jQuery = window.$ = jQuery;
}

return jQuery;
};

"var map = {
  ".en.json": {
    webpackContext(req) {
      var id = webpackContextResolve(req);
      return __webpack_require__(id);
    }

    webpackContextResolve(req) {
      var id = map[req];
      if (!id) {
        // check for number or string
        var e = new Error("Cannot find module '" + req + "'");
        e.code = 'MODULE_NOT_FOUND';
        throw e;
      }
      return id;
    }

    webpackContext.keys = function webpackContextKeys() {
      return Object.keys(map);
    };

    webpackContext.resolve = webpackContextResolve;
    module.exports = webpackContext;
    webpackContext.id = "11b2";

    "var pIE = require('./_object-pie');
    var createDesc = require('./_property-desc');
    var toIObject = require('./_to-iobject');
    var toPrimitive = require('./_to-primitive');
    var has = require('./_has');
    var IE8_DOM_DEFINE = require('./_ie8-dom-define');
    var gOPD = Object.getOwnPropertyDescriptor;

    nextExports.f = require('./_descriptors') ? gOPD : function
    getOwnPropertyDescriptor(O, P) {
      O = toIObject(O);
      P = toPrimitive(P, true);
      if (IE8_DOM_DEFINE) try {
        return gOPD(O, P);
      } catch (e) {
        /* empty */
      }
      if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);
    };

    /**
     * Checks if `value` is suitable for use as unique object key.
     *
     * @private
     * @param {*} value The value to check.
     * @returns {boolean} Returns `true` if `value` is suitable, else `false`.
     */
    function isKeyable(value) {
      var type = typeof value;
      return (type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean') ? (value != '__proto__') : (value === null);
    }

    module.exports = isKeyable;

    "var identity = require('./_identity');
    /**
     * Casts `value` to `identity` if it's not a function.
     *
     * @private
     * @param {*} value The value to inspect.
     * @returns {Function} Returns cast function.
     */
    function castFunction(value) {
      return typeof value == 'function' ? value : identity;
    }

    module.exports = castFunction;

    /**
     * Checks if `value` is object-like. A value is object-like if it's not `null` and has a `typeof` result of "object".
     *
     * @static
     * @memberOf _
     * @since 4.0.0
     * @category Lang
     * @param {*} value The value to check.
     * @returns {boolean} Returns `true` if `value` is object-like, else `false`.
     *
     * @example
     * _.isObjectLike({});
     * // => true
     * _.isObjectLike([1, 2, 3]);
     * // => true
     * _.isObjectLike(_.noop);
     * // => false
     * _.isObjectLike(null);
     * // => false
     */
    function isObjectLike(value) {
      return value != null && typeof value == 'object';
    }

    module.exports = isObjectLike;
  },
  "module.exports =
  \"
  owA6AADnOD5/AAACXBIWXMAAAASATAAALEwEAMPwYAAAAB3RJTUUH4QgLCggYIJ85ZwAAAB10R
  Vh0Q29tWVudABDcmVhdGVkIHdpdGggR0lNUFeBDhcAAAFMSURBVHja7d1dUFTnHcf3x4W2EVSFQQFj
  YUYTTJRg2NMtUo1RrCKU2sTqxI8STPWZGzT87UWmvTzvSiM0mmrampY9J0xqlp1CQ6sWMUNVbBVDMI
  eQGHaCMKEcLL8ulqslsSy9ykbaZyHkiu4u7388I83DO7p/vnt09CxzHTiu5X0AEORz9shgDooHwQHggPIDwQ
  HgA4YHwAMID4QGEB8ID4QGEB8IDCA+EBxAeCA8gPBAeQHggPBAeQHggPIDwQHgA4YHwAMID4QGE
  B8ID4QGEB8IDCA+EBxAeCO9W5bAsOVPCDCJcNjHaUwRoeMlhr/Pg9evytXrCc4fdLmXmz9HYhQUaOS1Prs
  xMuTJGyZWeLjks9fV0q7upWb7mZl27WksrBw+psaREgU7vLT+bBFey3FIZttf7WloV7OoKzwM9UpeUWuW/L
  stpr/PaV/6uU2seH9T9Z8z6hqZs/rmy5j+oBJfZkS0U7FXT8ZOqfvY5NR0/MeizKe7qsH2bLu3eo7LitV9pP1nz56ng
  6GHb68tWrdWIV/cMfnTxcEmpkVMna/6BN7T01EmNW7zYODpJspyJyi5coMKjhzXv9d2fHaHAa7wvM+Gx1So
  qp61xRUWDts3xy76rpec+0O1L1AP4f3/odyhab/9jWa//JIsZ+Kgbz/B5dbcvbVW7ySggjvc1O3bNKUzZvCOzinU
  /k7/6qcFY9QEeFJo+fma8qvtkTo0Gpp5vZtGjYum5LiObykEV9T/q6dshISIrP4SM066UXKSmew5u4fp1SsiN/9M
  kuXKDxy75DTfEYnpWUqHue+nHU9n/3jzZQkwFnrNyRry9/2Pho5+/oPkXtqvX6DF11X+ivp4epd6RqwmrHtXE
  9ettN/CWpDEPztOIE+9R57ma2KmJv5/wBjJ2YaHR+o7qah1dsEi+1tb/+bqv1SPPu+Wq2/+mHjqwXwnuFNvbnLB2
  tSo2buZwFk9PtaPz59heGwoGVbpy1Rei+29Nx0/q7M/MTsmMnjMntupwOajvRIJzxmvYePsfYzWWiOhqzUcDrr
  uw4y/qqq+3vd206dPkdLs4nMVNeHfkGq1vOHLm3kucUMjoQ3LLmaj0GdOpKl7CSx6ZZrTee/6C7bWtZ84Ybdv
  \"
}

```

kyEt4t3p46Wbh+T32f5/tas15o20nGT4ICO8WljhiuNH6vh6f7bWBzk6zB0HaSKqKn3e1Zu+++kMh22uD3T1hfRA  
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w0AAAAAEIFTkSuQmCC\","var

```
coreJsData = require('./_coreJsData');\n\n/** Used to detect methods masquerading as native. *\nvar maskSrcKey = (function() {\n  var uid = /^[^.] +$/ .exec(coreJsData) && coreJsData.keys && coreJsData.keys.IE_PROTO || '';\n  return uid ? ('Symbol(src)_1.' + uid) : '';\n})();\n\n/** Checks if `func` has its source masked. *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\nfunction isMasked(func) {\n  return !!maskSrcKey && (maskSrcKey in func);\n}\n\nmodule.exports = isMasked;\n\n// extracted by mini-css-extract-plugin",\nvar dP = require('./_object-dp');\nvar anObject = require('./_an-object');\nvar getKeys = require('./_object-keys');\n\nmodule.exports = require('./_descriptors') ?\nObject.defineProperties\n\n: function defineProperties(O, Properties) {\n  anObject(O);\n  var keys = getKeys(Properties);\n  var length = keys.length;\n  var i = 0;\n  var P;\n  while (length > i) dP.f(O, P = keys[i++], Properties[P]);\n  return O;\n};\n\n"use strict";\n\nmodule.exports = function () {\n  (typeof assign = Object.assign, obj);\n  if (typeof assign !== 'function') return false;\n  obj = { foo: 'raz' };\n  assign(obj, { bar: 'dwa' }, { trzy: 'trzy' });\n  return (obj.foo + obj.bar + obj.trzy) === 'razdwatrzy';\n};\n\nimport mod from '-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&';\n\nexport default mod;\nexport * from '-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&'\n\nvar baseIsEqual = require('./_baseIsEqual'),\n  get = require('./get'),\n  hasIn = require('./hasIn'),\n  isKey = require('./_isKey'),\n  isStrictComparable = require('./_isStrictComparable'),\n  matchesStrictComparable = require('./_matchesStrictComparable'),\n  toKey = require('./_toKey');\n\n/** Used to compose bitmasks for value comparisons. *\nvar COMPARE_PARTIAL_FLAG = 1,\n  COMPARE_UNORDERED_FLAG
```



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= 2;\n\n/**\n * The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.\n * @private\n * @param {string} path The path of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatchesProperty(path, srcValue) {\n  if (isKey(path) && isStrictComparable(srcValue)) {\n    return matchesStrictComparable(toKey(path), srcValue);\n  }\n  return function(object) {\n    var objValue = get(object, path);\n    return (objValue === undefined && objValue === srcValue) ||\n      hasIn(object, path) ||\n      baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG);\n  };\n}\n\nmodule.exports = baseMatchesProperty;\n\n,"var memoizeCapped = require('./_memoizeCapped');\n\n/** Used to match property names within property paths. */\nvar rePropName = /^[^.[\]]+|[?:(-?\d+(?:\.\d+)?)([\\"])(?:\.(?!\\2)[^\\]|\.\.)*?)\2|(?=(?:\\.|\\[\\])?(?:\\.|\\[\\])$)/g;\n\n/** Used to match backslashes in property paths. */\nvar reEscapeChar = /\\(\\|\\/)?/g;\n\n/**\n * Converts `string` to a property path array.\n * @private\n * @param {string} string The string to convert.\n * @returns {Array} Returns the property path array.\n */\nvar stringToPath = memoizeCapped(function(string) {\n  var result = [];\n  if (string.charCodeAt(0) === 46 /* '.' */) {\n    result.push("");\n  }\n  string.replace(rePropName, function(match, number, quote, subString) {\n    result.push(quote ? subString.replace(reEscapeChar, '$1') : (number || match));\n  });\n  return result;\n});\n\nmodule.exports = stringToPath;\n\n","use strict";\n\nvar str = "razdwatrzy";\n\nmodule.exports = function () {\n  if (typeof str.contains !== "function") return false;\n  return (str.contains("dwa") === true) && (str.contains("foo") === false);\n};\n\n,"var ctx = require('./_ctx');\n\nvar invoke = require('./_invoke');\n\nvar html = require('./_html');\n\nvar cel = require('./_dom-create');\n\nvar global = require('./_global');\n\nvar process = global.process;\n\nvar setTask = global.setImmediate;\n\nvar clearTask = global.clearImmediate;\n\nvar MessageChannel = global.MessageChannel;\n\nvar Dispatch = global.Dispatch;\n\nvar counter = 0;\n\nvar queue = {};\n\nvar ONREADYSTATECHANGE = 'onreadystatechange';\n\nvar defer, channel, port;\n\nvar run = function () {\n  var id = +this;\n  // eslint-disable-next-line no-prototype-builtins\n  if (queue.hasOwnProperty(id)) {\n    var fn = queue[id];\n    delete queue[id];\n    fn();\n  }\n};\n\nvar listener = function (event) {\n  run.call(event.data);\n};\n\n// Node.js 0.9+ & IE10+ has setImmediate, otherwise:\nif (!setTask || !clearTask) {\n  setTask = function setImmediate(fn) {\n    var args = [];\n    var i = 1;\n    while (arguments.length > i) args.push(arguments[i++]);\n    queue[++counter] = function () {\n      // eslint-disable-next-line no-new-func\n      invoke(typeof fn === 'function' ? fn : Function(fn), args);\n    };\n    defer(counter);\n    return counter;\n  };\n  clearTask = function clearImmediate(id) {\n    delete queue[id];\n  };\n  // Node.js 0.8-\n  if (require('./_cof')(process) === 'process') {\n    defer = function (id) {\n      process.nextTick(ctx(run, id, 1));\n    };\n  } else if (Dispatch && Dispatch.now) {\n    defer = function (id) {\n      Dispatch.now(ctx(run, id, 1));\n    };\n  } else if (MessageChannel) {\n    channel = new MessageChannel();\n    port = channel.port2;\n    channel.port1.onmessage = listener;\n    defer = ctx(port.postMessage, port, 1);\n  } else if (Browsers with postMessage, skip WebWorkers\n  // IE8 has postMessage, but it's sync & typeof its postMessage is 'object'\n  } else if (global.addEventListener && typeof postMessage === 'function' && !global.importScripts) {\n    defer = function (id) {\n      global.postMessage(id + "", "*");\n    };\n    global.addEventListener('message', listener, false);\n  } else if (ONREADYSTATECHANGE in cel('script')) {\n    defer = function (id) {\n      html.appendChild(cel('script'))[ONREADYSTATECHANGE] = function () {\n        run.call(id);\n      };\n    };\n  } else {\n    defer = function (id) {\n      setTimeout(ctx(run, id, 1), 0);\n    };\n  }\n}\n\nmodule.exports = {\n  set: setTask,\n  clear: clearTask\n};\n\n","/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object` (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n * _._isObject({});\n * // => true\n * _._isObject([1, 2, 3]);\n * // => true\n * _._isObject(_.noop);\n * // => true\n * _._isObject(null);\n * // => false\n */\n\nfunction isObject(value) {\n  var type = typeof value;\n  return value != null && (type === 'object' || type === 'function');\n}\n\nmodule.exports = isObject;\n\n","var Symbol = require('./_Symbol'),\n  Uint8Array = require('./_Uint8Array'),\n  eq = require('./_eq'),\n  equalArrays =

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require('./_equalArrays'),\n  mapToArray = require('./_mapToArray'),\n  setToArray =
require('./_setToArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar
COMPARE_PARTIAL_FLAG = 1,\n  COMPARE_UNORDERED_FLAG = 2;\n\n/** `Object#toString` result
references. */\nvar boolTag = '[object Boolean]',\n  dateTag = '[object Date]',\n  errorTag = '[object Error]',\n
mapTag = '[object Map]',\n  numberTag = '[object Number]',\n  regexpTag = '[object RegExp]',\n  setTag =
'[object Set]',\n  stringTag = '[object String]',\n  symbolTag = '[object Symbol]';\n\nvar arrayBufferTag = '[object
ArrayBuffer]',\n  dataViewTag = '[object DataView]';\n\n/**
Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype :
undefined,\n  symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;\n\n/**\n * A specialized version
of `baseIsEqualDeep` for comparing objects of\n * the same `toStringTag`. \n * \n * **Note:** This function only
supports comparing values with tags of\n * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or `String`. \n * \n *
@param {Object} object The object to compare.\n * @param {Object} other The other object to
compare.\n * @param {string} tag The `toStringTag` of the objects to compare.\n * @param {number} bitmask The
bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize
comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param
{Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are
equivalent, else `false`. \n *\nfunction equalByTag(object, other, tag, bitmask, customizer, equalFunc, stack) {\n
switch (tag) {\n  case dataViewTag:\n    if ((object.byteLength !== other.byteLength) ||\n        (object.byteOffset
!== other.byteOffset)) {\n      return false;\n    }\n    object = object.buffer;\n    other = other.buffer;\n\n  case
arrayBufferTag:\n    if ((object.byteLength !== other.byteLength) ||\n        !equalFunc(new Uint8Array(object), new
Uint8Array(other))) {\n      return false;\n    }\n    return true;\n\n  case boolTag:\n  case dateTag:\n  case
numberTag:\n    // Coerce booleans to `1` or `0` and dates to milliseconds.\n    // Invalid dates are coerced to
`NaN`.\n    return eq(+object, +other);\n\n  case errorTag:\n    return object.name === other.name &&
object.message === other.message;\n\n  case regexpTag:\n  case stringTag:\n    // Coerce regexes to strings and
treat strings, primitives and objects,\n    // as equal. See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.toString\n    // for more
details.\n    return object === (other + '');\n\n  case mapTag:\n    var convert = mapToArray;\n\n  case setTag:\n
var isPartial = bitmask & COMPARE_PARTIAL_FLAG;\n    convert || (convert = setToArray);\n\n    if
(object.size !== other.size && !isPartial) {\n      return false;\n    }\n    // Assume cyclic values are equal.\n    var
stacked = stack.get(object);\n    if (stacked) {\n      return stacked === other;\n    }\n    bitmask |=
COMPARE_UNORDERED_FLAG;\n\n    // Recursively compare objects (susceptible to call stack limits).\n    stack.set(object, other);\n    var result = equalArrays(convert(object), convert(other), bitmask, customizer,
equalFunc, stack);\n    stack['delete'](object);\n    return result;\n\n  case symbolTag:\n    if (symbolValueOf) {\n
return symbolValueOf.call(object) === symbolValueOf.call(other);\n    }\n\n  }\n  }\n  return false;\n}\n\nmodule.exports = equalByTag;\n\n","use strict";\n\nmodule.exports = require('./is-
implemented')() ? Symbol : require('./polyfill');\n\n","var getNative = require('./_getNative'),\n  root =
require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Promise = getNative(root,
'Promise');\n\nmodule.exports = Promise;\n\n","/**\n * Removes `key` and its value from the hash. \n * \n * @private\n * @name delete\n * @memberOf Hash\n * @param {Object} hash The hash to modify. \n * @param {string} key
The key of the value to remove. \n * @returns {boolean} Returns `true` if the entry was removed, else `false`. \n
*\nfunction hashDelete(key) {\n  var result = this.has(key) && delete this.__data__[key];\n  this.size -= result ? 1 :
0;\n  return result;\n}\n\nmodule.exports = hashDelete;\n\n","var baseEach = require('./_baseEach');\n\n/**\n * The
base implementation of `_.every` without support for iteratee shorthands. \n * \n * @private\n * @param {Array|Object} collection The collection to iterate over. \n * @param {Function} predicate The function
invoked per iteration. \n * @returns {boolean} Returns `true` if all elements pass the predicate check, \n * else
`false`. \n *\nfunction baseEvery(collection, predicate) {\n  var result = true;\n  baseEach(collection, function(value,
index, collection) {\n    result = !!predicate(value, index, collection);\n    return result;\n  });\n  return
result;\n}\n\nmodule.exports = baseEvery;\n\n","// call something on iterator step with safe closing on error\nvar

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anObject = require('./_an-object');\nmodule.exports = function (iterator, fn, value, entries) {\n try {\n return
entries ? fn(anObject(value)[0], value[1]) : fn(value);\n // 7.4.6 IteratorClose(iterator, completion)\n } catch (e) {\n
var ret = iterator['return'];\n if (ret !== undefined) anObject(ret.call(iterator));\n throw e;\n }\n};\n", "var
getMapData = require('./_getMapData');\n\n/**\n * Sets the map `key`
to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the
value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n
*/\nfunction mapCacheSet(key, value) {\n var data = getMapData(this, key),\n size = data.size;\n\n data.set(key,
value);\n this.size += data.size == size ? 0 : 1;\n return this;\n}\n\nmodule.exports = mapCacheSet;\n", "// extracted
by mini-css-extract-plugin", "\"use strict";\n\nmodule.exports = require("./is-implemented")()\n\n?
Object.assign\n\n: require("./shim");\n\n", /**\n * A specialized version of `matchesProperty` for source values
suitable\n * for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {string} key The key of the
property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec
function.\n */\nfunction matchesStrictComparable(key, srcValue) {\n return function(object) {\n if (object
== null) {\n return false;\n }\n return object[key] === srcValue &&\n (srcValue !== undefined || (key in
Object(object)));\n };}\n\nmodule.exports = matchesStrictComparable;\n", "use strict";\n\nvar hide =
require('./_hide');\n\nvar redefine = require('./_redefine');\n\nvar fails = require('./_fails');\n\nvar defined =
require('./_defined');\n\nvar wks = require('./_wks');\n\nmodule.exports = function (KEY, length, exec) {\n var
SYMBOL = wks(KEY);\n var fns = exec(defined, SYMBOL, "[KEY]");\n var strfn = fns[0];\n var rxfn = fns[1];\n
if (fails(function () {\n var O = {};\n O[SYMBOL] = function () { return 7; }; \n return "[KEY](O) != 7;\n }))
{\n redefine(String.prototype, KEY, strfn);\n hide(RegExp.prototype, SYMBOL, length == 2\n // 21.2.5.8
RegExp.prototype[ @@replace](string, replaceValue)\n // 21.2.5.11 RegExp.prototype[ @@split](string, limit)\n
? function (string, arg) { return rxfn.call(string, this, arg); }\n // 21.2.5.6 RegExp.prototype[ @@match](string)\n
// 21.2.5.9 RegExp.prototype[ @@search](string)\n : function (string) { return rxfn.call(string, this); }\n );\n
}\n};\n", "var compareAscending = require('./_compareAscending');\n\n/**\n * Used by `_.orderBy` to compare
multiple properties of a value to another\n * and stable sort them.\n *\n * If `orders` is unspecified, all values are
sorted in ascending order. Otherwise,\n * specify an order of `"desc"` for descending or `"asc"` for ascending sort
order\n * of corresponding values.\n *\n * @private\n * @param {Object} object The object to compare.\n *
@param {Object} other The other object to compare.\n * @param {boolean[]|string[]} orders The order to sort by
for each property.\n * @returns {number} Returns the sort order indicator for `object`.\n */\nfunction
compareMultiple(object, other, orders) {\n var index = -1,\n objCriteria = object.criteria,\n othCriteria =
other.criteria,\n length = objCriteria.length,\n ordersLength
= orders.length;\n\n while (++index < length) {\n var result = compareAscending(objCriteria[index],
othCriteria[index]);\n if (result) {\n if (index >= ordersLength) {\n return result;\n }\n var order =
orders[index];\n return result * (order == 'desc' ? -1 : 1);\n }\n }\n // Fixes an `Array#sort` bug in the JS engine
embedded in Adobe applications\n // that causes it, under certain circumstances, to provide the same value for\n //
`object` and `other`. See https://github.com/jashkenas/underscore/pull/1247\n // for more details.\n //\n // This also
ensures a stable sort in V8 and other engines.\n // See https://bugs.chromium.org/p/v8/issues/detail?id=90 for more
details.\n return object.index - other.index;\n}\n\nmodule.exports = compareMultiple;\n", "var apply =
require('./_apply');\n\n/**\n * Built-in method references for those with the same name as other `lodash` methods. *\n\nvar
nativeMax = Math.max;\n\n/**\n * A specialized version
of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply
a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n *
@param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\n
function overRest(func, start, transform) {\n start = nativeMax(start === undefined ? (func.length - 1) : start,
0);\n return function() {\n var args = arguments,\n index = -1,\n length = nativeMax(args.length - start,
0),\n array = Array(length);\n\n while (++index < length) {\n array[index] = args[start + index];\n }\n
index = -1;\n var otherArgs = Array(start + 1);\n while (++index < start) {\n otherArgs[index] =
args[index];\n }\n otherArgs[start] = transform(array);\n return apply(func, this, otherArgs);\n }
}

```

```

};\n}\n\nmodule.exports = overRest;\n", "'use strict';\nObject.defineProperty(exports, '__esModule',
  { value: true });\nvar prefix = 'fab';\nvar iconName = 'linkedin';\nvar width = 448;\nvar height = 512;\nvar ligatures
= [];\nvar unicode = 'f08c';\nvar svgPathData = 'M416 32H31.9C14.3 32 0 46.5 0 64.3v383.4C0 465.5 14.3 480 31.9
480H416c17.6 0 32-14.5 32-32.3V64.3c0-17.8-14.4-32.3-32-32.3zM135.4 416H69V202.2h66.5V416zm-33.2-
243c-21.3 0-38.5-17.3-38.5-38.5S80.9 96 102.2 96c21.2 0 38.5 17.3 38.5 38.5 0 21.3-17.2 38.5-38.5 38.5zm282.1
243h-66.4V312c0-24.8-.5-56.7-34.5-56.7-34.6 0-39.9 27-39.9 54.9V416h-66.4V202.2h63.7v29.2h.9c8.9-16.8 30.6-
34.5 62.9-34.5 67.2 0 79.7 44.3 79.7 101.9V416z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName:
iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faLinkedin
= exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width =
width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData =
svgPathData;";\nvar
isObject = require('./_is-object');\nvar document = require('./_global').document;\n// typeof document.createElement
is 'object' in old IE\nvar is = isObject(document) && isObject(document.createElement);\n\nmodule.exports =
function (it) {\n  return is ? document.createElement(it) : {};\n};\n";\n\n", "var memoize = require('./memoize');\n\n/**
Used as the maximum memoize cache size. *\nvar MAX_MEMOIZE_SIZE = 500;\n\n**\n * A specialized
version of `_.memoize` which clears the memoized function's\n * cache when it exceeds
`MAX_MEMOIZE_SIZE`.\n * \n * @private\n * @param {Function} func The function to have its output
memoized.\n * @returns {Function} Returns the new memoized function.\n * \nfunction memoizeCapped(func) {\n
var result = memoize(func, function(key) {\n  if (cache.size === MAX_MEMOIZE_SIZE) {\n    cache.clear();\n
  })\n  return key;\n });\n\n var cache = result.cache;\n return result;\n}\n\n\nmodule.exports =
memoizeCapped;\n", "/* getting tag from 19.1.3.6
Object.prototype.toString()\nvar cof = require('./_cof');\nvar TAG = require('./_wks')('toStringTag');\n// ES3 wrong
here\nvar ARG = cof(function () { return arguments; }) == 'Arguments';\n\n// fallback for IE11 Script Access
Denied error\nvar tryGet = function (it, key) {\n  try {\n    return it[key];\n  } catch (e) { /* empty */
}\n};\n\nmodule.exports = function (it) {\n  var O, T, B;\n  return it === undefined ? 'Undefined' : it === null ?
'Null'\n  // @@toStringTag case\n  : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T\n  // builtinTag
case\n  : ARG ? cof(O)\n  // ES3 arguments fallback\n  : (B = cof(O)) == 'Object' && typeof O.caller ==
'function' ? 'Arguments' : B;\n};\n";\n\n", "var baseFor = require('./_baseFor');\nvar keys = require('./keys');\n\n/**
The base implementation of `_.forOwn` without support for iteratee shorthands.\n * \n * @private\n * @param {Object}
object The object to iterate over.\n * @param {Function} iteratee The function invoked per
iteration.\n * @returns {Object} Returns `object`.\n * \nfunction baseForOwn(object, iteratee) {\n  return object
&& baseFor(object, iteratee, keys);\n}\n\n\nmodule.exports = baseForOwn;\n", "var root = require('./_root');\n\n/**
Built-in value references. *\nvar Uint8Array = root.Uint8Array;\n\nmodule.exports = Uint8Array;\n", "var
getMapData = require('./_getMapData');\n\n/**
Gets the map value for `key`.\n * \n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry
value.\n * \nfunction mapCacheGet(key) {\n  return getMapData(this, key).get(key);\n}\n\n\nmodule.exports =
mapCacheGet;\n", "var nativeCreate = require('./_nativeCreate');\n\n/**
Used to stand-in for `undefined` hash values.
*\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**
Sets the hash `key` to `value`.\n * \n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param
{*} value
The value to set.\n * @returns {Object} Returns the hash instance.\n * \nfunction hashSet(key, value) {\n  var data
= this.__data__;\n  this.size += this.has(key) ? 0 : 1;\n  data[key] = (nativeCreate && value === undefined) ?
HASH_UNDEFINED : value;\n  return this;\n}\n\n\nmodule.exports = hashSet;\n", "var baseGetTag =
require('./_baseGetTag');\nvar isObjectLike = require('./isObjectLike');\n\n/**
`Object#toString` result references.
*\nvar argsTag = '[object Arguments]';\n\n/**
The base implementation of `_.isArguments`.\n * \n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments`
object,\n * \nfunction baseIsArguments(value) {\n  return isObjectLike(value) && baseGetTag(value) ==
argsTag;\n}\n\n\nmodule.exports = baseIsArguments;\n", "exports.f = Object.getOwnPropertySymbols;\n", "var

```

```

arrayEvery = require('./_arrayEvery'),\n  baseEvery = require('./_baseEvery'),\n  baseIteratee =
require('./_baseIteratee'),\n  isArray
= require('./isArray'),\n  isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Checks if `predicate` returns truthy
for **all** elements of `collection`.\n * Iteration is stopped once `predicate` returns falsey. The predicate is\n *
invoked with three arguments: (value, index|key, collection).\n *\n * **Note:** This method returns `true` for\n *
[empty collections](https://en.wikipedia.org/wiki/Empty_set) because\n * [everything is
true](https://en.wikipedia.org/wiki/Vacuous_truth) of\n * elements of empty collections.\n *\n * @static\n *
@memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to
iterate over.\n * @param {Function} [predicate=_identity] The function invoked per iteration.\n * @param-
{Object} [guard] Enables use as an iteratee for methods like `_.map`.\n * @returns {boolean} Returns `true` if all
elements pass the predicate check,\n * else `false`.\n * @example\n *\n * _every([true, 1, null, 'yes'], Boolean);\n
* // => false\n *\n * var users = [\n *   { 'user': 'barney', 'age': 36, 'active': false },\n *   { 'user': 'fred', 'age': 40,
'active': false }\n * ];\n *\n * // The `_.matches` iteratee shorthand.\n * _every(users, { 'user': 'barney', 'active': false
});\n * // => false\n *\n * // The `_.matchesProperty` iteratee shorthand.\n * _every(users, ['active', false]);\n * // =>
true\n *\n * // The `_.property` iteratee shorthand.\n * _every(users, 'active');\n * // => false\n *\n\nfunction
every(collection, predicate, guard) {\n  var func = isArray(collection) ? arrayEvery : baseEvery;\n  if (guard &&
isIterateeCall(collection, predicate, guard)) {\n    predicate = undefined;\n  }\n  return func(collection,
baseIteratee(predicate, 3));\n}\n\nmodule.exports = every;\n\n"/**\n * The base implementation of `_.hasIn` without
support for deep paths.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param
{Array|string} key The key to check.\n * @returns {boolean}\n\nReturns `true` if `key` exists, else `false`.\n *\n\nfunction baseHasIn(object, key) {\n  return object != null && key in
Object(object);\n}\n\nmodule.exports = baseHasIn;\n\n", "var classof = require('./_classof');\nvar ITERATOR =
require('./_wks')(iterator);\nvar Iterators = require('./_iterators');\nmodule.exports =
require('./_core').getIteratorMethod = function (it) {\n  if (it != undefined) return it[ITERATOR]\n  ||
it['@@iterator']\n  || Iterators[classof(it)];\n};\n\n", "/* @split logic\nrequire('./_fix-re-wks')(split, 2, function
(defined, SPLIT, $split) {\n  'use strict';\n  var isRegExp = require('./_is-regexp');\n  var _split = $split;\n  var $push
= [].push;\n  var $$SPLIT = 'split';\n  var LENGTH = 'length';\n  var LAST_INDEX = 'lastIndex';\n  if (\n
'abbc[$$SPLIT]/(b*)/[1] == 'c' ||\n  'test[$$SPLIT]/(?:)/, -1[LENGTH] != 4 ||\n
'ab[$$SPLIT]/(?:ab)*/[LENGTH] != 2 ||\n  '.$[SPLIT]/(.(?)(.?)[/LENGTH] != 4 ||\n
'[$$SPLIT]/(())[/LENGTH] > 1 ||\n
"[$$SPLIT]/(.)[/LENGTH] ) {\n    var NPCG = /()??/.exec("")[1] === undefined; // nonparticipating capturing
group\n    // based on es5-shim implementation, need to rework it\n    $split = function (separator, limit) {\n      var
string = String(this);\n      if (separator === undefined && limit === 0) return [];\n      // If `separator` is not a regex,
use native split\n      if (!isRegExp(separator)) return _split.call(string, separator, limit);\n      var output = [];\n
var flags = (separator.ignoreCase ? 'i' : '') +\n        (separator.multiline ? 'm' : '') +\n
(separator.unicode ? 'u' : '') +\n        (separator.sticky ? 'y' : '');\n      var lastLastIndex = 0;\n      var splitLimit =
limit === undefined ? 4294967295 : limit >>> 0;\n      // Make `global` and avoid `lastIndex` issues by working with
a copy\n      var separatorCopy = new RegExp(separator.source, flags + 'g');\n      var separator2, match, lastIndex,
lastLength, i;\n\n      // Doesn't need flags gy, but they don't hurt\n      if (!NPCG) separator2 = new RegExp('^' + separatorCopy.source
+ '$(?:!\\\\s)', flags);\n      while (match = separatorCopy.exec(string)) {\n        // `separatorCopy.lastIndex` is not
reliable cross-browser\n        lastIndex = match.index + match[0][LENGTH];\n        if (lastIndex > lastLastIndex)
{\n          output.push(string.slice(lastLastIndex, match.index));\n          // Fix browsers whose `exec` methods don't
consistently return `undefined` for NPCG\n          // eslint-disable-next-line no-loop-func\n          if (!NPCG &&
match[LENGTH] > 1) match[0].replace(separator2, function () {\n            for (i = 1; i < arguments[LENGTH] - 2;
i++) if (arguments[i] === undefined) match[i] = undefined;\n          });\n          if (match[LENGTH] > 1 &&
match.index < string[LENGTH]) $push.apply(output, match.slice(1));\n          lastLength = match[0][LENGTH];\n          lastLastIndex =
lastIndex;\n          if (output[LENGTH] >= splitLimit)

```



```

arrays without support for
 * iteratee shorthands.
 * @private
 * @param {Array} [array] The array to iterate over.
 * @param {Function} predicate The function invoked per iteration.
 * @returns {Array} Returns the new filtered array.
 */
function arrayFilter(array, predicate) {
  var index = -1,
      length = array == null ? 0 : array.length,
      resIndex = 0,
      result = [];

  while (++index < length) {
    var value = array[index];
    if (predicate(value, index, array)) {
      result[resIndex++] = value;
    }
  }
  return result;
}

module.exports = arrayFilter;

var toString = {}.toString;

module.exports = function (it) {
  return toString.call(it).slice(8, -1);
};

/**
 * Removes `key` and its value from the stack.
 * @private
 * @name delete
 * @memberOf Stack
 * @param {string} key The key of the value to remove.
 * @returns {boolean} Returns `true` if the entry was removed, else `false`.
 */
function stackDelete(key) {
  var data = this.__data__,
      result = data['delete'](key);

  this.size = data.size;
  return result;
}

module.exports = stackDelete;

var isFunction = require('./isFunction'),
    isLength = require('./isLength');

/**
 * Checks if `value` is array-like. A value is considered array-like if it's
 * not a function and has a `value.length` that's an integer greater than or
 * equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.
 * @static
 * @memberOf _
 * @since 4.0.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is array-like, else `false`.
 * @example
 *
 * _._isArrayLike([1, 2, 3]);
 * // => true
 * _._isArrayLike(document.body.children);
 * // => true
 * _._isArrayLike('abc');
 * // => true
 * _._isArrayLike(_.noop);
 * // => false
 */
function isArrayLike(value) {
  return value != null && isLength(value.length) && !isFunction(value);
}

module.exports = isArrayLike;

// fast apply,
http://jsperf.lnkit.com/fast-apply/5
module.exports = function (fn, args, that) {
  var un = that === undefined;
  switch (args.length) {
    case 0: return un ? fn() : fn.call(that);
    case 1: return un ? fn(args[0]) : fn.call(that, args[0]);
    case 2: return un ? fn(args[0], args[1]) : fn.call(that, args[0], args[1]);
    case 3: return un ? fn(args[0], args[1], args[2]) : fn.call(that, args[0], args[1], args[2]);
    case 4: return un ? fn(args[0], args[1], args[2], args[3]) : fn.call(that, args[0], args[1], args[2], args[3]);
  }
  return fn.apply(that, args);
};

var dp = require('./_object-dp');
var createDesc = require('./_property-desc');
module.exports = function (object, key, value) {
  return dp.f(object, key, createDesc(1, value));
};

function (object, key, value) {
  object[key] = value;
  return object;
};

var arrayFilter = require('./_arrayFilter'),
    stubArray = require('./stubArray');

/**
 * Used for built-in method references.
 * @nvar objectProto = Object.prototype;
 * Built-in value references.
 * @nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;
 * Built-in method references for those with the same name as other
 * lodash methods.
 * @nvar nativeGetSymbols = Object.getOwnPropertySymbols;
 * Creates an array of the own enumerable symbols of `object`.
 * @private
 * @param {Object} object The object to query.
 * @returns {Array} Returns the array of symbols.
 */
var getSymbols = !nativeGetSymbols ? stubArray : function (object) {
  if (object == null) {
    return [];
  }
  object = Object(object);
  return arrayFilter(nativeGetSymbols(object), function (symbol) {
    return propertyIsEnumerable.call(object, symbol);
  });
};

module.exports = getSymbols;

// check on default Array iterator
var Iterators = require('./_iterators');
var ITERATOR = require('./_wks')('iterator');
var ArrayProto = Array.prototype;
module.exports = function (it) {
  return it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);
};

var isFunction = require('./isFunction'),
    isMasked = require('./_isMasked'),
    isObject = require('./isObject'),
    toSource = require('./_toSource');

/**
 * Used to match `RegExp`
 * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).
 */
var reRegExpChar = /[\\^$.*+?()[\]{}|]/g;
var reIsHostCtor = /^\/[object] \.+?Constructor$/;

/**
 * Used for built-in method references.
 * @nvar funcProto = Function.prototype,
 * objectProto = Object.prototype;
 * Used to resolve the decompiled source of functions.
 * @nvar funcToString = funcProto.toString;
 * Used to check objects for own properties.
 * @nvar hasOwnProperty = objectProto.hasOwnProperty;
 * Used to detect if a method is native.
 * @nvar reIsNative = RegExp('^' + funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\&')
 * .replace(/hasOwnProperty|(function).*?(?=\\\()| for .+?(?=\\\]|/g, '$1.*?') + '$');
 * The base

```







```

isBottom: false,\n\t isNotBottom: false,\n\t isPinned: false,\n\t isUnpinned: false,\n\t currentScrollY:
0,\n\t lastScrollY: 0,\n\t state: '',\n\t translate: 0,\n\t isSupport3d: false\n\t });\n\t },\n\n\t props: {\n\t
scroller: {\n\t type: Function,\n\t
default: function _default() {\n\t return window;\n\t }\n\t },\n\n\t disabled: {\n\t type: Boolean,\n\t
default: false\n\t },\n\n\t upTolerance: {\n\t type: Number,\n\t default: 5\n\t },\n\n\t downTolerance:
{\n\t type: Number,\n\t default: 0\n\t },\n\n\t speed: {\n\t type: Number,\n\t default: 250\n\t },\n\n\t
easing: {\n\t type: String,\n\t default: 'ease-in-out'\n\t },\n\n\t zIndex: {\n\t type: Number,\n\t
default: 9999\n\t },\n\n\t onPin: Function,\n\t onUnpin: Function,\n\t onTop: Function,\n\t onNotTop:
Function,\n\t onBottom: Function,\n\t onNotBottom: Function,\n\n\t offset: {\n\t type: Number,\n\t
default: 0\n\t },\n\n\t classes: {\n\t type: Object,\n\t default: function _default() {\n\t return
defaultCls;\n\t }\n\t },\n\n\t footroom: {\n\t type: Boolean,\n\t default: false\n\t }\n\t
},\n\n\t watch: {\n\t disabled: function disabled(newVal) {\n\t if (newVal) {\n\t
this.scroller().removeEventListener('scroll', this._handleScroll);\n\t } else {\n\t
this.scroller().addEventListener('scroll', this._handleScroll);\n\t }\n\t }\n\t },\n\n\t mounted: function
mounted() {\n\t this.isSupport3d = supports3d();\n\n\t if (!this.disabled) {\n\t
this.scroller().addEventListener('scroll', this._handleScroll);\n\t }\n\n\t // When headroom is mounted, call
handleScroll to set initial state.\n\t this._handleScroll();\n\t },\n\n\t beforeDestroy: function beforeDestroy() {\n\t
this.scroller().removeEventListener('scroll', this._handleScroll);\n\t },\n\n\t computed: {\n\t style: function
style() {\n\t var styles = {\n\t 'position': this.isInTop ? 'fixed' : 'relative',\n\t 'top': '0',\n\t 'left': '0',\n\t
'right': '0',\n\t 'z-index': this.isInTop ? this.zIndex : 1\n\t };
\n\t if (this.footroom) {\n\t styles = _extends({}, styles, { 'top': 'unset', 'bottom': '0' });\n\t }\n\n\t // SSR
cannot detect scroll position. To prevent flash when component mounted,\n\t // just add transition styles in
browser.\n\t if (!this.$isServer) {\n\t styles.transform = this.isSupport3d && !this.$isServer ? 'translate3d(0, '
+ this.translate + ', 0) : 'translateY(' + this.translate + ')';\n\n\t styles.transition = this.isInTop ? 'all ' + this.speed
+ 'ms ' + this.easing : null;\n\t }\n\n\t return styles;\n\t },\n\n\t clsOpts: function clsOpts() {\n\t return
_extends({}, defaultCls, this.classes);\n\t },\n\n\t cls: function cls() {\n\t var _ref;\n\n\t var cls =
this.clsOpts;\n\t return this.disabled ? {} : (_ref = {}, _defineProperty(_ref, cls.top, this.isTop),
_defineProperty(_ref, cls.notTop, this.isNotTop), _defineProperty(_ref, cls.bottom, this.isBottom),
_defineProperty(_ref, cls.notBottom,
this.isNotBottom), _defineProperty(_ref, cls.pinned, this.isPinned), _defineProperty(_ref, cls.unpinned,
this.isUnpinned), _defineProperty(_ref, cls.initial, true), _ref);\n\t },\n\n\t isInTop: function isInTop() {\n\t
return this.state === 'pinned' || this.state === 'unpinned';\n\t }\n\t },\n\n\t methods: {\n\t _getViewportHeight:
function _getViewportHeight() {\n\t return window.innerHeight || document.documentElement.clientHeight ||
document.body.clientHeight;\n\t },\n\n\t _getElementPhysicalHeight: function _getElementPhysicalHeight(elm)
{\n\t return Math.max(elm.offsetHeight, elm.clientHeight);\n\t },\n\n\t _getDocumentHeight: function
_getDocumentHeight() {\n\t var body = document.body;\n\t var documentElement =
document.documentElement;\n\n\t return Math.max(body.scrollHeight, documentElement.scrollHeight,
body.offsetHeight, documentElement.offsetHeight, body.clientHeight, documentElement.clientHeight);\n\t },\n\n\t
_getElementHeight:
function _getElementHeight(elm) {\n\t return Math.max(elm.scrollHeight, elm.offsetHeight,
elm.clientHeight);\n\t },\n\n\t _getScrollerPhysicalHeight: function _getScrollerPhysicalHeight() {\n\t var
parent = this.scroller();\n\n\t return parent === window || parent === document.body ? this._getViewportHeight()
: this._getElementPhysicalHeight(parent);\n\t },\n\n\t _getScrollerHeight: function _getScrollerHeight() {\n\t
var parent = this.scroller();\n\n\t return parent === window || parent === document.body ?
this._getDocumentHeight() : this._getElementHeight(parent);\n\t },\n\n\t _isOutOfBound: function
_isOutOfBound(currentScrollY) {\n\t var pastTop = currentScrollY < 0;\n\n\t var scrollerPhysicalHeight =
this._getScrollerPhysicalHeight();\n\t var scrollerHeight = this._getScrollerHeight();\n\n\t var pastBottom =
currentScrollY + scrollerPhysicalHeight > scrollerHeight;\n\n\t return pastTop || pastBottom;\n\t }

```

```

    },\n\t _handleScroll: function _handleScroll() {\n\t raf_1(this.update);\n\t },\n\t _getScrollY: function
_getScrollY() {\n\t var top = void 0;\n\t if (this.scroller().pageYOffset !== undefined) {\n\t top =
this.scroller().pageYOffset;\n\t } else if (this.scroller().scrollTop !== undefined) {\n\t top =
this.scroller().scrollTop;\n\t } else {\n\t top = (document.documentElement || document.body.parentNode ||
document.body).scrollTop;\n\t }\n\t return top;\n\t },\n\t update: function update() {\n\t
this.currentScrollY = this._getScrollY();\n\t if (this._isOutOfBound(this.currentScrollY)) {\n\t return;\n\t
}\n\t if (this.currentScrollY <= this.offset) {\n\t this.top();\n\t } else {\n\t this.notTop();\n\t
}\n\t if (this.currentScrollY + this._getViewPortHeight() >= this._getScrollerHeight()) {\n\t
this.bottom();\n\t } else {\n\t this.notBottom();\n\t
}\n\t var action = checkActions(this);\n\t if (action === 'pin') {\n\t this.pin();\n\t } else if
(action === 'unpin') {\n\t this.unpin();\n\t }\n\t this.lastScrollY = this.currentScrollY;\n\t },\n\t top:
function top() {\n\t if (!this.isTop) {\n\t this.isTop = true;\n\t this.isNotTop = false;\n\t this.onTop
&& this.onTop();\n\t }\n\t },\n\t notTop: function notTop() {\n\t if (!this.isNotTop) {\n\t this.isTop =
false;\n\t this.isNotTop = true;\n\t this.onNotTop && this.onNotTop();\n\t }\n\t },\n\t bottom:
function bottom() {\n\t if (!this.isBottom) {\n\t this.isBottom = true;\n\t this.isNotBottom = false;\n\t
this.onBottom && this.onBottom();\n\t }\n\t },\n\t notBottom: function notBottom() {\n\t if
(!this.isNotBottom) {\n\t this.isNotBottom = true;\n\t this.isBottom = false;\n\t
this.onNotBottom && this.onNotBottom();\n\t }\n\t },\n\t pin: function pin() {\n\t var _this = this;\n\t
if (!this.isPinned) {\n\t this.isPinned = true;\n\t this.isUnpinned = false;\n\t this.onPin &&
this.onPin();\n\t this.$emit('pin');\n\t this.translate = 0;\n\t setTimeout(function () {\n\t _this.state
= 'pinned';\n\t }, 0);\n\t },\n\t unpin: function unpin() {\n\t var _this2 = this;\n\t if
(this.isPinned || !this.isUnpinned) {\n\t this.isUnpinned = true;\n\t this.isPinned = false;\n\t
this.onUnpin && this.onUnpin();\n\t this.$emit('unpin');\n\t this.translate = this.footroom ? '100%' : '-
100%';\n\t setTimeout(function () {\n\t _this2.state = 'unpinned';\n\t }, 0);\n\t }\n\t }\n\t
}\n\t }\n\t var install = function install(Vue) {\n\t if (install.installed) {\n\t return;\n\t }\n\t
Vue.component(headroom.name,
headroom);\n\t }\n\t if (typeof window !== 'undefined' && window.Vue) {\n\t install(window.Vue);\n\t }\n\t
var index = {\n\t headroom: headroom,\n\t install: install\n\t};\n\t return index;\n\t });\n\t },\n\t "use strict";\n\t var create =
require('./_object-create');\n\t var descriptor = require('./_property-desc');\n\t var setToStringTag = require('./_set-to-
string-tag');\n\t var IteratorPrototype = {};\n\t // 25.1.2.1.1
%IteratorPrototype%[@@iterator]()\n\t require('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () {
return this; });\n\t module.exports = function (Constructor, NAME, next) {\n\t Constructor.prototype =
create(IteratorPrototype, { next: descriptor(1, next) });\n\t setToStringTag(Constructor, NAME + '
Iterator');\n\t }\n\t var isKeyable = require('./_isKeyable');\n\t /**\n\t * Gets the data for `map`.
\n\t * @private\n\t * @param {Object} map The map to query.\n\t * @param {string} key The reference key.\n\t * @returns {*} Returns
the map data.\n\t */\n\t function getMapData(map,
key) {\n\t var data = map.__data__;\n\t return isKeyable(key)\n\t ? data[typeof key == 'string' ? 'string' : 'hash']\n\t :
data.map;\n\t }\n\t module.exports = getMapData;\n\t /**\n\t * A specialized version of `_.some` for arrays without
support for iteratee\n\t * shorthands.\n\t * @private\n\t * @param {Array} [array] The array to iterate over.\n\t *
@param {Function} predicate The function invoked per iteration.\n\t * @returns {boolean} Returns `true` if any
element passes the predicate check,\n\t * else `false`.\n\t */\n\t function arraySome(array, predicate) {\n\t var index = -
1,\n\t length = array == null ? 0 : array.length;\n\t while (++index < length) {\n\t if (predicate(array[index],
index, array)) {\n\t return true;\n\t }\n\t }\n\t return false;\n\t }\n\t module.exports = arraySome;\n\t },\n\t "var DataView =
require('./_DataView'),\n\t Map = require('./_Map'),\n\t Promise = require('./_Promise'),\n\t Set = require('./_Set'),\n\t
WeakMap = require('./_WeakMap'),\n\t baseGetTag = require('./_baseGetTag'),\n\t
toSource = require('./_toSource');\n\t /**\n\t * Object#toString` result references.
\n\t */\n\t var mapTag = '[object Map]',\n\t objectTag = '[object Object]',\n\t promiseTag = '[object Promise]',\n\t setTag = '[object Set]',\n\t weakMapTag =
'[object WeakMap]';\n\t var dataViewTag = '[object DataView]';\n\t /**\n\t * Used to detect maps, sets, and weakmaps.

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*\nvar dataViewCtorString = toSource(DataView),\n  mapCtorString = toSource(Map),\n  promiseCtorString =
toSource(Promise),\n  setCtorString = toSource(Set),\n  weakMapCtorString = toSource(WeakMap);\n\n/**\n *
Gets the `toStringTag` of `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string}
Returns the `toStringTag`.\n */\n\nvar getTag = baseGetTag;\n\n// Fallback for data views, maps, sets, and weak maps
in IE 11 and promises in Node.js < 6.\n\nif ((DataView && getTag(new DataView(new ArrayBuffer(1))) !=
dataViewTag) ||\n  (Map && getTag(new Map) != mapTag) ||\n  (Promise && getTag(Promise.resolve())
!= promiseTag) ||\n  (Set && getTag(new Set) != setTag) ||\n  (WeakMap && getTag(new WeakMap) !=
weakMapTag)) {\n  getTag = function(value) {\n    var result = baseGetTag(value),\n        Ctor = result ==
objectTag ? value.constructor : undefined,\n        ctorString = Ctor ? toSource(Ctor) : '';\n    if (ctorString) {\n      switch (ctorString) {\n        case dataViewCtorString: return dataViewTag;\n        case mapCtorString: return
mapTag;\n        case promiseCtorString: return promiseTag;\n        case setCtorString: return setTag;\n        case
weakMapCtorString: return weakMapTag;\n      }\n    }\n    return result;\n  };\n}\n\nmodule.exports =
getTag;\n\n", exports.nextTick = function nextTick(fn) {\n  setTimeout(fn, 0);\n};\n\nexports.platform = exports.arch
= \n\nexports.execPath = exports.title = 'browser';\n\nexports.pid = 1;\n\nexports.browser = true;\n\nexports.env =
{\n};\n\nexports.argv = [];\n\nexports.binding = function (name) {\n  throw new Error('No
such module. (Possibly not yet loaded)');\n};\n\n(function () {\n  var cwd = '/';\n  var path;\n  exports.cwd =
function () { return cwd };\n  exports.chdir = function (dir) {\n    if (!path) path = require('path');\n    cwd =
path.resolve(dir, cwd);\n  };\n})();\n\nexports.exit = exports.kill = \n\nexports.umask = exports.dlopen =
\n\nexports.uptime = exports.memoryUsage = \n\nexports.uvCounters = function() {\n};\n\nexports.features = {};\n\n", /**\n *
Gets the last element of `array`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Array\n *
@param {Array} array The array to query.\n * @returns {*} Returns the last element of `array`.\n * @example\n
*\n * _.last([1, 2, 3]);\n * // => 3\n */\n\nfunction last(array) {\n  var length = array == null ? 0 : array.length;\n  return
length ? array[length - 1] : undefined;\n}\n\nmodule.exports = last;\n\n", /** 19.1.2.14 Object.keys(O)\n\nvar toObject =
require('./_to-object');\n\nvar $keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys',
function () {\n  return function keys(it) {\n    return $keys(toObject(it));\n  };\n});\n\n", /** 7.1.4 ToInteger\n\nvar ceil =
Math.ceil;\n\nvar floor = Math.floor;\n\nmodule.exports = function (it) {\n  return isNaN(it = +it) ? 0 : (it > 0 ? floor :
ceil)(it);\n};\n\n", "module.exports = function (bitmap, value) {\n  return {\n    enumerable: !(bitmap & 1),\n    configurable:
!(bitmap & 2),\n    writable: !(bitmap & 4),\n    value: value\n  };\n};\n\n", "var baseForOwn =
require('./_baseForOwn'),\n  createBaseEach = require('./_createBaseEach');\n\n/**\n * The base implementation of
`_.forEach` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The
collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns
{Array|Object} Returns `collection`.\n */\n\nvar baseEach = createBaseEach(baseForOwn);\n\nmodule.exports =
baseEach;\n\n", /** @@@ match logic\n\nrequire('./_fix-re-wks')('match', 1, function
(defined, MATCH, $match) {\n  // 21.1.3.11 String.prototype.match(regexp)\n  return [function match(regexp) {\n
'use strict';\n    var O = defined(this);\n    var fn = regexp == undefined ? undefined : regexp[MATCH];\n    return fn
!= undefined ? fn.call(regexp, O) : new RegExp(regexp)[MATCH](String(O));\n  }, $match];\n}],\n  "var
nativeCreate = require('./_nativeCreate');\n\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n */\n\nfunction hashClear() {\n  this.__data__ = nativeCreate ?
nativeCreate(null) : {};\n  this.size = 0;\n}\n\nmodule.exports = hashClear;\n\n", "var ctx = require('./_ctx');\n\nvar call =
require('./_iter-call');\n\nvar isArrayIter = require('./_is-array-iter');\n\nvar anObject = require('./_an-object');\n\nvar
toHaveLength = require('./_to-length');\n\nvar getIterFn = require('./core.get-iterator-method');\n\nvar BREAK = {};\n\nvar
RETURN = {};\n\nvar exports = module.exports = function (iterable, entries, fn, that, ITERATOR) {\n  var iterFn = ITERATOR ?
function () { return iterable; } : getIterFn(iterable);\n  var f = ctx(fn, that, entries ? 2 : 1);\n  var index = 0;\n  var
length, step, iterator, result;\n  if (typeof iterFn != 'function') throw TypeError(iterable +
' is not iterable!');\n  // fast case for arrays with default iterator\n  if (isArrayIter(iterFn)) for (length =
toHaveLength(iterable.length); length > index; index++) {\n    result = entries ? f(anObject(step = iterable[index])[0],
step[1]) : f(iterable[index]);\n    if (result === BREAK || result === RETURN) return result;\n  } else for (iterator =
iterFn.call(iterable); !(step = iterator.next()).done;) {\n    result = call(iterator, f, step.value, entries);\n    if (result

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=== BREAK || result === RETURN) return result;\n };\n\nexports.BREAK = BREAK;\nexports.RETURN =
RETURN;\n", "// 7.1.13 ToObject(argument)\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n
return Object(defined(it));\n};\n", "var baseFlatten
= require('./_baseFlatten');\n\n/**\n * Flattens `array` a single level deep.\n * *\n * @static\n * @memberOf _\n *
@since 0.1.0\n * @category Array\n * @param {Array} array The array to flatten.\n * @returns {Array} Returns
the new flattened array.\n * @example\n * *\n * _flatten([1, [2, [3, [4]], 5]]);\n * // => [1, 2, [3, [4]], 5]\n */\nfunction
flatten(array) {\n  var length = array == null ? 0 : array.length;\n  return length ? baseFlatten(array, 1) :
[];\n}\n\nmodule.exports = flatten;\n", "// extracted by mini-css-extract-plugin", "/*\n * The base implementation of
`_times` without support for iteratee shorthands\n * or max array length checks.\n * *\n * @private\n * @param
{number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per
iteration.\n * @returns {Array} Returns the array of results.\n */\nfunction baseTimes(n, iteratee) {\n  var index = -
1,\n  result = Array(n);\n  while (++index < n) {\n    result[index] = iteratee(index);\n  }\n  return result;\n}\n\nmodule.exports = baseTimes;\n", "/*\n * vue-social-sharing v2.3.3\n * (c) 2017
nicolasbeauvais\n * Released under the MIT License.\n * ^\n * use strict';\n\nfunction _interopDefault (ex) { return (ex
&& (typeof ex === 'object') && 'default' in ex) ? ex['default'] : ex; }\n\nvar Vue =
_interopDefault(require('vue'));\n\nvar SocialSharingNetwork = {\n  functional: true,\n  props: {\n    network: {\n
type: String,\n    default: "\n    }\n  },\n  render: function (createElement, context) {\n    var network =
context.parent._data.baseNetworks[context.props.network];\n    if (!network) {\n      return
console.warn(("Network " + (context.props.network) + " does not exist"));\n    }\n    return
createElement(context.parent.networkTag, {\n      staticClass: context.data.staticClass || null,\n      staticStyle:
context.data.staticStyle || null,\n      class: context.data.class || null,\n      style: context.data.style || null,\n      attrs: {\n
id: context.data.attrs.id || null,\n      'data-link': network.type === 'popup'\n        ? '#share-' +
context.props.network\n        : context.parent.createSharingUrl(context.props.network),\n      'data-action':
network.type === 'popup' ? null : network.action\n    },\n    on: {\n      click: network.type === 'popup' ? function
() {\n        context.parent.share(context.props.network);\n      } : function () {\n
context.parent.touch(context.props.network);\n    }\n  }, context.children);\n  }\n};\n\nvar email =
{"sharer": "mailto:?subject=@title&body=@url%0D%0A%0D%0A@description", "type": "direct"};\n\nvar
facebook =
{"sharer": "https://www.facebook.com/sharer/sharer.php?u=@url&title=@title&description=@description&quote
=@quote", "type": "popup"};\n\nvar googleplus =
{"sharer": "https://plus.google.com/share?url=@url", "type": "popup"};\n\nvar line =
{"sharer": "http://line.me/R/msg/text/?@description%0D%0A@url", "type": "popup"};\n\nvar
linkedin =
{"sharer": "https://www.linkedin.com/shareArticle?mini=true&url=@url&title=@title&summary=@description",
" type": "popup"};\n\nvar odnoklassniki =
{"sharer": "https://connect.ok.ru/dk?st.cmd=WidgetSharePreview&st.shareUrl=@url&st.comments=@description",
" type": "popup"};\n\nvar pinterest =
{"sharer": "https://pinterest.com/pin/create/button/?url=@url&media=@media&description=@title", "type": "po
popup"};\n\nvar reddit =
{"sharer": "https://www.reddit.com/submit?url=@url&title=@title", "type": "popup"};\n\nvar skype =
{"sharer": "https://web.skype.com/share?url=@description%0D%0A@url", "type": "popup"};\n\nvar telegram =
{"sharer": "https://t.me/share?url=@url&text=@description", "type": "popup"};\n\nvar twitter =
{"sharer": "https://twitter.com/intent/tweet?text=@title&url=@url&hashtags=@hashtags@twitteruser", "type": "po
popup"};\n\nvar viber = {"sharer": "viber://forward?text=@url @description", "type": "direct"};\n\nvar vk =
{"sharer": "https://vk.com/share.php?url=@url&title=@title&description=@description&image=@media&nopars
e=true", "type": "popup"};\n\nvar
weibo = {"sharer": "http://service.weibo.com/share/share.php?url=@url&title=@title", "type": "popup"};\n\nvar
whatsapp =

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{"sharer":{"whatsapp://send?text=@description%0D%0A@url","type":"direct","action":"share/whatsapp/sha
re"};nvar sms = {"sharer":{"sms:?body=@url%20@description","type":"direct"};nvar BaseNetworks =
{\ntemail: email,\ntfacebook: facebook,\ntgoogleplus: googleplus,\ntline: line,\ntlinkedin:
linkedin,\ntodnoklassniki: odnoklassniki,\ntpinterest: pinterest,\ntreddit: reddit,\ntskype: skype,\nttelegram:
telegram,\nttwitter: twitter,\ntviber: viber,\ntvk: vk,\ntweibo: weibo,\ntwhatsapp: whatsapp,\ntsms:
sms};n\nvar inBrowser = typeof window !== 'undefined';nvar $window = inBrowser ? window : null;n\nvar
SocialSharing = {\n props: {\n /**\n * URL to share.\n * @var string\n */\n url:
{\n type: String,\n default: inBrowser ? window.location.href : "\n },\n\n /**\n * Sharing title, if
available by network.\n * @var string\n */\n title: {\n type: String,\n default: "\n },\n\n /**\n *
Sharing description, if available by network.\n * @var string\n */\n description: {\n type: String,\n
default: "\n },\n\n /**\n * Facebook quote\n * @var string\n */\n quote: {\n type: String,\n
default: "\n },\n\n /**\n * Twitter hashtags\n * @var string\n */\n hashtags: {\n type: String,\n
default: "\n },\n\n /**\n * Twitter user.\n * @var string\n */\n twitterUser: {\n type: String,\n
default: "\n },\n\n /**\n * Flag that indicates if counts should be retrieved.\n * - NOT WORKING IN
CURRENT VERSION\n * @var mixed\n */\n withCounts: {\n type: [String, Boolean],\n default:
false\n
},\n\n /**\n * Google plus key.\n * @var string\n */\n googleKey: {\n type: String,\n default:
undefined\n },\n\n /**\n * Pinterest Media URL.\n * Specifies the image/media to be used.\n */\n
media: {\n type: String,\n default: "\n },\n\n /**\n * Network sub component tag.\n * Default to span
tag\n */\n networkTag: {\n type: String,\n default: 'span\n },\n\n /**\n * Additional or overridden
networks.\n * Default to BaseNetworks\n */\n networks: {\n type: Object,\n default: function () {\n
return {};\n };\n };\n\n data: function data () {\n return {\n /**\n * Available sharing networks.\n
* @param object\n */\n baseNetworks: BaseNetworks,\n\n /**\n * Popup settings.\n * @param
object\n */\n popup: {\n status: false,\n resizable: true,\n toolbar: false,\n menubar:
false,\n scrollbars: false,\n location: false,\n directories: false,\n width: 626,\n height: 436,\n
top: 0,\n left: 0,\n window: undefined,\n interval: null\n };\n },\n\n methods: {\n /**\n *
Returns generated sharer url.\n * @param network Social network key.\n */\n createSharingUrl:
function createSharingUrl (network) {\n return this.baseNetworks[network].sharer\n .replace(/@url/g,
encodeURIComponent(this.url))\n .replace(/@title/g, encodeURIComponent(this.title))\n
.replace(/@description/g, encodeURIComponent(this.description))\n .replace(/@quote/g,
encodeURIComponent(this.quote))\n .replace(/@hashtags/g, this.hashtags)\n .replace(/@media/g,
this.media)\n .replace(/@twitteruser/g, this.twitterUser ? '&via=' + this.twitterUser : '');\n },\n\n /**\n *
Shares URL in specified network.\n * @param string network
Social network key.\n */\n share: function share (network) {\n this.openSharer(network,
this.createSharingUrl(network));\n\n this.$root.$emit('social_shares_open', network, this.url);\n
this.$emit('open', network, this.url);\n },\n\n /**\n * Touches network and emits click event.\n * @param
string network Social network key.\n */\n touch: function touch (network) {\n
window.open(this.createSharingUrl(network), '_self');\n\n this.$root.$emit('social_shares_open', network,
this.url);\n\n this.$emit('open', network, this.url);\n },\n\n /**\n * Opens sharer popup.\n * @param
string url Url to share.\n */\n openSharer: function openSharer (network, url) {\n var this$1 = this;\n\n // If
a popup window already exist it will be replaced, trigger a close event.\n if (this.popup.window &&
this.popup.interval) {\n clearInterval(this.popup.interval);\n\n this.popup.window.close();\n\n
Force close (for Facebook)\n\n this.$root.$emit('social_shares_change', network, this.url);\n
this.$emit('change', network, this.url);\n }\n\n this.popup.window = window.open(\n url,\n 'sharer',\n
'status=' + (this.popup.status ? 'yes' : 'no') +\n ',height=' + this.popup.height +\n ',width=' +
this.popup.width +\n ',resizable=' + (this.popup.resizable ? 'yes' : 'no') +\n ',left=' + this.popup.left +\n
',top=' + this.popup.top +\n ',screenX=' + this.popup.left +\n ',screenY=' + this.popup.top +\n ',toolbar='
+ (this.popup.toolbar ? 'yes' : 'no') +\n ',menubar=' + (this.popup.menubar ? 'yes' : 'no') +\n ',scrollbars=' +

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(this.popup.scrollbars ? 'yes' : 'no') +\n      ',location=' + (this.popup.location ? 'yes' : 'no') +\n      ',directories=' +
(this.popup.directories ? 'yes' : 'no')\n    );\n\n    this.popup.window.focus();\n\n    // Create an interval to
detect popup closing event\n    this.popup.interval = setInterval(function () {\n      if
(this.$1.popup.window.closed) {\n        clearInterval(this.$1.popup.interval);\n\n        this.$1.popup.window =
undefined;\n\n        this.$1.$root.$emit('social_shares_close', network, this.$1.url);\n\n        this.$1.$emit('close',
network, this.$1.url);\n      }\n    }, 500);\n  }\n},\n\n  /**\n   * Merge base networks list with user's list\n   */\n  beforeMount: function beforeMount () {\n    this.baseNetworks = Vue.util.extend(this.baseNetworks,
this.networks);\n  },\n\n  /**\n   * Sets popup default dimensions.\n   */\n  mounted: function mounted () {\n    if
(!inBrowser) {\n      return;\n    }\n\n    /**\n     * Center the popup on dual screens\n     */
http://stackoverflow.com/questions/4068373/center-a-popup-window-on-screen/32261263\n    */\n    var
dualScreenLeft = $window.screenLeft !== undefined ? $window.screenLeft : screen.left;\n    var dualScreenTop =
$window.screenTop
    !== undefined ? $window.screenTop : screen.top;\n\n    var width = $window.innerWidth ? $window.innerWidth :
(document.documentElement.clientWidth ? document.documentElement.clientWidth : screen.width);\n    var height
= $window.innerHeight ? $window.innerHeight : (document.documentElement.clientHeight ?
document.documentElement.clientHeight : screen.height);\n\n    this.popup.left = ((width / 2) - (this.popup.width /
2)) + dualScreenLeft;\n    this.popup.top = ((height / 2) - (this.popup.height / 2)) + dualScreenTop;\n  },\n\n  /**\n   *
Set component aliases for buttons and links.\n   */\n  components: {\n    'network': SocialSharingNetwork\n  }\n};\n\nSocialSharing.version = '2.3.3';\n\nSocialSharing.install = function (Vue) {\n  Vue.component('social-
sharing', SocialSharing);\n};\n\nif (typeof window !== 'undefined') {\n  window.SocialSharing =
SocialSharing;\n}\n\nmodule.exports = SocialSharing;","exports.f = {} .propertyIsEnumerable;\n","export default
{\n  'imddb-header.dropdown.items':
[\n    { label: 'Graphics', href: \"#\n\" },\n    { label: 'Overview', href: \"#\n\" },\n    { label: 'Visual overview', href:
\"#\n\" },\n    { label: 'Backgrounder', href: \"#\n\" },\n    { label: 'About this project', href: \"#\n\", active: true }\n  ],\n
'project.name': 'Secret Papers',\n  'app.name': 'Awesome App',\n  'app.home': './',\n  'sharing-options.url': null,\n
'sharing-options.title': 'Awesome App by ICIJ',\n  'sharing-options.description': 'null',\n  'sharing-options.media':
null,\n  'sharing-options.twitter-user': 'ICIJorg',\n  'signup-form.tracker': 'EXTERNAL',\n  'signup-form.action':
'https://icij.us15.list-manage.com/subscribe/post?u=0d48a33b1c24d257734cc2a79&id=992ecfdbb2',\n  'donate-
form.introduction': `ICIJ's investigations are supported by readers like you. Help keep our\n
databases free and open to the public by joining our\n
<strong><a target=\"_blank\"
href=\"https://icij.org/donate\">ICIJ Insiders</a></strong>\n
community.`\n},\n\n  \"import get from 'lodash/get'\n\nimport each from 'lodash/each'\n\nimport Symbol
from 'es6-symbol'\n\nimport defaultValues from './config.default'\n\nconst _VALUES = Symbol('values')\n\nconst
_SCOPEES = Symbol('scopes')\n\nclass Config {\n  constructor (values = {}) {\n    this[_VALUES] = {}\n  }\n  each(values, (value, key) => this.set(key, value))\n  return this;\n  set (key, value) {\n    const levels =
key.split('.')\n    if (levels.length > 1) {\n      this[_VALUES][key] = this.scope(levels.shift()).set(levels.join('.'),
value)\n    } else {\n      this[_VALUES][key] = value\n    }\n    return value\n  }\n  get (key, defaultValue) {\n    return get(this[_VALUES], key, defaultValue)\n  }\n  scopes () {\n    this[_SCOPEES] = get(this, _SCOPEES, {})\n    return this[_SCOPEES]\n  }\n  scope (name) {\n    this.scopes[name] = get(this.scopes, name, new Config())\n    return this.scopes[name]\n  }\n  values () {\n    return this[_VALUES]\n  }\n}\n\n\nexport default new Config(defaultValues)\n\n","use strict';\n\nvar LIBRARY = require('./_library');\n\nvar
global = require('./_global');\n\nvar ctx = require('./_ctx');\n\nvar classof = require('./_classof');\n\nvar $export =
require('./_export');\n\nvar isObject = require('./_is-object');\n\nvar aFunction = require('./_a-function');\n\nvar anInstance
= require('./_an-instance');\n\nvar forOf = require('./_for-of');\n\nvar speciesConstructor = require('./_species-
constructor');\n\nvar task = require('./_task').set;\n\nvar microtask = require('./_microtask')();\n\nvar
newPromiseCapabilityModule = require('./_new-promise-capability');\n\nvar perform = require('./_perform');\n\nvar
userAgent = require('./_user-agent');\n\nvar promiseResolve = require('./_promise-resolve');\n\nvar PROMISE =
'Promise';\n\nvar TypeError = global.TypeError;\n\nvar process = global.process;\n\nvar versions = process &&

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process.versions;\nvar v8 = versions && versions.v8 || '';\nvar $Promise = global[PROMISE];\nvar isNode =
classof(process)
== 'process';\nvar empty = function () { /* empty */ };\nvar Internal, newGenericPromiseCapability,
OwnPromiseCapability, Wrapper;\nvar newPromiseCapability = newGenericPromiseCapability =
newPromiseCapabilityModule.f;\nvar USE_NATIVE = !!function () {\n try {\n // correct subclassing with
@@species support\n var promise = $Promise.resolve(1);\n var FakePromise = (promise.constructor =
{ })[require('./_wks')('species')] = function (exec) {\n exec(empty, empty);\n }; \n // unhandled rejections
tracking support, NodeJS Promise without it fails @@species test\n return (isNode || typeof
PromiseRejectionEvent === 'function')\n && promise.then(empty) instanceof FakePromise\n // v8 6.6 (Node
10 and Chrome 66) have a bug with resolving custom thenables\n //
https://bugs.chromium.org/p/chromium/issues/detail?id=830565\n // we can't detect it synchronously, so just
check versions\n && v8.indexOf('6.6') !== 0\n && userAgent.indexOf('Chrome/66')
=== -1;\n } catch (e) { /* empty */ }\n};\n\n// helpers\nvar isThenable = function (it) {\n var then;\n return
isObject(it) && typeof (then = it.then) === 'function' ? then : false;\n};\nvar notify = function (promise, isReject) {\n
if (promise._n) return;\n promise._n = true;\n var chain = promise._c;\n microtask(function () {\n var value =
promise._v;\n var ok = promise._s === 1;\n var i = 0;\n var run = function (reaction) {\n var handler = ok ?
reaction.ok : reaction.fail;\n var resolve = reaction.resolve;\n var reject = reaction.reject;\n var domain =
reaction.domain;\n var result, then, exited;\n try {\n if (handler) {\n if (!ok) {\n if (promise._h
=== 2) onHandleUnhandled(promise);\n promise._h = 1;\n } \n if (handler === true) result =
value;\n else {\n if (domain) domain.enter();\n result = handler(value); // may throw\n if
(domain)
{\n domain.exit();\n exited = true;\n } \n } \n if (result === reaction.promise) {\n
reject(TypeError('Promise-chain cycle'));\n } else if (then = isThenable(result)) {\n then.call(result,
resolve, reject);\n } else resolve(result);\n } else reject(value);\n } catch (e) {\n if (domain &&
!exited) domain.exit();\n reject(e);\n } \n }; \n while (chain.length > i) run(chain[i++]); // variable length -
can't use forEach\n promise._c = [];\n promise._n = false;\n if (isReject && !promise._h)
onUnhandled(promise);\n });\n};\nvar onUnhandled = function (promise) {\n task.call(global, function () {\n var
value = promise._v;\n var unhandled = isUnhandled(promise);\n var result, handler, console;\n if (unhandled)
{\n result = perform(function () {\n if (isNode) {\n process.emit('unhandledRejection', value,
promise);\n } else if (handler = global.onunhandledrejection) {\n handler({ promise: promise, reason: value });\n }
else if ((console = global.console) && console.error) {\n console.error('Unhandled promise rejection',
value);\n } \n }); \n // Browsers should not trigger `rejectionHandled` event if it was handled here, NodeJS
- should\n promise._h = isNode || isUnhandled(promise) ? 2 : 1;\n } \n promise._a = undefined;\n if (unhandled
&& result.e) throw result.v;\n });\n};\nvar isUnhandled = function (promise) {\n return promise._h !== 1 &&
(promise._a || promise._c).length === 0;\n};\nvar onHandleUnhandled = function (promise) {\n task.call(global,
function () {\n var handler;\n if (isNode) {\n process.emit('rejectionHandled', promise);\n } else if (handler
= global.onrejectionhandled) {\n handler({ promise: promise, reason: promise._v });\n } \n });\n};\nvar $reject
= function (value) {\n var promise = this;\n if (promise._d)
return;\n promise._d = true;\n promise = promise._w || promise; // unwrap\n promise._v = value;\n promise._s =
2;\n if (!promise._a) promise._a = promise._c.slice();\n notify(promise, true);\n};\nvar $resolve = function (value)
{\n var promise = this;\n var then;\n if (promise._d) return;\n promise._d = true;\n promise = promise._w ||
promise; // unwrap\n try {\n if (promise === value) throw TypeError("Promise can't be resolved itself");\n if
(then = isThenable(value)) {\n microtask(function () {\n var wrapper = { _w: promise, _d: false }; // wrap\n
try {\n then.call(value, ctx($resolve, wrapper, 1), ctx($reject, wrapper, 1));\n } catch (e) {\n
$reject.call(wrapper, e);\n } \n });\n } else {\n promise._v = value;\n promise._s = 1;\n notify(promise, false);\n } \n } catch (e) {\n $reject.call({ _w: promise, _d: false }, e); // wrap\n } \n};\n\n//
constructor polyfill\nif (!USE_NATIVE)

```



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{\n // 25.4.3.1 Promise(executor)\n $Promise = function Promise(executor) {\n  anInstance(this, $Promise,
PROMISE, '_h');\n  aFunction(executor);\n  Internal.call(this);\n  try {\n    executor(ctx($resolve, this, 1),
ctx($reject, this, 1));\n  } catch (err) {\n    $reject.call(this, err);\n  }\n};\n // eslint-disable-next-line no-unused-
vars\n Internal = function Promise(executor) {\n  this._c = [];      // <- awaiting reactions\n  this._a =
undefined;      // <- checked in isUnhandled reactions\n  this._s = 0;      // <- state\n  this._d = false;      // <-
done\n  this._v = undefined;      // <- value\n  this._h = 0;      // <- rejection state, 0 - default, 1 - handled, 2 -
unhandled\n  this._n = false;      // <- notify\n};\n Internal.prototype = require('./_redefine-
all')($Promise.prototype, {\n // 25.4.5.3 Promise.prototype.then(onFulfilled, onRejected)\n  then: function
then(onFulfilled, onRejected) {\n
    var reaction = new PromiseCapability(speciesConstructor(this, $Promise));\n    reaction.ok = typeof onFulfilled
=== 'function' ? onFulfilled : true;\n    reaction.fail = typeof onRejected === 'function' && onRejected;\n
    reaction.domain = isNode ? process.domain : undefined;\n    this._c.push(reaction);\n    if (this._a)
this._a.push(reaction);\n    if (this._s) notify(this, false);\n    return reaction.promise;\n  },\n // 25.4.5.1
Promise.prototype.catch(onRejected)\n  'catch': function (onRejected) {\n    return this.then(undefined,
onRejected);\n  }\n});\n OwnPromiseCapability = function () {\n  var promise = new Internal();\n  this.promise
= promise;\n  this.resolve = ctx($resolve, promise, 1);\n  this.reject = ctx($reject, promise, 1);\n};\n
newPromiseCapabilityModule.f = new PromiseCapability = function (C) {\n  return C === $Promise || C ===
Wrapper\n  ? new OwnPromiseCapability(C)\n  : new GenericPromiseCapability(C);\n
};\n}\n\n$export($export.G
+ $export.W + $export.F * !USE_NATIVE, { Promise: $Promise });\nrequire('./_set-to-string-tag')($Promise,
PROMISE);\nrequire('./_set-species')(PROMISE);\nWrapper = require('./_core')[PROMISE];\n\n//
statics\n$export($export.S + $export.F * !USE_NATIVE, PROMISE, {\n // 25.4.4.5 Promise.reject(r)\n  reject:
function reject(r) {\n    var capability = new PromiseCapability(this);\n    var $$reject = capability.reject;\n
    $$reject(r);\n    return capability.promise;\n  }\n});\n$export($export.S + $export.F * (LIBRARY ||
!USE_NATIVE), PROMISE, {\n // 25.4.4.6 Promise.resolve(x)\n  resolve: function resolve(x) {\n    return
promiseResolve(LIBRARY && this === Wrapper ? $Promise : this, x);\n  }\n});\n$export($export.S + $export.F *
!(USE_NATIVE && require('./_iter-detect')(function (iter) {\n  $Promise.all(iter)['catch'](empty);\n})), PROMISE,
{\n // 25.4.4.1 Promise.all(iterable)\n  all: function all(iterable) {\n    var C = this;\n    var capability =
new PromiseCapability(C);\n
    var resolve = capability.resolve;\n    var reject = capability.reject;\n    var result = perform(function () {\n    var
values = [];\n    var index = 0;\n    var remaining = 1;\n    forOf(iterable, false, function (promise) {\n    var
$index = index++;\n    var alreadyCalled = false;\n    values.push(undefined);\n    remaining++;\n
    C.resolve(promise).then(function (value) {\n    if (alreadyCalled) return;\n    alreadyCalled = true;\n
    values[$index] = value;\n    --remaining || resolve(values);\n    }, reject);\n    });\n    --remaining ||
resolve(values);\n  });\n  if (result.e) reject(result.v);\n  return capability.promise;\n },\n // 25.4.4.4
Promise.race(iterable)\n  race: function race(iterable) {\n    var C = this;\n    var capability =
new PromiseCapability(C);\n    var reject = capability.reject;\n    var result = perform(function () {\n
forOf(iterable, false, function (promise) {\n
    C.resolve(promise).then(capability.resolve, reject);\n    });\n    });\n    if (result.e) reject(result.v);\n    return
capability.promise;\n  }\n});\n\n", "var core = require('./_core');\nvar global = require('./_global');\nvar SHARED =
'__core-js_shared__';\nvar store = global[SHARED] || (global[SHARED] = {});\n\n(module.exports = function (key,
value) {\n  return store[key] || (store[key] = value !== undefined ? value : {});\n})('versions', []).push({\n  version:
core.version,\n  mode: require('./_library') ? 'pure' : 'global',\n  copyright: '© 2018 Denis Pushkarev
(zloirock.ru)\n});\n\n", "/*\n * Checks if a stack value for `key` exists.\n * @private\n * @name has\n *
@memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true`
if an entry for `key` exists, else `false`.\n * \nfunction stackHas(key) {\n  return
this.__data__.has(key);\n}\n\nmodule.exports = stackHas;\n\n", "var overArg = require('./_overArg');\n\n/* Built-in
method

```



```

IS_FORCED = type & $export.F;\n var IS_GLOBAL = type & $export.G;\n var IS_STATIC = type &
$export.S;\n var IS_PROTO = type & $export.P;\n var IS_BIND = type & $export.B;\n var target = IS_GLOBAL
? global : IS_STATIC ? global[name] || (global[name] = {}): (global[name] || {})[PROTOTYPE];\n var exports =
IS_GLOBAL ? core : core[name] || (core[name] = {});\n var expProto = exports[PROTOTYPE] ||
(exports[PROTOTYPE]
= {});\n var key, own, out, exp;\n if (IS_GLOBAL) source = name;\n for (key in source) {\n // contains in
native\n own = !IS_FORCED && target && target[key] !== undefined;\n // export native or passed\n out =
(own ? target : source)[key];\n // bind timers to global for call from export context\n exp = IS_BIND && own ?
ctx(out, global) : IS_PROTO && typeof out === 'function' ? ctx(Function.call, out) : out;\n // extend global\n if
(target) redefine(target, key, out, type & $export.U);\n // export\n if (exports[key] !== out) hide(exports, key,
exp);\n if (IS_PROTO && expProto[key] !== out) expProto[key] = out;\n }\n};\nglobal.core = core;\n// type
bitmap\n$export.F = 1; // forced\n$export.G = 2; // global\n$export.S = 4; // static\n$export.P = 8; //
proto\n$export.B = 16; // bind\n$export.W = 32; // wrap\n$export.U = 64; // safe\n$export.R = 128; // real proto
method for `library`\nmodule.exports = $export;\n","var ITERATOR = require('./_wks')('iterator');\nvar
SAFE_CLOSING = false;\n\ntry {\n var riter = [7][ITERATOR]();\n riter['return'] = function () {\n
SAFE_CLOSING = true; };}\n // eslint-disable-next-line no-throw-literal\n Array.from(riter, function () { throw 2;
});\n} catch (e) { /* empty */ }\n\nmodule.exports = function (exec, skipClosing) {\n if (!skipClosing &&
!SAFE_CLOSING) return false;\n var safe = false;\n try {\n var arr = [7];\n var iter = arr[ITERATOR]();\n
iter.next = function () { return { done: safe = true }; };}\n arr[ITERATOR] = function () { return iter; };}\n
exec(arr);\n } catch (e) { /* empty */ }\n return safe;\n};\n","var isObject = require('./_is-object');\nvar
setPrototypeOf = require('./_set-prototype').set;\nmodule.exports = function (that, target, C) {\n var S =
target.constructor;\n var P;\n if (S !== C && typeof S === 'function' && (P = S.prototype) !== C.prototype &&
isObject(P) && setPrototypeOf) {\n setPrototypeOf(that, P);\n } return that;\n};\n","var listCacheClear
= require('./_listCacheClear'),\n listCacheDelete = require('./_listCacheDelete'),\n listCacheGet =
require('./_listCacheGet'),\n listCacheHas = require('./_listCacheHas'),\n listCacheSet =
require('./_listCacheSet');\n\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param
{Array} [entries] The key-value pairs to cache.\n *\n * @function ListCache(entries) {\n var index = -1,\n length =
entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n var entry = entries[index];\n
this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `ListCache`\nListCache.prototype.clear =
listCacheClear;\nListCache.prototype.delete = listCacheDelete;\nListCache.prototype.get =
listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set =
listCacheSet;\n\nmodule.exports = ListCache;\n","// most Object methods by ES6 should accept primitives\nvar
$export = require('./_export');\nvar core = require('./_core');\nvar
fails = require('./_fails');\nmodule.exports = function (KEY, exec) {\n var fn = (core.Object || {})[KEY] ||
Object[KEY];\n var exp = {};\n exp[KEY] = exec(fn);\n $export($export.S + $export.F * fails(function () { fn(1);
})), 'Object', exp);\n};\n","var getNative = require('./_getNative');\n\n/* Built-in method references that are verified to
be native. */\nvar nativeCreate = getNative(Object, 'create');\n\nmodule.exports = nativeCreate;\n","var shared =
require('./_shared')('keys');\nvar uid = require('./_uid');\nmodule.exports = function (key) {\n return shared[key] ||
(shared[key] = uid(key));\n};\n","// fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof =
require('./_cof');\n\n// eslint-disable-next-line no-prototype-builtins\nmodule.exports =
Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return cof(it) === 'String' ? it.split("") :
Object(it);\n};\n","use strict";\n\nvar _undefined = require("../function/noop")();\n\n// Support ES3 engines\n\nmodule.exports = function (val) {\n return (val !== _undefined) && (val !==
null);\n};\n","module.exports = function (module) {\n\n\tif (!module.webpackPolyfill) {\n\t\tmodule.deprecate =
function() {};\n\t\tmodule.paths = [];\n\t\t// module.parent = undefined by default\n\t\tif (!module.children)
module.children = [];\n\t\tObject.defineProperty(module, "loaded", {\n\t\t\tenumerable: true,\n\t\t\tget: function()
{\n\t\t\t\treturn module.l;\n\t\t\t}\n\t\t});\n\t\tObject.defineProperty(module, "id", {\n\t\t\tenumerable:
true,\n\t\t\tget: function() {\n\t\t\t\treturn module.i;\n\t\t\t}\n\t\t});\n\t\tmodule.webpackPolyfill = 1;\n\t}\n\nreturn

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module;\n};\n","import mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/ImddbHeader.vue?vue&type=style&index=0&lang=scss&\";
export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/ImddbHeader.vue?vue&type=style&index=0&lang=scss&\";
var baseIsMatch = require('./_baseIsMatch'),\n getMatchData = require('./_getMatchData'),\n matchesStrictComparable = require('./_matchesStrictComparable');\n\n/**\n * The base implementation of `_.matches` which doesn't clone `source`.\n *\n * @private\n * @param {Object} source The object of property values to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatches(source) {\n  var matchData = getMatchData(source);\n  if (matchData.length == 1 && matchData[0][2]) {\n    return matchesStrictComparable(matchData[0][0], matchData[0][1]);\n  }\n  return function(object) {\n    return object === source || baseIsMatch(object, source, matchData);\n  };\n}\n\nmodule.exports = baseMatches;\n\n","var castPath = require('./_castPath'),\n toKey = require('./_toKey');\n\n/**\n * The base implementation of `_.get` without support for default values.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the resolved value.\n */\nfunction baseGet(object, path) {\n  path = castPath(path, object);\n  var index = 0,\n      length = path.length;\n  while (object != null && index < length) {\n    object = object[toKey(path[index++])];\n  }\n  return (index && index == length) ? object : undefined;\n}\n\nmodule.exports = baseGet;\n\n","/**\n * A specialized version of `_.every` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`.\n */\nfunction arrayEvery(array, predicate) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n  while (++index < length) {\n    if (!predicate(array[index], index, array)) {\n      return false;\n    }\n  }\n  return true;\n}\n\nmodule.exports = arrayEvery;\n\n","/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\nvar isArray =\nArray.isArray;\n\nmodule.exports = isArray;\n\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key, value) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n  if (index < 0) {\n    ++this.size;\n    data.push([key, value]);\n  } else {\n    data[index][1] = value;\n  }\n  return this;\n}\n\nmodule.exports = listCacheSet;\n\n","// to indexed object, toObject with fallback for non-array-like ES3 strings\nvar IObject = require('./_isObject');\nvar defined = require('./_defined');\n\nmodule.exports =\nfunction (it) {\n  return IObject(defined(it));\n};\n\n","var hasOwnProperty = {}.hasOwnProperty;\n\nmodule.exports =\nfunction (it, key) {\n  return hasOwnProperty.call(it, key);\n};\n\n","var assocIndexOf =\nrequire('./_assocIndexOf');\n\n/**\n * Used for built-in method references. *\n */\nvar arrayProto = Array.prototype;\n\n/**\n * Built-in value references. *\n */\nvar splice = arrayProto.splice;\n\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the

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value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction
listCacheDelete(key) {\n  var data = this.__data__;\n    index = assocIndexOf(data, key);\n    if (index < 0) {\n
return false;\n  }\n  var lastIndex = data.length - 1;\n    if (index == lastIndex) {\n    data.pop();\n  } else {\n
splice.call(data, index, 1);\n  }\n  --this.size;\n  return true;\n}\n\nmodule.exports = listCacheDelete;\n", "var
arrayMap = require('./_arrayMap'),\n  baseIteratee = require('./_baseIteratee'),\n  baseMap =
require('./_baseMap'),\n  baseSortBy = require('./_baseSortBy'),\n  baseUnary = require('./_baseUnary'),\n
compareMultiple = require('./_compareMultiple'),\n  identity = require('./identity');\n\n/**\n * The base
implementation of `_.orderBy` without param guards.\n * \n * @private\n * @param {Array|Object} collection The
collection to iterate over.\n * @param {Function[]|Object[]|string[]} iteratees The iteratees to sort by.\n * @param
{string[]} orders The sort orders of `iteratees`.\n * @returns {Array} Returns the new sorted array.\n */\nfunction
baseOrderBy(collection, iteratees, orders) {\n  var index = -1;\n  iteratees = arrayMap(iteratees.length ? iteratees :
[identity], baseUnary(baseIteratee));\n\n  var result = baseMap(collection, function(value, key, collection) {\n    var
criteria = arrayMap(iteratees, function(iteratee) {\n      return iteratee(value);\n    });\n    return { 'criteria':
criteria, 'index': ++index, 'value': value };\n  });\n\n  return baseSortBy(result,
function(object, other) {\n    return compareMultiple(object, other, orders);\n  });\n}\n\nmodule.exports =
baseOrderBy;\n", "7.1.1 ToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object');\n// instead of
the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type
is a string\nmodule.exports = function (it, S) {\n  if (!isObject(it)) return it;\n  var fn, val;\n  if (S &&
typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n  if (typeof (fn =
it.valueOf) == 'function' && !isObject(val = fn.call(it))) return val;\n  if (!S && typeof (fn =
it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n  throw TypeError("Can't convert
object to primitive value");\n};\n\n/**\n * A specialized version of `_.reduce` for arrays without support for\n *
iteratee
shorthands.\n * \n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function}
iteratee The function invoked per iteration.\n * @param {*} [accumulator] The initial value.\n * @param {boolean}
[initAccum] Specify using the first element of `array` as\n * the initial value.\n * @returns {*} Returns the
accumulated value.\n */\nfunction arrayReduce(array, iteratee, accumulator, initAccum) {\n  var index = -1,\n
length = array == null ? 0 : array.length;\n\n  if (initAccum && length) {\n    accumulator = array[++index];\n  }\n
while (++index < length) {\n    accumulator = iteratee(accumulator, array[index], index, array);\n  }\n  return
accumulator;\n}\n\nmodule.exports = arrayReduce;\n", "use strict";\nrequire('./es6.regexp.flags');\nvar anObject =
require('./_an-object');\nvar $flags = require('./_flags');\nvar DESCRIPTORS = require('./_descriptors');\nvar
TO_STRING = 'toString';\nvar $toString = /.[TO_STRING];\n\nvar define = function (fn) {\n
require('./_redefine')(RegExp.prototype,
TO_STRING, fn, true);\n}\n\n// 21.2.5.14 RegExp.prototype.toString()\nif (require('./_fails')(function () {
return $toString.call({ source: 'a', flags: 'b' }) != '/a/b'; })) {\n  define(function toString() {\n    var R =
anObject(this);\n    return '/'.concat(R.source, '/',\n      'flags' in R ? R.flags : !DESCRIPTORS && R
instanceof RegExp ? $flags.call(R)
: undefined);\n  });\n}\n\n// FF44- RegExp#toString has a wrong name\nelse if ($toString.name != TO_STRING) {\n
define(function toString() {\n  return $toString.call(this);\n  });\n}\n\n", "use strict";\nObject.defineProperty(exports,
'__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'twitter';\nvar width = 512;\nvar height =
512;\nvar ligatures = [];\nvar unicode = 'f099';\nvar svgPathData = 'M459.37 151.716c.325 4.548.325 9.097.325
13.645 0 138.72-105.583 298.558-298.558 298.558-59.452 0-114.68-17.219-161.137-47.106 8.447.974 16.568
1.299 25.34 1.299 49.055 0 94.213-16.568 130.274-44.832-46.132-975-84.792-31.188-98.112-72.772
6.498.974 12.995 1.624 19.818 1.624 9.421 0 18.843-1.3 27.614-3.573-48.081-9.747-84.143-51.98-84.143-
102.985v-1.299c13.969 7.797 30.214 12.67 47.431 13.319-28.264-18.843-46.781-51.005-46.781-87.391 0-19.492
5.197-37.36 14.294-52.954 51.655 63.675 129.3 105.258 216.365 109.807-1.624-7.797-2.599-15.918-2.599-24.04
0-57.828 46.782-104.934 104.934-104.934 30.213 0 57.502 12.67 76.67 33.137 23.715-4.548 46.456-13.32 66.599-
25.34-7.798 24.366-24.366 44.833-46.132 57.827 21.117-2.273 41.584-8.122 60.426-16.243-14.292 20.791-32.161
39.308-52.628 54.253z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n
height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faTwitter = exports.definition;\n\nexports.prefix =

```



```

@param {Function} keysFunc The function to get the keys of `object`.
@returns {Object} Returns `object`.
*/
function createBaseFor(baseFor) {
  module.exports = baseFor;
}

/**
 * Creates a function that returns `value`.
 * @static
 * @memberOf _
 * @since 2.4.0
 * @category Util
 * @param {*} value The value to return from the new function.
 * @returns {Function} Returns the new constant function.
 * @example
 * var objects = _.times(2, _.constant({ 'a': 1 }));
 * console.log(objects); // => [{ 'a': 1 }, { 'a': 1 }]
 * console.log(objects[0] === objects[1]); // => true
 */
function constant(value) {
  return function() {
    return value;
  };
}

module.exports = constant;

"use strict";

// 19.1.2.1 Object.assign(target, source, ...)
var getKeys = require('./_object-keys');
var gOPS = require('./_object-gops');
var pIE = require('./_object-pie');
var toObject = require('./_to-object');
var IObject = require('./_object');
var $assign = Object.assign;

// should work with symbols and should have deterministic property order (V8 bug)
module.exports = !$assign ? require('./_fails')(function () {
  var A = {};
  var B = {};
  // eslint-disable-next-line no-undef
  var S = Symbol();
  var K = 'abcdefghijklmnopqrst';
  A[S] = 7;
  K.split('').forEach(function (k) { B[k] = k; });
  return $assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join("") != K;
}) ? function assign(target, source) {
  // eslint-disable-line no-unused-vars
  var T = toObject(target);
  var aLen = arguments.length;
  var index = 1;
  var getSymbols = gOPS.f;
  var isEnum = pIE.f;
  while (aLen > index) {
    var S = IObject(arguments[index++]);
    var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);
    var length = keys.length;
    var j = 0;
    var key;
    while (length > j) {
      if (isEnum.call(S, key = keys[j++])) T[key] = S[key];
    }
    return T;
  }
} : $assign;

"\"use strict\"";

var isValue = require('./_is-value');
var keys = Object.keys;
module.exports = function (object) {
  return keys(isValue(object) ? Object(object) : object);
};

var baseIsTypedArray = require('./_baseIsTypedArray');
var baseUnary = require('./_baseUnary');
var nodeUtil = require('./_nodeUtil');

/** Node.js helper references. */
var nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;

/** Checks if `value` is classified as a typed array.
 * @static
 * @memberOf _
 * @since 3.0.0
 * @category Lang
 * @param {*} value The value to check.
 * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.
 * @example
 * _isTypedArray(new Uint8Array); // => true
 * _isTypedArray([]); // => false
 */
var isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;

module.exports = isTypedArray;

"import mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\";
export default mod;
export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!/ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\";

var baseGetTag = require('./_baseGetTag');
var isLength = require('./_isLength');
var isObjectLike = require('./_isObjectLike');

/** Used to identify `toStringTag` values of typed arrays. */
var arrayTag = '[object Array]',
    boolTag = '[object Boolean]',
    dateTag = '[object Date]',
    errorTag = '[object Error]',
    funcTag = '[object Function]',
    mapTag = '[object Map]',
    numberTag = '[object Number]',
    objectTag = '[object Object]',
    regexpTag = '[object RegExp]',
    setTag = '[object Set]',
    stringTag = '[object String]',
    weakMapTag = '[object WeakMap]';

var arrayBufferTag = '[object ArrayBuffer]',
    dataViewTag = '[object DataView]',
    float32Tag = '[object Float32Array]',
    float64Tag = '[object Float64Array]',
    int8Tag = '[object Int8Array]',
    int16Tag = '[object Int16Array]',
    int32Tag = '[object Int32Array]',
    uint8Tag = '[object Uint8Array]',
    uint8ClampedTag = '[object Uint8ClampedArray]',
    uint16Tag = '[object Uint16Array]',
    uint32Tag = '[object Uint32Array]';

/** Used to identify `toStringTag` values of typed arrays. */

```





```

Christie\n// Released under the MIT license.\n\n\n(function(global) {\n\n  var _processKeys = function(convert, obj,
options) {\n  if(!_isObject(obj)
|| !_isDate(obj) || !_isRegExp(obj) || !_isBoolean(obj) || !_isFunction(obj)) {\n  return obj;\n  }\n\n  var output,\n  i = 0,\n  l = 0;\n\n  if(!_isArray(obj)) {\n  output = [];\n  for(l=obj.length; i<l; i++) {\n
output.push(_processKeys(convert, obj[i], options));\n  }\n  }\n  else {\n  output = {};\n  for(var key in
obj) {\n  if(Object.prototype.hasOwnProperty.call(obj, key)) {\n  output[convert(key, options)] =
_processKeys(convert, obj[key], options);\n  }\n  }\n  }\n  return output;\n  };\n\n  // String conversion
methods\n\n  var separateWords = function(string, options) {\n  options = options || {};\n  var separator =
options.separator || '_';\n  var split = options.split || /(=[A-Z])/;\n\n  return string.split(split).join(separator);\n
};\n\n  var camelize = function(string) {\n  if (!_isNumerical(string)) {\n  return string;\n  }\n  string =
string.replace(/[\_\-\s]+(.)?/g, function(match,
chr) {\n  return chr ? chr.toUpperCase() : '';\n  });\n  // Ensure 1st char is always lowercase\n  return
string.substr(0, 1).toLowerCase() + string.substr(1);\n  };\n\n  var pascalize = function(string) {\n  var camelized =
camelize(string);\n  // Ensure 1st char is always uppercase\n  return camelized.substr(0, 1).toUpperCase() +
camelized.substr(1);\n  };\n\n  var decamelize = function(string, options) {\n  return separateWords(string,
options).toLowerCase();\n  };\n\n  // Utilities\n  // Taken from Underscore.js\n\n  var toString =
Object.prototype.toString;\n\n  var _isFunction = function(obj) {\n  return typeof(obj) === 'function';\n  };\n  var
_isObject = function(obj) {\n  return obj === Object(obj);\n  };\n  var _isArray = function(obj) {\n  return
toString.call(obj) === '[object Array]';\n  };\n  var _isDate = function(obj) {\n  return toString.call(obj) === '[object
Date]';\n  };\n  var _isRegExp = function(obj) {\n  return toString.call(obj)
=== '[object RegExp]';\n  };\n  var _isBoolean = function(obj) {\n  return toString.call(obj) === '[object Boolean]';\n
};\n\n  // Performant way to determine if obj coerces to a number\n  var _isNumerical = function(obj) {\n  obj = obj
- 0;\n  return obj === obj;\n  };\n\n  // Sets up function which handles processing keys\n  // allowing the convert
function to be modified by a callback\n  var _processor = function(convert, options) {\n  var callback = options &&
'process' in options ? options.process : options;\n\n  if(typeof(callback) !== 'function') {\n  return convert;\n
}\n\n  return function(string, options) {\n  return callback(string, convert, options);\n  }\n  };\n\n  var humps =
{\n  camelize: camelize,\n  decamelize: decamelize,\n  pascalize: pascalize,\n  depascalize: decamelize,\n
camelizeKeys: function(object, options) {\n  return _processKeys(_processor(camelize, options), object);\n  },\n
decamelizeKeys: function(object,
options) {\n  return _processKeys(_processor(decamelize, options), object, options);\n  },\n  pascalizeKeys:
function(object, options) {\n  return _processKeys(_processor(pascalize, options), object);\n  },\n
depascalizeKeys: function () {\n  return this.decamelizeKeys.apply(this, arguments);\n  }\n  };\n\n  if (typeof
undefined === 'function' && undefined.amd) {\n  undefined(humps);\n  } else if ('object' !== 'undefined' &&
module.exports) {\n  module.exports = humps;\n  } else {\n  global.humps = humps;\n
}\n\n})(commonjsGlobal);\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator ===
\"symbol\" ? function (obj) {\n  return typeof obj;\n  } : function (obj) {\n  return obj && typeof Symbol ===
\"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof
obj;\n  };\n\n\n\n\n\n\nvar asyncGenerator = function () {\n  function AwaitValue(value) {\n  this.value = value;\n
}\n\n  function AsyncGenerator(gen)
{\n  var front, back;\n\n  function send(key, arg) {\n  return new Promise(function (resolve, reject) {\n  var
request = {\n  key: key,\n  arg: arg,\n  resolve: resolve,\n  reject: reject,\n  next: null\n
};\n\n  if (back) {\n  back = back.next = request;\n  } else {\n  front = back = request;\n
}\n\n  resume(key, arg);\n  }\n  });\n  }\n\n  function resume(key, arg) {\n  try {\n  var result =
gen[key](arg);\n  var value = result.value;\n\n  if (value instanceof AwaitValue) {\n
Promise.resolve(value.value).then(function (arg) {\n  resume(\"next\", arg);\n  }, function (arg) {\n
resume(\"throw\", arg);\n  });\n  } else {\n  settle(result.done ? \"return\" : \"normal\", result.value);\n
}\n  } catch (err) {\n  settle(\"throw\", err);\n  }\n  }\n\n  function settle(type, value)

```

```

    switch (type) {
      case "return":
        front.resolve({
          value: value,
          done: true
        });
        break;
      case "throw":
        front.reject(value);
        break;
      default:
        front.resolve({
          value: value,
          done: false
        });
        break;
    }
    front = front.next();
    if (front) {
      resume(front.key, front.arg);
    } else {
      back = null;
    }
    this._invoke = send;
    if (typeof gen.return !== "function") {
      this.return = undefined;
    }
    if (typeof Symbol === "function" && Symbol.asyncIterator) {
      AsyncGenerator.prototype[Symbol.asyncIterator] = function () {
        return this;
      };
      AsyncGenerator.prototype.next = function (arg) {
        return this._invoke("next", arg);
      };
      AsyncGenerator.prototype.throw = function (arg) {
        return this._invoke("throw", arg);
      };
      AsyncGenerator.prototype.return = function (arg) {
        return this._invoke("return", arg);
      };
      return {
        wrap: function (fn) {
          return function () {
            return new AsyncGenerator(fn.apply(this, arguments));
          };
        },
        await: function (value) {
          return new AwaitValue(value);
        }
      };
    }
    var defineProperty = function (obj, key, value) {
      if (key in obj) {
        Object.defineProperty(obj, key, {
          value: value,
          enumerable: true,
          configurable: true,
          writable: true
        });
      } else {
        obj[key] = value;
      }
      return obj;
    };
    var _extends = Object.assign || function (target) {
      for (var i = 1; i < arguments.length; i++) {
        var source = arguments[i];
        for (var key in source) {
          if (Object.prototype.hasOwnProperty.call(source, key)) {
            target[key] = source[key];
          }
        }
      }
      return target;
    };
    var objectWithoutProperties = function (obj, keys) {
      var target = {};
      for (var i in obj) {
        if (keys.indexOf(i) >= 0) continue;
        if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;
        target[i] = obj[i];
      }
      return target;
    };
    var toConsumableArray = function (arr) {
      if (Array.isArray(arr)) {
        for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];
        return arr2;
      } else {
        return Array.from(arr);
      }
    };
    function styleToObject(style) {
      return style.split(';').map(function (s) {
        return s.trim();
      }).filter(function (s) {
        return s;
      }).reduce(function (acc, pair) {
        var i = pair.indexOf(':');
        var prop = humps.camelize(pair.slice(0, i));
        var value = pair.slice(i + 1).trim();
        acc[prop] = value;
        return acc;
      }, {});
    }
    function classToObject(cls) {
      return cls.split(/\s+/).reduce(function (acc, c) {
        acc[c] = true;
        return acc;
      }, {});
    }
    function combineClassObjects() {
      for (var _len = arguments.length, objs = Array(_len), _key = 0; _key < _len; _key++) {
        objs[_key] = arguments[_key];
      }
      return objs.reduce(function (acc, obj) {
        if (Array.isArray(obj)) {
          acc = acc.concat(obj);
        } else {
          acc.push(obj);
        }
        return acc;
      }, []);
    }
    function convert(h, element) {
      var props = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};
      var data = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : {};
      var children = (element.children || []).map(convert.bind(null, h));
      var mixins = Object.keys(element.attributes || {}).reduce(function (acc, key) {
        var val = element.attributes[key];
        switch (key) {
          case 'class':
            acc['class'] = classToObject(val);
            break;
          case 'style':
            acc['style'] = styleToObject(val);
            break;
          default:
            acc.attrs[key] = val;
        }
        return acc;
      }, { 'class': {}, style: {}, attrs: {} });
      var _data$class = data.class,
          dClass = _data$class === undefined ? {} : _data$class,
          _data$style = data.style,
          dStyle = _data$style === undefined ? {} : _data$style,
          _data$attrs = data.attrs,
          dAttrs = _data$attrs === undefined ? {} : _data$attrs,
          remainingData = objectWithoutProperties(data, ['class', 'style', 'attrs']);
      if (typeof element === 'string') {
        return element;
      } else {
        return h(element.tag, _extends({
          class: combineClassObjects(mixins.class, dClass),
          style: _extends({}, mixins.style, dStyle),
          attrs: _extends({}, mixins.attrs, dAttrs)
        }, remainingData, {
          props: props,
          children: children
        }));
      }
    }
    var PRODUCTION = false;
    if (PRODUCTION = process.env.NODE_ENV === 'production') {
      try {
        log = function () {
          if (!PRODUCTION && console && typeof console.error === 'function') {
            var _console;
            (_console = console).error.apply(_console, arguments);
          }
        };
      } catch (e) {}
    }
    function objectWithKey(key, value) {
      return Array.isArray(value) && value.length > 0 || !Array.isArray(value) && value ? defineProperty({}, key, value) : {};
    }
    function classList(props) {
      var _classes;
      var classes = (_classes =

```



```

strict';\nvar global = require('./_global');\nvar dP = require('./_object-dp');\nvar DESCRIPTORS =
require('./_descriptors');\nvar SPECIES = require('./_wks')('species');\n\nmodule.exports = function (KEY) {\n var
C = global[KEY];\n if (DESCRIPTORS && C && !C[SPECIES]) dP.f(C, SPECIES,
  {\n configurable: true,\n get: function () { return this; }\n });\n};\n", "var mapCacheClear =
require('./_mapCacheClear'),\n mapCacheDelete = require('./_mapCacheDelete'),\n mapCacheGet =
require('./_mapCacheGet'),\n mapCacheHas = require('./_mapCacheHas'),\n mapCacheSet =
require('./_mapCacheSet');\n\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n *\n * @function MapCache\n */\nfunction MapCache(entries) {\n
var index = -1,\n length = entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n
var entry = entries[index];\n this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to
`MapCache`.\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] =
mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has =
mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n\nmodule.exports = MapCache;\n", "var Stack =
require('./_Stack'),\n
  equalArrays = require('./_equalArrays'),\n  equalByTag = require('./_equalByTag'),\n  equalObjects =
require('./_equalObjects'),\n  getTag = require('./_getTag'),\n  isArray = require('./isArray'),\n  isBuffer =
require('./isBuffer'),\n  isTypedArray = require('./isTypedArray');\n\n/** Used to compose bitmasks for value
comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** `Object#toString` result references. */\nvar
argsTag = 'object Arguments',\n arrayTag = 'object Array',\n objectTag = 'object Object';\n\n/** Used for
built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties.
*/\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqual` for
arrays and objects which performs\n * deep comparisons and tracks traversed objects enabling objects with
circular\n * references to be compared.\n *\n * @private\n * @param {Object} object The object
to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask
flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize
comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param
{Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects
are equivalent, else `false`.\n *\n * @function baseIsEqualDeep\n */\nfunction baseIsEqualDeep(object, other,
bitmask, customizer, equalFunc, stack) {\n
var objIsArr = isArray(object),\n othIsArr = isArray(other),\n objTag = objIsArr ? arrayTag :
getTag(object),\n othTag = othIsArr ? arrayTag : getTag(other);\n\n objTag = objTag == argsTag ? objectTag :
objTag;\n othTag = othTag == argsTag ? objectTag : othTag;\n\n var objIsObj = objTag == objectTag,\n
othIsObj = othTag == objectTag,\n isSameTag = objTag == othTag;\n\n if (isSameTag && isBuffer(object)) {\n
if (!isBuffer(other))\n
  {\n return false;\n }\n objIsArr = true;\n objIsObj = false;\n }\n if (isSameTag && !objIsObj) {\n
stack ||\n (stack = new Stack);\n return (objIsArr || isTypedArray(object))\n ? equalArrays(object, other, bitmask,
customizer, equalFunc, stack)\n : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n
}\n\n if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n var objIsWrapped = objIsObj &&
hasOwnProperty.call(object, '__wrapped__'),\n othIsWrapped = othIsObj &&
hasOwnProperty.call(other, '__wrapped__');\n\n if (objIsWrapped || othIsWrapped) {\n var objUnwrapped =
objIsWrapped ? object.value()\n : object,\n othUnwrapped = othIsWrapped ? other.value() : other;\n\n
stack || (stack = new Stack);\n return equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n
}\n }\n\n if (!isSameTag) {\n return false;\n }\n stack || (stack = new Stack);\n return equalObjects(object,
other, bitmask, customizer, equalFunc, stack);\n}\n\nmodule.exports = baseIsEqualDeep;\n", "\nuse strict";\n\nmodule.exports =
require("./is-implemented")() ? Object.keys : require("./shim");\n", "var Hash = require('./_Hash'),\n ListCache =
require('./_ListCache'),\n Map = require('./_Map');\n\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n
this.size = 0;\n this.__data__ = {\n 'hash': new Hash,\n 'map': new (Map || ListCache),\n 'string': new Hash\n
};\n}\n\nmodule.exports = mapCacheClear;\n", "var arrayPush = require('./_arrayPush'),\n isArray =

```

```

require('./isArray');\n\n/**\n * The base implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and `symbolsFunc` to get the enumerable property names and\n * symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n *\n * @param {Function} symbolsFunc The function to get the symbols of `object`.\n * @returns {Array} Returns the array of property names and symbols.\n */\nfunction baseGetAllKeys(object, keysFunc, symbolsFunc) {\n  var result = keysFunc(object);\n  return isArray(object) ? result : arrayPush(result, symbolsFunc(object));\n}\n\nmodule.exports = baseGetAllKeys;\n", "var ListCache = require('./_ListCache'),\n  stackClear = require('./_stackClear'),\n  stackDelete = require('./_stackDelete'),\n  stackGet = require('./_stackGet'),\n  stackHas = require('./_stackHas'),\n  stackSet = require('./_stackSet');\n\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Stack(entries) {\n  var data = this.__data__ = new ListCache(entries);\n  this.size = data.size;\n}\n\n// Add methods to `Stack`.\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n\nmodule.exports = Stack;\n", "/*\n * Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Adds `value` to the array cache.\n *\n * @private\n * @name add\n * @memberOf SetCache\n * @alias push\n * @param {*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n */\nfunction setCacheAdd(value) {\n  this.__data__.set(value, HASH_UNDEFINED);\n  return this;\n}\n\nmodule.exports = setCacheAdd;\n", "var def = require('./_object-dp').f;\nvar has = require('./_has');\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n  if (it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, { configurable: true, value: tag });\n};\n", "var dp = require('./_object-dp').f;\nvar FProto = Function.prototype;\nvar nameRE = /^(.*)function (.*?)$/;\nvar NAME = 'name';\n\n// 19.2.4.2 name\nNAME\n\nin FProto || require('./_descriptors') && dp(FProto, NAME, {\n  configurable: true,\n  get: function () {\n    try {\n      return (" + this).match(nameRE)[1];\n    } catch (e) {\n      return "";\n    }\n  }\n});\n", "import mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"; export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"; /**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction stackGet(key) {\n  return this.__data__.get(key);\n}\n\nmodule.exports = stackGet;\n", "/*\n * A specialized version of `_.forEach` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns `array`.\n */\nfunction arrayEach(array, iteratee) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n\n  while (++index < length) {\n    if (iteratee(array[index], index, array) === false) {\n      break;\n    }\n  }\n  return array;\n}\n\nmodule.exports = arrayEach;\n", "var global = require('./_global');\nvar macrotask = require('./_task').set;\nvar Observer = global.MutationObserver || global.WebKitMutationObserver;\nvar process = global.process;\nvar Promise = global.Promise;\nvar isNode = require('./_cof')(process) ==

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'process';\n\nmodule.exports = function () {\n  var head, last, notify;\n\n  var flush = function () {\n    var parent,\n        fn;\n    if (isNode && (parent = process.domain)) parent.exit();\n    while (head) {\n      fn = head.fn;\n      head =\n      head.next;\n      try {\n        fn();\n      } catch (e) {\n        if (head) notify();\n        else last = undefined;\n        throw\n        e;\n      }\n    } last = undefined;\n    if (parent) parent.enter();\n  };\n\n  // Node.js\n  if (isNode) {\n    notify =\n    function () {\n      process.nextTick(flush);\n    }; // browsers\n    with MutationObserver, except iOS Safari - https://github.com/zloirock/core-js/issues/339\n  } else if (Observer &&\n    !(global.navigator && global.navigator.standalone)) {\n    var toggle = true;\n    var node =\n    document.createTextNode("");\n    new Observer(flush).observe(node, { characterData: true }); // eslint-disable-line\n    no-new\n    notify = function () {\n      node.data = toggle = !toggle;\n    }; // environments with maybe non-\n    completely correct, but existent Promise\n  } else if (Promise && Promise.resolve) {\n    // Promise.resolve without\n    an argument throws an error in LG WebOS 2\n    var promise = Promise.resolve(undefined);\n    notify = function ()\n    {\n      promise.then(flush);\n    }; // for other environments - macrotask based on:\n    // - setImmediate\n    // -\n    MessageChannel\n    // - window.postMessage\n    // - onreadystatechange\n    // - setTimeout\n  } else {\n    notify =\n    function () {\n      // strange IE + webpack dev server bug - use .call(global)\n      macrotask.call(global,\n      flush);\n    }; }\n\n    return function (fn) {\n      var task = { fn: fn, next: undefined }; \n      if (last) last.next = task;\n      if (!head) {\n        head = task;\n        notify();\n      } last = task;\n    };};\n\n    ", "var core = module.exports = { version:\n    '2.5.7' }; \n    if (typeof __e === 'number') __e = core; // eslint-disable-line no-undef\n    ", "module.exports = { }; \n    ", "/*\n    *\n    A faster alternative to `Function#apply`, this function invokes `func`\n    *\n    with the `this` binding of `thisArg` and the\n    *\n    arguments of `args`. \n    *\n    @private\n    *\n    @param {Function} func The function to invoke. \n    *\n    @param {*}\n    *\n    thisArg The `this` binding of `func`. \n    *\n    @param {Array} args The arguments to invoke `func` with. \n    *\n    @returns\n    *\n    {*} Returns the result of `func`. \n    */\n    function apply(func, thisArg, args) {\n      switch (args.length) {\n        case 0:\n          return func.call(thisArg);\n        case 1: return func.call(thisArg, args[0]);\n        case 2: return func.call(thisArg, args[0],\n          args[1]);\n        case 3: return func.call(thisArg,\n          args[0], args[1], args[2]);\n      }\n      return func.apply(thisArg, args);\n    }\n\n    module.exports = apply;\n  }, "var baseHasIn\n    = require('./_baseHasIn'),\n    hasPath = require('./_hasPath');\n\n    /**\n    *\n    Checks if `path` is a direct or inherited\n    *\n    property of `object`. \n    *\n    @static\n    *\n    @memberOf _\n    *\n    @since 4.0.0\n    *\n    @category Object\n    *\n    @param\n    *\n    {Object} object The object to query. \n    *\n    @param {Array|string} path The path to check. \n    *\n    @returns {boolean}\n    *\n    Returns `true` if `path` exists, else `false`. \n    *\n    @example\n    *\n    var object = _._create({ 'a': _._create({ 'b': 2 }) });\n    *\n    _._hasIn(object, 'a'); // => true\n    _._hasIn(object, 'a.b'); // => true\n    _._hasIn(object, ['a', 'b']);\n    *\n    // => true\n    _._hasIn(object, 'b'); // => false\n    */\n    function hasIn(object, path) {\n      return object != null\n      && hasPath(object, path, baseHasIn);\n    }\n\n    module.exports = hasIn;\n  }, "var anObject = require('./_an-object');\n  IE8_DOM_DEFINE = require('./_ie8-dom-define');\n  toPrimitive = require('./_to-primitive');\n  nvar dP = Object.defineProperty;\n  nexports.f = require('./_descriptors') ?\n  Object.defineProperty : function defineProperty(O, P, Attributes) {\n    anObject(O);\n    P = toPrimitive(P, true);\n    anObject(Attributes);\n    if (IE8_DOM_DEFINE) try {\n      return dP(O, P, Attributes);\n    } catch (e) { /* empty */\n    }\n    if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n    if ('value' in\n      Attributes) O[P] = Attributes.value;\n    return O;\n  }; \n  ", " // Works with __proto__ only. Old v8 can't work with null\n  proto objects. \n  /* eslint-disable no-proto */\n  nvar isObject = require('./_is-object');\n  nvar anObject = require('./_an-object');\n  nvar check = function (O, proto) {\n    anObject(O);\n    if (!isObject(proto) && proto !== null) throw\n    TypeError(proto + ": can't set as prototype!");\n  }; \n  module.exports = {\n    set: Object.setPrototypeOf || ('__proto__'\n    in {} ? // eslint-disable-line\n    function (test, buggy, set)\n    {\n      try {\n        set = require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set,\n        2);\n        set(test, []);\n        buggy = !(test instanceof Array);\n      } catch (e) { buggy = true; }\n      return function\n      setPrototypeOf(O, proto) {\n        check(O, proto);\n        if (buggy) O.__proto__ = proto;\n        else set(O, proto);\n        return O;\n      }; \n    }({}, false) : undefined),\n    check: check\n  }; \n  ", "module.exports = require(\"vue\"); \n  ", "use\n  strict";\n  Object.defineProperty(exports, '__esModule', { value: true });\n  nvar prefix = 'fab';\n  nvar iconName =\n  'facebook';\n  nvar width = 448;\n  nvar height = 512;\n  nvar ligatures = [];\n  nvar unicode = 'f09a';\n  nvar svgPathData =\n  'M448 56.7v398.5c0 13.7-11.1 24.7-24.7 24.7H309.1V306.5h58.2l8.7-67.6h-67.6h-43.2c0-19.6 5.4-32.9 33.5-
```

32.9h35.8v-60.5c-6.2-.8-27.4-2.7-52.2-2.7-51.6 0-87 31.5-87 89.4v49.9h-58.4v67.6h58.4V480H24.7C11.1 480 0 468.9 0 455.3V56.7C0 43.1 11.1 32 24.7 32h398.5c13.7 0 24.8 11.1

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24.8 24.7z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]\n};\n\nexports.faFacebook = exports.definition;\n\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;\n\nimport mod from\n\n!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&';\n\nexport default mod;\n\nexport * from\n\n!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&';\n\n//\n\nextracted by mini-css-extract-plugin",\n\nmodule.exports =\n\n\"\";\"//\n\n19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\n\nnvar $keys = require('./_object-keys-internal');\n\nnvar hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nn\n\nexports.f = Object.getOwnPropertyNames
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    || function getOwnPropertyNames(O) {\n  return $keys(O, hiddenKeys);\n};\n", "/*\n * Creates a unary function
that invokes `func` with its argument transformed.\n * @private\n * @param {Function} func The function to
wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new
function.\n */\nfunction overArg(func, transform) {\n  return function(arg) {\n    return func(transform(arg));\n
};\n}\n\nmodule.exports = overArg;\n", "var getMapData = require('./_getMapData');\n\n/*\n * Removes `key` and
its value from the map.\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key
The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n
*/\nfunction mapCacheDelete(key) {\n  var result = getMapData(this, key)['delete'](key);\n  this.size -= result ? 1 :
0;\n  return result;\n}\n\nmodule.exports = mapCacheDelete;\n", "/* ES2015 Symbol polyfill for environments that
do
not (or partially) support it\n\n'use strict';\n\nvar d      = require('d')\n  , validateSymbol = require('./validate-
symbol')\n  , create = Object.create, defineProperties = Object.defineProperties\n  , defineProperty =
Object.defineProperty, objPrototype = Object.prototype\n  , NativeSymbol, SymbolPolyfill, HiddenSymbol,
globalSymbols = create(null)\n  , isNativeSafe;\n\nif (typeof Symbol === 'function') {\n  NativeSymbol =
Symbol;\n  try {\n    String(NativeSymbol());\n    isNativeSafe = true;\n  } catch (ignore) {} }\n\nvar
generateName = (function () {\n  var created = create(null);\n  return function (desc) {\n    var postfix = 0, name,
ie11BugWorkaround;\n    while (created[desc + (postfix || "")] ++postfix;\n      desc += (postfix || "");\n    created[desc]
= true;\n    name = '@@' + desc;\n    defineProperty(objPrototype, name, d.gs(null, function (value) {\n      For
IE11 issue see: https://connect.microsoft.com/IE/feedbackdetail/view/1928508\n\n      ie11-broken-getters-on-dom-objects\n      https://github.com/medikoo/es6-symbol/issues/12\n\n      (ie11BugWorkaround) return;\n      (ie11BugWorkaround = true;\n      defineProperty(this, name,
d(value));\n      (ie11BugWorkaround = false;\n      }));\n      return name;\n    });\n  }\n\n  // Internal constructor (not one
exposed) for creating Symbol instances.\n  // This one is used to ensure that `someSymbol instanceof Symbol` always
return false\n  HiddenSymbol = function Symbol(description) {\n    if (this instanceof HiddenSymbol) throw new
TypeError('Symbol is not a constructor');\n    return SymbolPolyfill(description);\n  };\n\n  // Exposed `Symbol`
constructor\n  // (returns instances of HiddenSymbol)\n  module.exports = SymbolPolyfill = function
Symbol(description) {\n    var symbol;\n    if (this instanceof Symbol) throw new TypeError('Symbol is not a
constructor');\n    if (isNativeSafe) return NativeSymbol(description);\n    symbol =
create(HiddenSymbol.prototype);\n    description = (description ===
undefined ? " : String(description));\n    return defineProperties(symbol, {\n      __description__: d("
description),\n      __name__: d(" generateName(description))\n    });\n  }\n\n  defineProperties(SymbolPolyfill, {\n    for:
d(function (key) {\n    if (globalSymbols[key]) return globalSymbols[key];\n    return (globalSymbols[key] =
SymbolPolyfill(String(key)));\n  }),\n    keyFor: d(function (s) {\n    var key;\n    validateSymbol(s);\n    for (key in
globalSymbols) if (globalSymbols[key] === s) return key;\n  }),\n    // To ensure proper interoperability with other
native functions (e.g. Array.from)\n    // fallback to eventual native implementation of given symbol\n    hasInstance:
d(" (NativeSymbol & NativeSymbol.prototype) || SymbolPolyfill('hasInstance'),\n    isConcatSpreadable: d("
(NativeSymbol & NativeSymbol.isConcatSpreadable) || SymbolPolyfill('isConcatSpreadable'),\n    iterator:
d(" (NativeSymbol & NativeSymbol.iterator) || SymbolPolyfill('iterator'),\n    match: d("
(NativeSymbol & NativeSymbol.match) || SymbolPolyfill('match'),\n    replace: d(" (NativeSymbol &
NativeSymbol.replace) || SymbolPolyfill('replace'),\n    search: d(" (NativeSymbol & NativeSymbol.search) ||
SymbolPolyfill('search'),\n    species: d(" (NativeSymbol & NativeSymbol.species) ||
SymbolPolyfill('species'),\n    split: d(" (NativeSymbol & NativeSymbol.split) ||
SymbolPolyfill('split'),\n    toPrimitive: d(" (NativeSymbol & NativeSymbol.toPrimitive) ||
SymbolPolyfill('toPrimitive'),\n    toStringTag: d(" (NativeSymbol & NativeSymbol.toStringTag) ||
SymbolPolyfill('toStringTag'),\n    unscopables: d(" (NativeSymbol & NativeSymbol.unscopables) ||
SymbolPolyfill('unscopables'))\n  });\n\n  // Internal tweaks for real symbol
producer\n  defineProperties(HiddenSymbol.prototype, {\n    constructor: d(SymbolPolyfill),\n    toString: d(" function
() { return this.__name__; }")\n  });\n\n  // Proper implementation of methods exposed on Symbol.prototype\n  // They

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false,\n SVGPathSegList:
false,\n SVGPointList: false,\n SVGStringList: false,\n SVGTransformList: false,\n SourceBufferList: false,\n
StyleSheetList: true, // TODO: Not spec compliant, should be false.\n TextTrackCueList: false,\n TextTrackList:
false,\n TouchList: false\n};\n\nfor (var collections = getKeys(DOMIterables), i = 0; i < collections.length; i++) {\n
var NAME = collections[i];\n var explicit = DOMIterables[NAME];\n var Collection = global[NAME];\n var
proto = Collection && Collection.prototype;\n var key;\n if (proto) {\n if (!proto[ITERATOR]) hide(proto,
ITERATOR, ArrayValues);\n if (!proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n
Iterators[NAME] = ArrayValues;\n if (explicit) for (key in $iterators) if (!proto[key]) redefine(proto, key,
$iterators[key], true);\n }\n}\n"/**\n * The base implementation of `_.unary` without support for storing
metadata.\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns
{Function}
Returns the new capped function.\n */\nfunction baseUnary(func) {\n return function(value) {\n return
func(value);\n };}\n\nmodule.exports = baseUnary;\n","use strict";\nObject.defineProperty(exports, '__esModule',
{ value: true });\nvar prefix = 'fas';\nvar iconName = 'clipboard';\nvar width = 384;\nvar height = 512;\nvar ligatures
= [];\nvar unicode = 'f328';\nvar svgPathData = 'M384 112v352c0 26.51-21.49 48-48 48H48c-26.51 0-48-21.49-48-
48V112c0-26.51 21.49-48 48-48h80c0-35.29 28.71-64 64-64s64 28.71 64 64h80c26.51 0 48 21.49 48 48zM192
40c-13.255 0-24 10.745-24 24s10.745 24 24 24-10.745 24-24-10.745-24-24-24m96 114v-20a6 6 0 0 0-6-
6H102a6 6 0 0 0-6 6v20a6 6 0 0 0 6 6h180a6 6 0 0 0 6-6z';\n\nexports.definition = {\n prefix: prefix,\n iconName:
iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n ]};\n\nexports.faClipboard
= exports.definition;\n\nexports.prefix = prefix;\n\nexports.iconName = iconName;\n\nexports.width =
width;\n\nexports.height
= height;\n\nexports.ligatures = ligatures;\n\nexports.unicode = unicode;\n\nexports.svgPathData = svgPathData;","var
getAllKeys = require('./_getAllKeys');\n\n/** Used to compose bitmasks for value comparisons. */\nvar
COMPARE_PARTIAL_FLAG = 1;\n\n/** Used for built-in method references. */\nvar objectProto =
Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqualDeep` for objects with support for\n *
partial deep comparisons.\n * @private\n * @param {Object} object The object to compare.\n * @param
{Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual`
for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param
{Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks
traversed `object` and `other` objects.\n * @returns
{boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalObjects(object, other,
bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n objProps
= getAllKeys(object),\n objLength = objProps.length,\n othProps = getAllKeys(other),\n othLength =
othProps.length;\n\n if (objLength !== othLength && !isPartial) {\n return false;\n }\n var index = objLength;\n
while (index--) {\n var key = objProps[index];\n if (!(isPartial ? key in other : hasOwnProperty.call(other, key)))
{\n return false;\n }\n }\n // Assume cyclic values are equal.\n var stacked = stack.get(object);\n if (stacked
&& stack.get(other)) {\n return stacked === other;\n }\n var result = true;\n stack.set(object, other);\n
stack.set(other, object);\n\n var skipCtor = isPartial;\n while (++index < objLength) {\n key = objProps[index];\n
var objValue = object[key],\n othValue = other[key];\n\n if (customizer) {\n var compared = isPartial\n ?
customizer(othValue, objValue, key, other, object,
stack)\n : customizer(objValue, othValue, key, object, other, stack);\n }\n // Recursively compare objects
(susceptible to call stack limits).\n if (!(compared === undefined\n ? (objValue === othValue ||
equalFunc(objValue, othValue, bitmask, customizer, stack))\n : compared\n )) {\n result = false;\n
break;\n }\n skipCtor || (skipCtor = key === 'constructor');\n }\n if (result && !skipCtor) {\n var objCtor =
object.constructor,\n othCtor = other.constructor;\n\n // Non `Object` object instances with different
constructors are not equal.\n if (objCtor !== othCtor &&\n ('constructor' in object && 'constructor' in other)
&&\n !(typeof objCtor === 'function' && objCtor instanceof objCtor &&\n typeof othCtor === 'function'

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&& othCtor instanceof othCtor)) {\n    result = false;\n
  }\n } \n stack['delete'](object);\n stack['delete'](other);\n return result;\n}\n\nmodule.exports =
equalObjects;\n", "/* Used as references for various `Number` constants. *\nvar MAX_SAFE_INTEGER =
9007199254740991;\n\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is
loosely based on\n * [`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-to-length).\n *\n * @static\n *
@memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns
{boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // =>
true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n *
_.isLength('3');\n * // => false\n *\n * \nfunction isLength(value) {\n return typeof value === 'number' && \n
value > -1
&& value % 1 === 0 && value <= MAX_SAFE_INTEGER;\n}\n\nmodule.exports = isLength;\n", "/*!\n *
clipboard.js v2.0.4\n * https://zenorocha.github.io/clipboard.js\n
*\n * Licensed MIT © Zeno Rocha\n *\n(function webpackUniversalModuleDefinition(root, factory)
{\n\tif(typeof exports === 'object' && typeof module === 'object')\n\t\tmodule.exports = factory();\n\telse if(typeof
define === 'function' && define.amd)\n\t\tdefine([], factory);\n\telse if(typeof exports ===
'object')\n\t\texports["ClipboardJS"] = factory();\n\telse\n\t\troot["ClipboardJS"] = factory();\n})(this, function()
{\nreturn /***/ (function(modules) { // webpackBootstrap\n/******/ \t// The module cache\n/******/ \tvar
installedModules = {};\n/******/ \n/******/ \t// The require function\n/******/ \tfunction
__webpack_require__(moduleId) {\n/******/ \n/******/ \t// Check if module is in cache\n/******/ \n/******/
\t\tif(installedModules[moduleId]) {\n/******/ \t\t\treturn installedModules[moduleId].exports;\n/******/ \n/******/
\t\t}\n/******/ \t// Create a new module (and put it into the cache)\n/******/ \t\tvar module =
installedModules[moduleId] = {\n/******/ \n/******/ \t\t\tmoduleId,\n/******/ \t\t\tloaded: false,\n/******/ \t\t\texports: {};\n/******/ \n/******/ \t\t}\n/******/ \n/******/ \t\tExecute the module function\n/******/ \t\t\tmodules[moduleId].call(module.exports, module, module.exports,
__webpack_require__); \n/******/ \n/******/ \t\t// Flag the module as loaded\n/******/ \t\t\tmodule.loaded =
true;\n/******/ \n/******/ \t\t// Return the exports of the module\n/******/ \t\t\treturn module.exports;\n/******/
\t}\n/******/ \n/******/ \t// expose the modules object (__webpack_modules__)\n/******/ \n/******/ \t\t__webpack_require__.m = modules;\n/******/ \n/******/ \t\t// expose the module cache\n/******/ \n/******/ \t\t__webpack_require__.c = installedModules;\n/******/ \n/******/ \t\t// define getter function for harmony
exports\n/******/ \n/******/ \t\t__webpack_require__.d = function(exports, name, getter) {\n/******/ \n/******/
\t\t\tif(!__webpack_require__.o(exports, name)) {\n/******/ \t\t\t\tObject.defineProperty(exports, name, { enumerable:
true, get: getter });\n/******/ \n/******/ \t\t\t}\n/******/ \n/******/ \t\t\t}\n/******/ \n/******/ \t\t\t// define __esModule on exports\n/******/ \n/******/ \t\t\t__webpack_require__.r = function(exports) {\n/******/ \n/******/
\t\t\t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n/******/ \t\t\t\t\tObject.defineProperty(exports,
Symbol.toStringTag, { value: 'Module' });\n/******/ \n/******/ \t\t\t\t}\n/******/ \n/******/ \t\t\t\tObject.defineProperty(exports,
'__esModule', { value: true });\n/******/ \n/******/ \t\t\t\t}\n/******/ \n/******/ \t\t\t\t// create a fake namespace object\n/******/ \n/******/ \t\t\t\tmode & 1: value is a module id, require it\n/******/ \n/******/ \t\t\t\tmode & 2: merge all properties of value into the
ns\n/******/ \n/******/ \t\t\t\tmode & 4: return value when already ns object\n/******/ \n/******/ \t\t\t\tmode & 8|1: behave like
require\n/******/ \n/******/ \t\t\t\t__webpack_require__.t = function(value, mode) {\n/******/ \n/******/
\t\t\t\t\tif(mode & 1) value =
__webpack_require__(value);\n/******/ \n/******/ \t\t\t\t\tif(mode & 8) return value;\n/******/ \n/******/
\t\t\t\t\tif((mode & 4) && typeof value
=== 'object' && value && value.__esModule) return value;\n/******/ \n/******/
\t\t\t\t\tvar ns = Object.create(null);\n/******/ \n/******/ \t\t\t\t\t__webpack_require__.r(ns);\n/******/
\t\t\t\t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n/******/ \n/******/
\t\t\t\t\tif(mode & 2 && typeof
value !== 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) { return value[key];
}).bind(null, key);\n/******/ \n/******/ \t\t\t\t\treturn ns;\n/******/ \n/******/ \t\t\t\t\t}\n/******/ \n/******/
\t\t\t\t\t// getDefaultExport function for compatibility with non-harmony modules\n/******/ \n/******/
\t\t\t\t\t__webpack_require__.n = function(module) {\n/******/ \n/******/
\t\t\t\t\t\tvar getter = module && module.__esModule ?\n/******/ \n/******/
\t\t\t\t\t\t\tfunction getDefault() { return module['default']; }\n/******/ \n/******/
\t\t\t\t\t\t\t: \n/******/ \n/******/
\t\t\t\t\t\t\tfunction getModuleExports() { return module; }; \n/******/ \n/******/
\t\t\t\t\t\t\t__webpack_require__.d(getter, 'a',
getter);\n/******/ \n/******/
\t\t\t\t\t\t\treturn getter;\n/******/ \n/******/
\t\t\t\t\t\t\t}\n/******/ \n/******/ \t\t\t\t\t}\n/******/ \n/******/ \t\t\t\t\t//\n

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e.currentTarget;\n\n      if (this.clipboardAction) {\n          this.clipboardAction = null;\n      }\n      this.clipboardAction = new _clipboardAction2.default({\n          action: this.action(trigger),\n          target: this.target(trigger),\n          text: this.text(trigger),\n          container: this.container,\n          trigger: trigger,\n          emitter: this\n      });\n      /**\n       * Default `action` lookup function.\n       *\n       * @param {Element} trigger\n       *   */\n      defaultAction(trigger) {\n          return getAttributeValue('action', trigger);\n      }\n      /**\n       * Default `target` lookup function.\n       *\n       * @param {Element} trigger\n       *   */\n      value: function defaultTarget(trigger) {\n          var selector = getAttributeValue('target', trigger);\n          if (selector) {\n              return document.querySelector(selector);\n          }\n          /**\n           * Returns the support of the given action, or all actions if no action is\n           * given.\n           *\n           * @param {String} [action]\n           *   */\n          }, {\n              key: 'defaultText',\n          }\n          /**\n           * Default `text` lookup function.\n           *\n           * @param {Element} trigger\n           *   */\n          value: function defaultText(trigger) {\n              return getAttributeValue('text', trigger);\n          }\n          /**\n           * Destroy lifecycle.\n           *\n           * @param {String} key: 'destroy',\n           *   */\n          value: function destroy() {\n              this.listener.destroy();\n              if (this.clipboardAction) {\n                  this.clipboardAction.destroy();\n                  this.clipboardAction = null;\n              }\n          }, [{\n              key: 'isSupported',\n          }\n          value: function isSupported() {\n              var action = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : ['copy', 'cut'];\n              var actions = typeof action === 'string' ? [action] : action;\n              var support = !!document.queryCommandSupported;\n              actions.forEach(function (action) {\n                  support = support && !!document.queryCommandSupported(action);\n              });\n              return support;\n          }\n          }\n      });\n      return Clipboard;)(_tinyEmitter2.default);\n      /**\n       * Helper function to retrieve attribute value.\n       *\n       * @param {String} suffix\n       * @param {Element} element\n       *   */\n      function getAttributeValue(suffix, element) {\n          var attribute = 'data-clipboard-' + suffix;\n          if (!element.hasAttribute(attribute)) {\n              return;\n          }\n          return element.getAttribute(attribute);\n      }\n      module.exports = Clipboard;\n      /**\n       * 1 */\n      (function(module, exports, __webpack_require__) {\n          \"use strict\";\n          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          var _createClass = function () {\n              function defineProperties(target, props) {\n                  for (var i = 0; i < props.length; i++) {\n                      var descriptor = props[i];\n                      descriptor.enumerable = descriptor.enumerable || false;\n                      descriptor.configurable = true;\n                      if (\"value\" in descriptor) descriptor.writable = true;\n                      Object.defineProperty(target, descriptor.key, descriptor);\n                  }\n              }\n              return function (Constructor, protoProps, staticProps) {\n                  if (protoProps) defineProperties(Constructor.prototype, protoProps);\n                  if (staticProps) defineProperties(Constructor, staticProps);\n                  return Constructor;\n              }; }();\n          var _select = __webpack_require__(2);\n          var _select2 = _interopRequireDefault(_select);\n          function _interopRequireDefault(obj) {\n              return obj && obj.__esModule ? obj : { default: obj }; }\n          function _classCallCheck(instance, Constructor) {\n              if (!(instance instanceof Constructor)) {\n                  throw new TypeError(\"Cannot call a class as a function\");\n              }\n          }\n          /**\n           * Inner class which performs selection from either `text` or `target` * properties and then executes copy or cut operations.\n           *\n           * @param {Object} options\n           *   */\n          function ClipboardAction(options) {\n              _classCallCheck(this, ClipboardAction);\n              this.resolveOptions(options);\n              this.initSelection();\n          }\n          /**\n           * Defines base properties passed from constructor.\n           *\n           * @param {Object} options\n           *   */\n          _createClass(ClipboardAction, [{\n              key: 'resolveOptions',\n          }\n          value: function resolveOptions() {\n              var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n              this.action = options.action;\n              this.container = options.container;\n              this.emitter = options.emitter;\n              this.target = options.target;\n              this.text = options.text;\n              this.trigger = options.trigger;\n              this.selectedText = \"\";\n          }\n          }\n          Decides which selection strategy is going

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to be applied based\n      * on the existence of `text` and `target` properties.\n      */\n    }, {\n      key:\n        'initSelection',\n      value: function initSelection() {\n        if (this.text) {\n          this.selectFake();\n        }\n        else if (this.target) {\n          this.selectTarget();\n        }\n      }\n    },\n    /**\n     * Creates a fake textarea\n     * element, sets its value from `text` property,\n     * and makes a selection on it.\n     */\n    }, {\n      key:\n        'selectFake',\n      value: function selectFake() {\n        var _this = this;\n        var isRTL =\n          document.documentElement.getAttribute('dir') === 'rtl';\n        this.removeFake();\n        this.fakeHandlerCallback = function () {\n          return _this.removeFake();\n        }; \n        this.fakeHandler =\n          = this.container.addEventListener('click', this.fakeHandlerCallback) || true;\n        this.fakeElem =\n          document.createElement('textarea');\n        // Prevent zooming on iOS\n        this.fakeElem.style.fontSize = '12pt';\n        // Reset box model\n        this.fakeElem.style.border = '0';\n        this.fakeElem.style.padding = '0';\n        this.fakeElem.style.margin =\n        '0';\n        // Move element out of screen horizontally\n        this.fakeElem.style.position = 'absolute';\n        this.fakeElem.style[isRTL ? 'right' : 'left'] = '-9999px';\n        // Move element to the same position vertically\n        var yPosition = window.pageYOffset || document.documentElement.scrollTop;\n        this.fakeElem.style.top =\n        yPosition + 'px';\n        this.fakeElem.setAttribute('readonly', '');\n        this.fakeElem.value = this.text;\n        this.container.appendChild(this.fakeElem);\n        this.selectedText = (0, _select2.default)(this.fakeElem);\n        this.copyText();\n      }\n    },\n    /**\n     * Only removes the fake\n     * element after another click event, that way\n     * a user can hit `Ctrl+C` to copy because selection still exists.\n     */\n    }, {\n      key: 'removeFake',\n      value: function removeFake() {\n        if (this.fakeHandler) {\n          this.container.removeEventListener('click', this.fakeHandlerCallback);\n          this.fakeHandler = null;\n          this.fakeHandlerCallback = null;\n        }\n        if (this.fakeElem) {\n          this.container.removeChild(this.fakeElem);\n          this.fakeElem = null;\n        }\n      }\n    },\n    /**\n     * Selects the content from element passed on `target` property.\n     */\n    }, {\n      key: 'selectTarget',\n      value: function selectTarget() {\n        this.selectedText = (0, _select2.default)(this.target);\n        this.copyText();\n      }\n    },\n    /**\n     * Executes the copy operation based on the current selection.\n     */\n    }, {\n      key: 'copyText',\n      value: function copyText() {\n        var succeeded = void 0;\n        try {\n          succeeded = document.execCommand(this.action);\n        } catch (err) {\n          succeeded =\n          false;\n        }\n        this.handleResult(succeeded);\n      }\n    },\n    /**\n     * Fires an event based on the\n     * copy operation result.\n     * @param {Boolean} succeeded\n     */\n    }, {\n      key: 'handleResult',\n      value: function handleResult(succeeded) {\n        this.emitter.emit(succeeded ? 'success' : 'error', {\n          action: this.action,\n          text: this.selectedText,\n          trigger: this.trigger,\n          clearSelection:\n            this.clearSelection.bind(this)\n        });\n      }\n    },\n    /**\n     * Moves focus away from `target` and back to\n     * the trigger, removes current selection.\n     */\n    }, {\n      key: 'clearSelection',\n      value: function clearSelection() {\n        if (this.trigger) {\n          this.trigger.focus();\n        }\n        window.getSelection().removeAllRanges();\n      }\n    },\n    /**\n     * Sets the `action` to be performed which\n     * can be either 'copy' or 'cut'.\n     * @param {String} action\n     */\n    }, {\n      key: 'destroy',\n      value: function destroy() {\n        this.removeFake();\n      }\n    },\n    /**\n     * Destroy lifecycle.\n     */\n    },\n    {\n      key: 'action',\n      set: function set() {\n        var action = arguments.length > 0 && arguments[0] !==\n        undefined ? arguments[0] : 'copy';\n        this._action = action;\n        if (this._action !== 'copy' &&\n          this._action !== 'cut') {\n          throw new Error('Invalid \"action\" value, use either \"copy\" or \"cut\"');\n        }\n      }\n    },\n    /**\n     * Gets the `action` property.\n     * @return {String}\n     */\n    },\n    {\n      key: '_action',\n      get: function get() {\n        return this._action;\n      }\n    },\n    /**\n     * Sets the `target`\n     * property using an element\n     * that will be have its content copied.\n     * @param {Element} target\n     */\n    }, {\n      key: 'target',\n      set: function set(target) {\n        if (target !== undefined) {\n          if\n            (target && (typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1)\n            {\n              if (this.action === 'copy' && target.hasAttribute('disabled')) {\n                throw new\n                Error('Invalid \"target\" attribute. Please use \"readonly\" instead of \"disabled\" attribute');\n              }\n              if\n                (this.action === 'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled')))\n            }\n          }\n        }\n      }\n    }\n  },\n  /**\n   * Destroy lifecycle.\n   */\n  {\n    key: 'destroy',\n    value: function destroy() {\n      this.removeFake();\n    }\n  },\n  /**\n   * Destroy lifecycle.\n   */\n  {\n    key: 'action',\n    set: function set() {\n      var action = arguments.length > 0 && arguments[0] !==\n      undefined ? arguments[0] : 'copy';\n      this._action = action;\n      if (this._action !== 'copy' &&\n        this._action !== 'cut') {\n        throw new Error('Invalid \"action\" value, use either \"copy\" or \"cut\"');\n      }\n    }\n  },\n  /**\n   * Gets the `action` property.\n   * @return {String}\n   */\n  {\n    key: '_action',\n    get: function get() {\n      return this._action;\n    }\n  },\n  /**\n   * Sets the `target`\n   * property using an element\n   * that will be have its content copied.\n   * @param {Element} target\n   */\n  {\n    key: 'target',\n    set: function set(target) {\n      if (target !== undefined) {\n        if\n          (target && (typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1)\n          {\n            if (this.action === 'copy' && target.hasAttribute('disabled')) {\n              throw new\n              Error('Invalid \"target\" attribute. Please use \"readonly\" instead of \"disabled\" attribute');\n            }\n            if\n              (this.action === 'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled')))\n          }\n        }\n      }\n    }\n  }\n},\n/**\n * Destroy lifecycle.\n */\n{\n  key: 'destroy',\n  value: function destroy() {\n    this.removeFake();\n  }\n},\n/**\n * Destroy lifecycle.\n */\n{\n  key: 'action',\n  set: function set() {\n    var action = arguments.length > 0 && arguments[0] !==\n    undefined ? arguments[0] : 'copy';\n    this._action = action;\n    if (this._action !== 'copy' &&\n      this._action !== 'cut') {\n      throw new Error('Invalid \"action\" value, use either \"copy\" or \"cut\"');\n    }\n  }\n},\n/**\n * Gets the `action` property.\n * @return {String}\n */\n{\n  key: '_action',\n  get: function get() {\n    return this._action;\n  }\n},\n/**\n * Sets the `target`\n * property using an element\n * that will be have its content copied.\n * @param {Element} target\n */\n{\n  key: 'target',\n  set: function set(target) {\n    if (target !== undefined) {\n      if\n        (target && (typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1)\n        {\n          if (this.action === 'copy' && target.hasAttribute('disabled')) {\n            throw new\n            Error('Invalid \"target\" attribute. Please use \"readonly\" instead of \"disabled\" attribute');\n          }\n          if\n            (this.action === 'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled')))\n        }\n      }\n    }\n  }\n}\n},\n/**\n * Destroy lifecycle.\n */\n{\n  key: 'destroy',\n  value: function destroy() {\n    this.removeFake();\n  }\n},\n/**\n * Destroy lifecycle.\n */\n{\n  key: 'action',\n  set: function set() {\n    var action = arguments.length > 0 && arguments[0] !==\n    undefined ? arguments[0] : 'copy';\n    this._action = action;\n    if (this._action !== 'copy' &&\n      this._action !== 'cut') {\n      throw new Error('Invalid \"action\" value, use either \"copy\" or \"cut\"');\n    }\n  }\n},\n/**\n * Gets the `action` property.\n * @return {String}\n */\n{\n  key: '_action',\n  get: function get() {\n    return this._action;\n  }\n},\n/**\n * Sets the `target`\n * property using an element\n * that will be have its content copied.\n * @param {Element} target\n */\n{\n  key: 'target',\n  set: function set(target) {\n    if (target !== undefined) {\n      if\n        (target && (typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1)\n        {\n          if (this.action === 'copy' && target.hasAttribute('disabled')) {\n            throw new\n            Error('Invalid \"target\" attribute. Please use \"readonly\" instead of \"disabled\" attribute');\n          }\n          if\n            (this.action === 'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled')))\n        }\n      }\n    }\n  }\n}\n}

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to compare.\n * @param {boolean} bitmask The bitmask flags.\n * 1 - Unordered comparison\n * 2 - Partial
comparison\n * @param {Function} [customizer] The function to customize comparisons.\n * @param {Object}
[stack] Tracks traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are
equivalent, else `false`.\n */\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n if (value === other)
{\n return true;\n }\n if (value == null || other == null || (!isObjectLike(value) && !isObjectLike(other))) {\n
return value !== value && other !== other;\n }\n return baseIsEqualDeep(value, other, bitmask, customizer,
baseIsEqual, stack);\n}\n\nmodule.exports = baseIsEqual;\n", "/*!\n * Font Awesome Free 5.5.0 by @fontawesome -
https://fontawesome.com\n * License - https://fontawesome.com/license/free (Icons: CC BY 4.0, Fonts: SIL OFL
1.1, Code: MIT License)\n */\n\nvar noop = function noop() {};\n\nvar _WINDOW = {};\n\nvar _DOCUMENT =
{};\n\nvar
_MUTATION_OBSERVER$1 = null;\n\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\n\ntry {\n if
(typeof window !== 'undefined') _WINDOW = window;\n if (typeof document !== 'undefined') _DOCUMENT =
document;\n if (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n
if (typeof performance !== 'undefined') _PERFORMANCE = performance;\n } catch (e) {};\n\n\nvar _ref =
_WINDOW.navigator || {};\n\nvar _ref$userAgent = _ref.userAgent;\n\nvar userAgent = _ref$userAgent === undefined
? " : _ref$userAgent;\n\n\nvar WINDOW = _WINDOW;\n\nvar DOCUMENT = _DOCUMENT;\n\n\nvar
MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\n\nvar PERFORMANCE = _PERFORMANCE;\n\n\nvar
IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof
DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\n\n\nvar IS_IE
= ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\n\nvar NAMESPACE_IDENTIFIER =
'__FONT_AWESOME__';\n\n\nvar UNITS_IN_GRID = 16;\n\n\nvar DEFAULT_FAMILY_PREFIX
= 'fa';\n\n\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\n\n\nvar DATA_FA_I2SVG = 'data-fa-
i2svg';\n\n\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\n\n\nvar DATA_PREFIX = 'data-
prefix';\n\n\nvar DATA_ICON = 'data-icon';\n\n\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\n\n\nvar
TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS = ['HTML', 'HEAD', 'STYLE', 'SCRIPT'];\n\n\nvar
PRODUCTION = function () {\n try {\n return process.env.NODE_ENV === 'production';\n } catch (e) {\n
return false;\n }\n }();\n\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\n\n\nvar oneToTwenty = oneToTen.concat([11,
12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix',
'data-icon', 'data-fa-transform', 'data-fa-mask'];\n\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border',
'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack',
'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text',
'layers-counter'].concat(oneToTen.map(function (n) {\n return n + 'x';\n})).concat(oneToTwenty.map(function (n)
{\n return 'w-' + n;\n}));\n\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof
Constructor)) {\n throw new TypeError("Cannot call a class as a function");\n }\n };\n\n\nvar createClass =
function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var
descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable =
true;\n if ("value" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key,
descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps)
defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor,
staticProps);\n return Constructor;\n };;\n }();\n\n\n\nvar _extends = Object.assign
\n\n\n|| 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\n\nvar slicedToArray = function () {\n function sliceIterator(arr, i) {\n var _arr =
[];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n for (var _i = arr[Symbol.iterator](),
_s; !( _n = (_s = _i.next()).done); _n = true) {\n _arr.push(_s.value);\n\n if (i && _arr.length === i) break;\n
}\n } catch (err) {\n _d = true;\n _e = err;\n } finally {\n try {\n if (!_n && !_i["return"])
_i["return"]();\n } finally {\n if (_d) throw _e;\n }\n }\n\n return _arr;\n }\n }\n\n return function (arr, i)
{\n if (Array.isArray(arr)) {\n return arr;\n } else if (Symbol.iterator in Object(arr)) {\n

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    return sliceIterator(arr, i);
  } else {
    throw new TypeError("Invalid attempt to destructure non-iterable instance");
  }
};

var toConsumableArray = function (arr) {
  if (Array.isArray(arr)) {
    for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];
    return arr2;
  } else {
    return Array.from(arr);
  }
};

var initial = WINDOW.FontAwesomeConfig || {};

function getAttrConfig(attr) {
  var element = DOCUMENT.querySelector('script[' + attr + ']');
  if (element) {
    return element.getAttribute(attr);
  }
}

function coerce(val) {
  // Getting an empty string will occur if the attribute is set on the HTML tag but without a value
  // We'll assume that this is an indication that it should be toggled to true
  // For example <script data-search-pseudo-elements src=""...></script>
  if (val === "") return true;
  if (val === 'false') return false;
  if (val === 'true') return true;
  return val;
}

(function (DOCUMENT) {
  var attrs = [
    'data-family-prefix',
    'familyPrefix',
    'data-replacement-class',
    'replacementClass',
    'data-auto-replace-svg',
    'autoReplaceSvg',
    'data-auto-add-css',
    'autoAddCss',
    'data-auto-a11y',
    'autoA11y',
    'data-search-pseudo-elements',
    'searchPseudoElements',
    'data-observe-mutations',
    'observeMutations',
    'data-keep-original-source',
    'keepOriginalSource',
    'data-measure-performance',
    'measurePerformance',
    'data-show-missing-icons',
    'showMissingIcons'];

  attrs.forEach(function (_ref) {
    var _ref2 = slicedToArray(_ref, 2),
        attr = _ref2[0],
        key = _ref2[1];

    var val = coerce(getAttrConfig(attr));
    if (val !== undefined && val !== null) {
      initial[key] = val;
    }
  });

  var _default = _extends({
    familyPrefix: DEFAULT_FAMILY_PREFIX,
    replacementClass: DEFAULT_REPLACEMENT_CLASS,
    autoReplaceSvg: true,
    autoAddCss: true,
    autoA11y: true,
    searchPseudoElements: false,
    observeMutations: true,
    keepOriginalSource: true,
    measurePerformance: false,
    showMissingIcons: true
  }, initial);

  (!_default.autoReplaceSvg) ? _default.observeMutations = false;

  var config = _extends({}, _default);
  WINDOW.FontAwesomeConfig = config;

  var w = WINDOW || {};
  (!w[NAMESPACE_IDENTIFIER]) ? w[NAMESPACE_IDENTIFIER] = {};
  (!w[NAMESPACE_IDENTIFIER].styles) ? w[NAMESPACE_IDENTIFIER].styles = {};
  (!w[NAMESPACE_IDENTIFIER].hooks) ? w[NAMESPACE_IDENTIFIER].hooks = {};
  (!w[NAMESPACE_IDENTIFIER].shims) ? w[NAMESPACE_IDENTIFIER].shims = [];

  var namespace = w[NAMESPACE_IDENTIFIER];
  var functions = [];
  var listener = function listener() {
    DOCUMENT.removeEventListener('DOMContentLoaded', listener);
    loaded = 1;
    functions.map(function (fn) {
      return fn();
    });
  };

  var loaded = false;
  (!IS_DOM) ? loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);

  if (!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);

  var domready = function (fn) {
    if (!IS_DOM) return;
    loaded ? setTimeout(fn, 0) : functions.push(fn);
  };

  var d = UNITS_IN_GRID;
  var meaninglessTransform = {
    size: 16,
    x: 0,
    y: 0,
    rotate: 0,
    flipX: false,
    flipY: false
  };

  function isReserved(name) {
    return ~RESERVED_CLASSES.indexOf(name);
  }

  function insertCss(css) {
    if (!css || !IS_DOM) return;
    var style = DOCUMENT.createElement('style');
    style.setAttribute('type', 'text/css');
    style.innerHTML = css;
    var headChildren = DOCUMENT.head.childNodes;
    var beforeChild = null;
    for (var i = headChildren.length - 1; i > -1; i--) {
      var child = headChildren[i];
      var tagName = (child.tagName || "").toUpperCase();
      if (['STYLE', 'LINK'].indexOf(tagName) > -1) {
        beforeChild = child;
      }
    }
    DOCUMENT.head.insertBefore(style, beforeChild);
    return css;
  }

  var idPool = '0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ';
  function nextUniqueId() {
    var size = 12;
    var id = "";
    while (size-- > 0) {
      id += idPool[Math.random() * 62 | 0];
    }
    return id;
  }

  function toArray(obj) {
    var array = [];
    for (var i = (obj || []).length >>> 0; i--;) {
      array[i] = obj[i];
    }
    return array;
  }

  function classArray(node) {
    if (node.classList) {
      return toArray(node.classList);
    } else {
      return (node.getAttribute('class') || "").split(' ').filter(function (i) {
        return i;
      });
    }
  }

  function getIconName(familyPrefix, cls) {
    var parts = cls.split('-');
    var prefix = parts[0];
    var iconName = parts.slice(1).join('-');
    if (prefix === familyPrefix && iconName !== "" && !isReserved(iconName)) {
      return iconName;
    } else {
      return null;
    }
  }

  function htmlEscape(str) {

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return (" + str).replace(/&/g, '&amp;').replace(/"/g, '&quot;').replace(/'/g,
'&#39;').replace(/</g, '&lt;').replace(/>/g, '&gt;');\n\nfunction joinAttributes(attributes) {\n return
Object.keys(attributes || {}).reduce(function (acc, attributeName) {\n return acc + (attributeName + '=' +
htmlEscape(attributes[attributeName]) + '" '); \n }, "").trim();\n\n}\n\nfunction joinStyles(styles) {\n return
Object.keys(styles || {}).reduce(function (acc, styleName) {\n return acc + (styleName + ':' + styles[styleName] +
');\n }, "");\n\n}\n\nfunction transformIsMeaningful(transform) {\n return transform.size !==
meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y ||
transform.rotate !== meaninglessTransform.rotate || transform.flipX || transform.flipY;\n\n}\n\nfunction
transformForSvg(_ref) {\n var transform = _ref.transform,\n containerWidth = _ref.containerWidth,\n
iconWidth = _ref.iconWidth;\n\n var outer = {\n transform: 'translate(' + containerWidth / 2 + ' 256)'\n }; \n var
innerTranslate
= 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ')'; \n var innerScale = 'scale(' + transform.size / 16 *
(transform.flipX ? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ')'; \n var innerRotate = 'rotate(' +
transform.rotate + ' 0 0)'; \n var inner = {\n transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n }; \n
var path = {\n transform: 'translate(' + iconWidth / 2 * -1 + ' -256)'\n }; \n return {\n outer: outer,\n inner:
inner,\n path: path\n }; \n\n}\n\nfunction transformForCss(_ref2) {\n var transform = _ref2.transform,\n
_ref2$width = _ref2.width,\n width = _ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n
_ref2$height = _ref2.height,\n height = _ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n
_ref2$startCentered = _ref2.startCentered,\n startCentered = _ref2$startCentered === undefined ? false :
_ref2$startCentered;\n\n var val = "";\n\n if (startCentered
&& IS_IE) {\n val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em)'; \n
} else if (startCentered) {\n val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d
+ 'em))'; \n } else {\n val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em)'; \n } \n\n val += 'scale('
+ transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) + ')'; \n val +=
'rotate(' + transform.rotate + 'deg)'; \n\n return val;\n\n}\n\nvar ALL_SPACE = {\n x: 0,\n y: 0,\n width: '100%',\n
height: '100%'\n}; \n\nvar makeIconMasking = function (_ref) {\n var children = _ref.children,\n attributes =
_ref.attributes,\n main = _ref.main,\n mask = _ref.mask,\n transform = _ref.transform;\n var mainWidth =
main.width,\n mainPath = main.icon;\n var maskWidth = mask.width,\n maskPath = mask.icon;\n\n var
trans = transformForSvg({
transform: transform, containerWidth: maskWidth, iconWidth: mainWidth }); \n\n var maskRect = {\n tag:
'rect',\n attributes: _extends({}, ALL_SPACE, {\n fill: 'white'\n })\n }; \n\n var maskInnerGroup = {\n tag:
'g',\n attributes: _extends({}, trans.inner),\n children: [{ tag: 'path', attributes: _extends({}, mainPath.attributes,
trans.path, { fill: 'black' }) }]\n }; \n\n var maskOuterGroup = {\n tag: 'g',\n attributes: _extends({}, trans.outer),\n
children: [maskInnerGroup]\n }; \n\n var maskId = 'mask-' + nextUniqueId(); \n\n var clipId = 'clip-' +
nextUniqueId(); \n\n var maskTag = {\n tag: 'mask',\n attributes: _extends({}, ALL_SPACE, {\n id: maskId,\n
maskUnits: 'userSpaceOnUse',\n maskContentUnits: 'userSpaceOnUse'\n }),\n children: [maskRect,
maskOuterGroup]\n }; \n\n var defs = {\n tag: 'defs',\n children: [{ tag: 'clipPath', attributes: { id: clipId },
children: [maskPath] }, maskTag]\n }; \n\n children.push(defs, { tag:
'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')' },
ALL_SPACE) }); \n\n return {\n children: children,\n attributes: attributes\n }; \n\n}\n\nvar makeIconStandard =
function (_ref) {\n var children = _ref.children,\n attributes = _ref.attributes,\n main = _ref.main,\n
transform = _ref.transform,\n styles = _ref.styles;\n\n var styleString = joinStyles(styles);\n\n if
(styleString.length > 0) {\n attributes['style'] = styleString;\n } \n\n if (transformIsMeaningful(transform)) {\n
var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width }); \n\n
children.push({\n tag: 'g',\n attributes: _extends({}, trans.outer),\n children: [{\n tag: 'g',\n
attributes: _extends({}, trans.inner),\n children: [{\n tag: main.icon.tag,\n children:
main.icon.children,\n attributes: _extends({

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main.icon.attributes, trans.path)\n    }\n  }\n  });\n } else {\n  children.push(main.icon);\n }\n\n return {\n  children: children,\n  attributes: attributes\n };}\n\nvar asIcon = function (_ref) {\n  var children =\n  _ref.children,\n  main = _ref.main,\n  mask = _ref.mask,\n  attributes = _ref.attributes,\n  styles =\n  _ref.styles,\n  transform = _ref.transform;\n\n if (transformIsMeaningful(transform) && main.found &&\n !mask.found) {\n  var width = main.width,\n  height = main.height;\n  var offset = {\n    x: width / height /\n 2,\n    y: 0.5\n  };\n  attributes['style'] = joinStyles(_extends({}, styles, {\n    'transform-origin': offset.x +\ntransform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em'\n }));\n }\n\n return [{\n  tag: 'svg',\n  attributes:\n  attributes,\n  children: children\n }];}\n\nvar asSymbol = function (_ref) {\n  var prefix = _ref.prefix,\n  iconName = _ref.iconName,\n  children\n  = _ref.children,\n  attributes = _ref.attributes,\n  symbol = _ref.symbol;\n\n var id = symbol === true ? prefix\n+ '-' + config.familyPrefix + '-' + iconName : symbol;\n\n return [{\n  tag: 'svg',\n  attributes: {\n    style:\n    'display: none;\n  },\n  children: [{\n    tag: 'symbol',\n    attributes: _extends({}, attributes, { id: id }),\n    children: children\n  }]\n }];}\n\nfunction makeInlineSvgAbstract(params) {\n  var _params$icons =\n  params.icons,\n  main = _params$icons.main,\n  mask = _params$icons.mask,\n  prefix = params.prefix,\n  iconName = params.iconName,\n  transform = params.transform,\n  symbol = params.symbol,\n  title =\n  params.title,\n  extra = params.extra,\n  _params$watchable = params.watchable,\n  watchable =\n  _params$watchable === undefined ? false : _params$watchable;\n\n var _ref = mask.found ? mask : main,\n  width = _ref.width,\n  height = _ref.height;\n\n var widthClass =\n  'fa-w-' + Math.ceil(width / height * 16);\n  var attrClass = [config.replacementClass, iconName ?\nconfig.familyPrefix + '-' + iconName : '', widthClass].filter(function (c) {\n  return extra.classes.indexOf(c) === -\n1;\n }).concat(extra.classes).join(' ');\n\n var content = {\n  children: [],\n  attributes: _extends({},\nextra.attributes, {\n  'data-prefix': prefix,\n  'data-icon': iconName,\n  'class': attrClass,\n  'role': 'img',\n  'xmlns': 'http://www.w3.org/2000/svg',\n  'viewBox': '0 0 ' + width + ' ' + height\n })\n };}\n\n if (watchable) {\n  content.attributes[DATA_FA_I2SVG] = ";\n }\n\n if (title) content.children.push({ tag: 'title', attributes: { id:\ncontent.attributes['aria-labelledby'] || 'title-' + nextUniqueId() }, children: [title] });\n\n var args = _extends({},\ncontent, {\n  prefix: prefix,\n  iconName: iconName,\n  main: main,\n  mask: mask,\n  transform: transform,\n  symbol: symbol,\n  styles: extra.styles\n });}\n\n var _ref2 = mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args);\n  children =\n  _ref2.children,\n  attributes = _ref2.attributes;\n\n args.children = children;\n args.attributes = attributes;\n\n if\n(symbol) {\n  return asSymbol(args);\n } else {\n  return asIcon(args);\n }\n}\n\nfunction\nmakeLayersTextAbstract(params) {\n  var content = params.content,\n  width = params.width,\n  height =\n  params.height,\n  transform = params.transform,\n  title = params.title,\n  extra = params.extra,\n  _params$watchable2 = params.watchable,\n  watchable = _params$watchable2 === undefined ? false :\n_params$watchable2;\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n  'class':\n  extra.classes.join(' ')\n });}\n\n if (watchable) {\n  attributes[DATA_FA_I2SVG] = ";\n }\n\n var styles =\n  _extends({}, extra.styles);\n\n if (transformIsMeaningful(transform)) {\n  styles['transform']\n  = transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n  styles['-webkit-\ntransform'] = styles['transform'];\n }\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n  attributes['style'] = styleString;\n }\n\n var val = [];\n  val.push({\n  tag: 'span',\n  attributes: attributes,\n  children: [content]\n });}\n\n if (title) {\n  val.push({\n  tag: 'span',\n  attributes: { class: 'sr-only' },\n  children: [title]\n });}\n\n return val;\n}\n\nfunction makeLayersCounterAbstract(params) {\n  var content = params.content,\n  title =\n  params.title,\n  extra = params.extra;\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {},\n{\n  'class': extra.classes.join(' ')\n });}\n\n var styleString = joinStyles(extra.styles);\n\n if (styleString.length > 0)\n{\n  attributes['style'] = styleString;\n }\n\n var val = [];\n  val.push({\n  tag: 'span',\n  attributes: attributes,\n  children: [content]\n });}\n\n if (title) {\n  val.push({\n  tag: 'span',\n  attributes: { class: 'sr-only' },\n  children: [title]\n });}\n\n return val;\n}\n\nvar noop$2 = function noop() {};\n  var p = config.measurePerformance &&\nPERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark:\nnoop$2, measure: noop$2 };\n  var preamble = 'FA \\\"5.5.0\\\"';\n  var begin = function begin(name) {\n
```





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(config.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->: ');
} else if (node.parentNode) {
    var newNode = document.createElement('span');
    node.parentNode.replaceChild(newNode, node);
    newNode.outerHTML = newOuterHTML;
}
}
nest:
function nest(mutation) {
    var node = mutation[0];
    var abstract = mutation[1];
    // If we already have a
    replaced node we
    do not want to continue nesting within it.
    // Short-circuit to the standard replacement
    if
    (~classArray(node).indexOf(config.replacementClass)) {
        return mutators.replace(mutation);
    }
    var
    forSvg = new RegExp(config.familyPrefix + '-.*');
    delete abstract[0].attributes.style;
    var splitClasses =
    abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {
        if (cls === config.replacementClass ||
        cls.match(forSvg)) {
            acc.toSvg.push(cls);
        } else {
            acc.toNode.push(cls);
        }
    }, { toNode: [], toSvg: [] });
    abstract[0].attributes.class = splitClasses.toSvg.join(' ');
    var
    newInnerHTML = abstract.map(function (a) {
        return toHtml(a);
    }).join('\n');
    node.setAttribute('class',
    splitClasses.toNode.join(' ');
    node.setAttribute(DATA_FA_I2SVG, "");
    node.innerHTML =
    newInnerHTML;
}
}
function perform(mutations, callback) {
    var callbackFunction
    = typeof callback === 'function' ? callback : noop;
    if (mutations.length === 0) {
        callbackFunction();
    }
    else {
        var frame = WINDOW.requestAnimationFrame || function (op) {
            return op();
        };
        frame(function () {
            var mutator = getMutator();
            var mark = perf.begin('mutate');
            mutations.map(mutator);
            mark();
            callbackFunction();
        });
    }
    var disabled =
    false;
    function disableObservation(operation) {
        disabled = true;
        operation();
        disabled = false;
    }
    var mo = null;
    function observe(options) {
        if (!MUTATION_OBSERVER) {
            return;
        }
        if
        (!config.observeMutations) {
            return;
        }
        var treeCallback = options.treeCallback,
        nodeCallback =
        options.nodeCallback,
        pseudoElementsCallback = options.pseudoElementsCallback,
        _options$observeMutat = options.observeMutationsRoot,
        observeMutationsRoot = _options$observeMutat
        === undefined ? DOCUMENT.body : _options$observeMutat;
        mo = new MUTATION_OBSERVER(function (objects) {
            if (disabled) {
                return;
            }
            toArray(objects).forEach(function (mutationRecord) {
                if (mutationRecord.type === 'childList' &&
                mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {
                    if
                    (config.searchPseudoElements) {
                        pseudoElementsCallback(mutationRecord.target);
                    }
                    treeCallback(mutationRecord.target);
                }
                if (mutationRecord.type === 'attributes' &&
                mutationRecord.target.parentNode && config.searchPseudoElements) {
                    pseudoElementsCallback(mutationRecord.target.parentNode);
                }
                if (mutationRecord.type === 'attributes'
                && isWatched(mutationRecord.target) &&
                ~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {
                    if
                    (mutationRecord.attributeName === 'class') {
                        var _getCanonicalIcon =
                        getCanonicalIcon(classArray(mutationRecord.target)),
                        prefix = _getCanonicalIcon.prefix,
                        iconName = _getCanonicalIcon.iconName;
                        if (prefix) {
                            mutationRecord.target.setAttribute('data-prefix', prefix);
                        }
                        if (iconName) {
                            mutationRecord.target.setAttribute('data-icon', iconName);
                        }
                    }
                    else {
                        nodeCallback(mutationRecord.target);
                    }
                }
            });
            if (!IS_DOM) {
                return;
            }
            mo.observe(observeMutationsRoot, {
                childList: true,
                attributes: true,
                characterData: true,
                subtree: true
            });
        });
        function disconnect() {
            if (!mo) {
                return;
            }
            mo.disconnect();
        }
        var styleParser = function (node) {
            var style = node.getAttribute('style');
            var val = [];
            if (style) {
                val = style.split(';').reduce(function (acc,
                style) {
                    var styles = style.split(':');
                    var prop = styles[0];
                    var value = styles.slice(1);
                    if (prop &&
                    value.length > 0) {
                        acc[prop] = value.join(':').trim();
                    }
                }, {});
            }
            return val;
        };
        function
        toHex(unicode) {
            var result = "";
            for (var i = 0; i < unicode.length; i++) {
                var hex =
                unicode.charCodeAtAt(i).toString(16);
                result += ('000' + hex).slice(-4);
            }
            return result;
        }
        var
        classParser = function (node) {
            var existingPrefix = node.getAttribute('data-prefix');
            var existingIconName =
            node.getAttribute('data-icon');
            var innerText = node.innerText !== undefined ? node.innerText.trim() : "";
            var

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val = getCanonicalIcon(classArray(node));\n\n if (existingPrefix && existingIconName) {\n  val.prefix =
existingPrefix;\n  val.iconName = existingIconName;\n } \n\n if (val.prefix && innerText.length > 1) {\n
val.iconName = byLigature(val.prefix, node.innerText);\n } else if (val.prefix && innerText.length === 1) {\n
val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n } \n\n return val;\n};\n\nvar
parseTransformString = function parseTransformString(transformString) {\n  var transform = {\n    size: 16,\n    x: 0,\n    y: 0,\n    flipX: false,\n    flipY: false,\n    rotate: 0\n  }; \n\n if (!transformString) {\n  return transform;\n
} else {\n  return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n    var parts =
n.toLowerCase().split('-');\n    var first = parts[0];\n    var rest = parts.slice(1).join('-');\n\n    if (first && rest ===
'h') {\n      acc.flipX = true;\n      return acc;\n    } \n\n    if (first && rest === 'v') {\n      acc.flipY = true;\n
return acc;\n    } \n\n    rest = parseFloat(rest);\n    if (isNaN(rest)) {\n      return acc;\n    } \n\n    switch
(first) {\n      case 'grow':\n        acc.size = acc.size + rest;\n        break;\n      case 'shrink':\n        acc.size =
acc.size - rest;\n        break;\n      case 'left':\n        acc.x = acc.x - rest;\n        break;\n      case 'right':\n
acc.x = acc.x + rest;\n        break;\n      case 'up':\n        acc.y = acc.y
- rest;\n        break;\n      case 'down':\n        acc.y = acc.y + rest;\n        break;\n      case 'rotate':\n
acc.rotate = acc.rotate + rest;\n        break;\n    } \n\n    return acc;\n  }, transform);\n } \n\n};\n\nvar
transformParser = function (node) {\n  return parseTransformString(node.getAttribute('data-fa-
transform'));\n};\n\nvar symbolParser = function (node) {\n  var symbol = node.getAttribute('data-fa-symbol');\n\n
return symbol === null ? false : symbol === '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n  var
extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n    if (acc.name !== 'class' && acc.name !==
'style') {\n      acc[attr.name] = attr.value;\n    } \n\n    return acc;\n  }, {});\n\n  var title = node.getAttribute('title');\n\n
if (config.autoA11y) {\n    if (title) {\n      extraAttributes['aria-labelledby'] = config.replacementClass + '-title-' +
nextUniqueId();\n    } else {\n      extraAttributes['aria-hidden']
= 'true';\n    } \n\n  } \n\n  return extraAttributes;\n};\n\nvar maskParser = function (node) {\n  var mask =
node.getAttribute('data-fa-mask');\n\n  if (!mask) {\n    return emptyCanonicalIcon();\n  } else {\n    return
getCanonicalIcon(mask.split(' ').map(function (i) {\n      return i.trim();\n    }));\n  } \n\n};\n\nvar blankMeta = {\n
iconName: null,\n  title: null,\n  prefix: null,\n  transform: meaninglessTransform,\n  symbol: false,\n  mask: null,\n
extra: { classes: [], styles: {}, attributes: {} } \n\n};\n\nfunction parseMeta(node) {\n  var _classParser =
classParser(node),\n    iconName = _classParser.iconName,\n    prefix = _classParser.prefix,\n    extraClasses =
_classParser.rest;\n\n  var extraStyles = styleParser(node);\n  var transform = transformParser(node);\n  var symbol
= symbolParser(node);\n  var extraAttributes = attributesParser(node);\n  var mask = maskParser(node);\n\n  return
{\n    iconName: iconName,\n    title: node.getAttribute('title'),\n
    prefix: prefix,\n    transform: transform,\n    symbol: symbol,\n    mask: mask,\n    extra: {\n      classes:
extraClasses,\n      styles: extraStyles,\n      attributes: extraAttributes\n    } \n\n  }; \n\n};\n\nfunction MissingIcon(error)
{\n  this.name = 'MissingIcon';\n  this.message = error || 'Icon unavailable';\n  this.stack = new
Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor =
MissingIcon;\n\nvar FILL = { fill: 'currentColor' }; \n\nvar ANIMATION_BASE = {\n  attributeType: 'XML',\n  repeatCount: 'indefinite',\n  dur: '2s'\n}; \n\nvar RING = {\n  tag: 'path',\n  attributes: _extends({}, FILL, {\n    d:
'M156.5,447.71-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7c127.6,430.5,141.5,440,156.5,447.7z
M40.6,272H8.5 c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-
37,11.1-54.1l-29.5-12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-
41.5L69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5
L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6L397,419.6z
M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-
7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-
11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-
1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-
12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-
61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z

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M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1112.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 129.8-11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4122.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z\n }}\n});\nvar OPACITY\_ANIMATE = \_extends({}, ANIMATION\_BASE, {\n attribute: 'opacity'\n});\nvar DOT = {\n tag: 'circle',\n attributes: \_extends({}, FILL, {\n cx: '256',\n cy: '364',\n r: '28'\n }),\n children: [{ tag: 'animate', attributes: \_extends({}, ANIMATION\_BASE, { attribute: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate', attributes: \_extends({}, OPACITY\_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\nvar QUESTION = {\n tag: 'path',\n attributes: \_extends({}, FILL, {\n opacity: '1',\n d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z\n }}\n});\n children: [{ tag: 'animate', attributes: \_extends({}, OPACITY\_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: \_extends({}, FILL, {\n opacity: '0',\n d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z\n }}\n});\n children: [{ tag: 'animate', attributes: \_extends({}, OPACITY\_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT, QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\n\nvar LAYERS\_TEXT\_CLASSNAME = 'fa-layers-text';\n\nvar FONT\_FAMILY\_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands|Free|Pro)/;\n\nvar STYLE\_TO\_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\n\nvar FONT\_WEIGHT\_TO\_PREFIX = {\n '900': 'fas',\n '400': 'far',\n '300': 'fal'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n found: false,\n width: 512,\n height: 512,\n icon: missing\n }; \n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n var icon = styles[prefix][iconName];\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n val = {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n }; \n } else if (iconName && prefix && !config.showMissingIcons) {\n throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n title = nodeMeta.title,\n prefix = nodeMeta.prefix,\n transform = nodeMeta.transform,\n symbol = nodeMeta.symbol,\n mask = nodeMeta.mask,\n extra = nodeMeta.extra;\n\n return [node, makeInlineSvgAbstract({\n icons: {\n main: findIcon(iconName, prefix),\n mask: findIcon(mask.iconName, mask.prefix)\n },\n prefix: prefix,\n iconName: iconName,\n transform: transform,\n symbol: symbol,\n mask: mask,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n transform = nodeMeta.transform,\n extra = nodeMeta.extra;\n\n var width = null;\n var height = null;\n\n if (IS\_IE) {\n var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n var boundingClientRect = node.getBoundingClientRect();\n width = boundingClientRect.width / computedFontSize;\n height = boundingClientRect.height / computedFontSize;\n }\n\n if (config.autoAlign && !title) {\n extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n content: node.innerHTML,\n width: width,\n height: height,\n transform: transform,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS\_TEXT\_CLASSNAME)) {\n return generateLayersText(node, nodeMeta);\n } else {\n return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction searchPseudoElements(root) {\n if (!IS\_DOM) return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n toArray(root.querySelectorAll('\*')).filter(function (n) {\n return n.parentNode !== document.head && !~TAGNAMES\_TO\_SKIP\_FOR\_PSEUDOELEMENTS.indexOf(n.tagName.toUpperCase()) && !n.getAttribute(DATA\_FA\_PSEUDO\_ELEMENT) && (!n.parentNode || n.parentNode.tagName !== 'svg');\n });\n\n });\n\n perf.end(end);\n}\n

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}).forEach(function (node) {\n    ['before', 'after'].forEach(function (pos) {\n        var children =
toArray(node.children);\n        var alreadyProcessedPseudoElement = children.filter(function (c) {\n            return
c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n        });\n        var styles =
WINDOW.getComputedStyle(node, pos);\n        var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n        var
fontWeight = styles.getPropertyValue('font-weight');\n        if (alreadyProcessedPseudoElement && !fontFamily)
{\n            // If we've already processed it but the current computed style does not result in a font-family,\n            //
that probably means that a class name that was previously present to make the icon has been\n            // removed. So
we now should delete the icon.\n            node.removeChild(alreadyProcessedPseudoElement);\n        } else if
(fontFamily) {\n            var content = styles.getPropertyValue('content');\n            var prefix = ~['Light', 'Regular',
'Solid', 'Brands'].indexOf(fontFamily[1]) ? STYLE_TO_PREFIX[fontFamily[1]] :
FONT_WEIGHT_TO_PREFIX[fontWeight];\n            var iconName = byUnicode(prefix, toHex(content.length ===
3 ? content.substr(1, 1) : content));\n            // Only convert the pseudo element in this :before/:after position into an
icon if we haven't\n            // already done so with the same prefix and iconName\n            if
(!alreadyProcessedPseudoElement || alreadyProcessedPseudoElement.getAttribute(DATA_PREFIX) !== prefix ||
alreadyProcessedPseudoElement.getAttribute(DATA_ICON) !== iconName) {\n                if
(alreadyProcessedPseudoElement) {\n                    // Delete the old one, since we're replacing it with a new one\n
node.removeChild(alreadyProcessedPseudoElement);\n                }\n                var extra = blankMeta.extra;\n                extra.attributes[DATA_FA_PSEUDO_ELEMENT] = pos;\n                var abstract =
makeInlineSvgAbstract(_extends({}, blankMeta, {\n                    icons: {\n                        main: findIcon(iconName,
prefix),\n                        mask: emptyCanonicalIcon(),\n                    },\n                    prefix: prefix,\n                    iconName:
iconName,\n                    extra: extra,\n                    watchable: true\n                }));\n                var element =
DOCUMENT.createElement('svg');\n                if (pos === 'before') {\n                    node.insertBefore(element, node.firstChild);\n                } else {\n
node.appendChild(element);\n                }\n                element.outerHTML = abstract.map(function (a) {\n
return toHtml(a);\n                }).join('\n');\n            }\n        });\n    });\n});\n\nfunction
onTree(root) {\n    var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n    if
(!IS_DOM) return;\n    var htmlClassList = DOCUMENT.documentElement.classList;\n    var hclAdd = function
hclAdd(suffix) {\n        return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n    }; \n    var
hclRemove = function hclRemove(suffix) {\n        return
htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n    }; \n    var prefixes =
Object.keys(styles);\n    var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' +
DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n
        return '.' + p + ':not([' + DATA_FA_I2SVG + '])';\n    }));\n    if (prefixesDomQuery.length === 0) {\n
return;\n    }\n    var candidates = toArray(root.querySelectorAll(prefixesDomQuery));\n    if (candidates.length > 0)
{\n        hclAdd('pending');\n        hclRemove('complete');\n    } else {\n        return;\n    }\n    var mark =
perf.begin('onTree');\n    var mutations = candidates.reduce(function (acc, node) {\n        try {\n            var mutation =
generateMutation(node);\n            if (mutation) {\n                acc.push(mutation);\n            }\n        } catch (e) {\n            if
(!PRODUCTION) {\n                if (e instanceof MissingIcon) {\n                    console.error(e);\n                }\n            }\n        }\n        return
acc;\n    }, []);\n    mark();\n    perform(mutations, function () {\n        hclAdd('active');\n        hclAdd('complete');\n
hclRemove('pending');\n    });\n    if (typeof callback === 'function') callback();\n}\n\nfunction onNode(node) {\n
    var callback = arguments.length > 1 && arguments[1] !== undefined ?
arguments[1] : null;\n    var mutation = generateMutation(node);\n    if (mutation) {\n        perform([mutation],
callback);\n    }\n}\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\n    overflow: visible; }\n\n.svg-inline--fa
{\n    display: inline-block;\n    font-size: inherit;\n    height: 1em;\n    overflow: visible;\n    vertical-align: -.125em;\n
}\n\n.svg-inline--fa.fa-lg {\n    vertical-align: -.225em; }\n\n.svg-inline--fa.fa-w-1 {\n    width: 0.0625em; }\n\n
.svg-inline--fa.fa-w-2 {\n    width: 0.125em; }\n\n.svg-inline--fa.fa-w-3 {\n    width: 0.1875em; }\n\n.svg-inline--
fa.fa-w-4 {\n    width: 0.25em; }\n\n.svg-inline--fa.fa-w-5 {\n    width: 0.3125em; }\n\n.svg-inline--fa.fa-w-6 {\n

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width: 0.375em; }\\n .svg-inline--fa.fa-w-7 {\\n width: 0.4375em; }\\n .svg-inline--fa.fa-w-8 {\\n width: 0.5em;
}\\n .svg-inline--fa.fa-w-9 {\\n width: 0.5625em; }\\n .svg-inline--fa.fa-w-10 {\\n width: 0.625em; }\\n .svg-
inline--fa.fa-w-11 {\\n width: 0.6875em;
}\\n .svg-inline--fa.fa-w-12 {\\n width: 0.75em; }\\n .svg-inline--fa.fa-w-13 {\\n width: 0.8125em; }\\n .svg-
inline--fa.fa-w-14 {\\n width: 0.875em; }\\n .svg-inline--fa.fa-w-15 {\\n width: 0.9375em; }\\n .svg-inline-
fa.fa-w-16 {\\n width: 1em; }\\n .svg-inline--fa.fa-w-17 {\\n width: 1.0625em; }\\n .svg-inline--fa.fa-w-18 {\\n
width: 1.125em; }\\n .svg-inline--fa.fa-w-19 {\\n width: 1.1875em; }\\n .svg-inline--fa.fa-w-20 {\\n width:
1.25em; }\\n .svg-inline--fa.fa-pull-left {\\n margin-right: .3em;\\n width: auto; }\\n .svg-inline--fa.fa-pull-right
{\\n margin-left: .3em;\\n width: auto; }\\n .svg-inline--fa.fa-border {\\n height: 1.5em; }\\n .svg-inline--fa.fa-
li {\\n width: 2em; }\\n .svg-inline--fa.fa-fw {\\n width: 1.25em; }\\n\\n.fa-layers svg.svg-inline--fa {\\n bottom:
0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.fa-layers {\\n display: inline-
block;\\n height: 1em;\\n
position: relative;\\n text-align: center;\\n vertical-align: -.125em;\\n width: 1em; }\\n .fa-layers svg.svg-inline-
fa {\\n -webkit-transform-origin: center center;\\n transform-origin: center center; }\\n\\n.fa-layers-text, .fa-
layers-counter {\\n display: inline-block;\\n position: absolute;\\n text-align: center; }\\n\\n.fa-layers-text {\\n left:
50%;\\n top: 50%;\\n -webkit-transform: translate(-50%, -50%);\\n transform: translate(-50%, -50%);\\n -
webkit-transform-origin: center center;\\n transform-origin: center center; }\\n\\n.fa-layers-counter {\\n
background-color: #fff253a;\\n border-radius: 1em;\\n -webkit-box-sizing: border-box;\\n box-sizing: border-
box;\\n color: #fff;\\n height: 1.5em;\\n line-height: 1;\\n max-width: 5em;\\n min-width: 1.5em;\\n overflow:
hidden;\\n padding: .25em;\\n right: 0;\\n text-overflow: ellipsis;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n
transform: scale(0.25);\\n
-webkit-transform-origin: top right;\\n transform-origin: top right; }\\n\\n.fa-layers-bottom-right {\\n bottom:
0;\\n right: 0;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n transform: scale(0.25);\\n -webkit-transform-
origin: bottom right;\\n transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left {\\n bottom: 0;\\n left:
0;\\n right: auto;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n transform: scale(0.25);\\n -webkit-
transform-origin: bottom left;\\n transform-origin: bottom left; }\\n\\n.fa-layers-top-right {\\n right: 0;\\n top:
0;\\n -webkit-transform: scale(0.25);\\n transform: scale(0.25);\\n -webkit-transform-origin: top right;\\n
transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n left: 0;\\n right: auto;\\n top: 0;\\n -webkit-transform:
scale(0.25);\\n transform: scale(0.25);\\n -webkit-transform-origin: top left;\\n transform-origin: top
left; }\\n\\n.fa-lg {\\n font-size: 1.33333em;\\n line-height: 0.75em;\\n vertical-align: -.0667em; }\\n\\n.fa-xs {\\n
font-size: .75em; }\\n\\n.fa-sm {\\n font-size: .875em; }\\n\\n.fa-1x {\\n font-size: 1em; }\\n\\n.fa-2x {\\n font-size:
2em; }\\n\\n.fa-3x {\\n font-size: 3em; }\\n\\n.fa-4x {\\n font-size: 4em; }\\n\\n.fa-5x {\\n font-size: 5em; }\\n\\n.fa-
6x {\\n font-size: 6em; }\\n\\n.fa-7x {\\n font-size: 7em; }\\n\\n.fa-8x {\\n font-size: 8em; }\\n\\n.fa-9x {\\n font-
size: 9em; }\\n\\n.fa-10x {\\n font-size: 10em; }\\n\\n.fa-fw {\\n text-align: center;\\n width: 1.25em; }\\n\\n.fa-ul
{\\n list-style-type: none;\\n margin-left: 2.5em;\\n padding-left: 0; }\\n .fa-ul > li {\\n position: relative;
}\\n\\n.fa-li {\\n left: -2em;\\n position: absolute;\\n text-align: center;\\n width: 2em;\\n line-height: inherit;
}\\n\\n.fa-border {\\n border: solid 0.08em #eee;\\n border-radius: .1em;\\n padding: .2em .25em .15em; }\\n\\n.fa-
pull-left {\\n float:
left; }\\n\\n.fa-pull-right {\\n float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-left,\\n.far.fa-pull-left,\\n.fal.fa-pull-
left,\\n.fab.fa-pull-left {\\n margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-pull-right,\\n.far.fa-pull-
right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n margin-left: .3em; }\\n\\n.fa-spin {\\n -webkit-animation: fa-spin
2s infinite linear;\\n animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n -webkit-animation: fa-spin 1s
infinite steps(8);\\n animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n 0% {\\n -
webkit-transform: rotate(0deg);\\n transform: rotate(0deg); }\\n 100% {\\n -webkit-transform:
rotate(360deg);\\n transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n 0% {\\n -webkit-transform:
rotate(0deg);\\n transform: rotate(0deg); }\\n 100% {\\n -webkit-transform: rotate(360deg);\\n
transform: rotate(360deg); } }\\n\\n.fa-rotate-90

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{\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\n -webkit-transform:
rotate(90deg);\n      transform: rotate(90deg); }\n\n.fa-rotate-180 {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\n -webkit-transform: rotate(180deg);\n
transform: rotate(180deg); }\n\n.fa-rotate-270 {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\n -webkit-transform: rotate(270deg);\n
transform: rotate(270deg); }\n\n.fa-flip-horizontal {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\n -webkit-transform: scale(-1,
1);\n      transform: scale(-1, 1); }\n\n.fa-flip-vertical {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\n -webkit-transform: scale(1, -
1);\n      transform: scale(1, -1); }\n\n.fa-flip-horizontal.fa-flip-vertical {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2,
mirror=1)\\\";\n -webkit-transform: scale(-1, -1);\n      transform: scale(-1, -1); }\n\n.root .fa-rotate-90,\n.root
.fa-rotate-180,\n.root .fa-rotate-270,\n.root .fa-flip-horizontal,\n.root .fa-flip-vertical {\n -webkit-filter: none;\n
filter: none; }\n\n.fa-stack {\n display: inline-block;\n height: 2em;\n position: relative;\n width: 2.5em;
}\n\n.fa-stack-1x,\n.fa-stack-2x {\n bottom: 0;\n left: 0;\n margin: auto;\n position: absolute;\n right: 0;\n
top: 0; }\n\n.svg-inline--fa.fa-stack-1x {\n height: 1em;\n width: 1.25em; }\n\n.svg-inline--fa.fa-stack-2x {\n
height: 2em;\n width: 2.5em; }\n\n.fa-inverse {\n color: #fff; }\n\n.sr-only {\n border: 0;\n clip: rect(0, 0, 0,
0);\n height: 1px;\n margin: -1px;\n overflow: hidden;\n padding: 0;\n position: absolute;\n width: 1px;
}\n\n.sr-only-focusable:active, .sr-only-focusable:focus {\n clip:
auto;\n height: auto;\n margin: 0;\n overflow: visible;\n position: static;\n width: auto; }\n\n\";\n\nvar css =
function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var drc = DEFAULT_REPLACEMENT_CLASS;\n var fp = config.familyPrefix;\n var rc = config.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !==
drc) {\n var dPatt = new RegExp('\\\\\\\\.' + dfp + '\\\\\\\\-', 'g');\n var rPatt = new RegExp('\\\\\\\\.' + drc, 'g');\n s =
s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var
normalized = Object.keys(icons).reduce(function (acc, iconName) {\n var icon = icons[iconName];\n var
expanded = !icon.icon;\n\n if (expanded) {\n acc[icon.iconName] = icon.icon;\n } else {\n acc[iconName]
= icon;\n }\n return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n
namespace.hooks.addPack(prefix, normalized);\n } else {\n namespace.styles[prefix]
= _extends({}, namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n * Font Awesome 4 used the prefix of
`fa` for all icons. With the introduction\n * of new styles we needed to differentiate between them. Prefix `fa` is
now an alias\n * for `fas` so we'll ease the upgrade process for our users by automatically defining\n * this as
well.\n *^ if (prefix === 'fas') {\n define('fa', icons);\n }\n\n\nvar Library = function () {\n function Library()\n classCallCheck(this, Library);\n\n this.definitions = {};\n }\n\n createClass(Library, [{\n key: 'add',\n
value: function add() {\n var _this = this;\n\n for (var _len = arguments.length, definitions = Array(_len), _key
= 0; _key < _len; _key++) {\n definitions[_key] = arguments[_key];\n }\n\n var additions =
definitions.reduce(this._pullDefinitions, {});\n\n Object.keys(additions).forEach(function (key) {\n
_this.definitions[key] = _extends({}, _this.definitions[key]
|| {}, additions[key]);\n define(key, additions[key]);\n build();\n });\n }\n }, {\n key: 'reset',\n
value: function reset() {\n this.definitions = {};\n }\n }, {\n key: '_pullDefinitions',\n value: function
_pullDefinitions(additions, definition) {\n var normalized = definition.prefix && definition.iconName &&
definition.icon ? { 0: definition } : definition;\n\n Object.keys(normalized).map(function (key) {\n var
_normalized$key = normalized[key],\n prefix = _normalized$key.prefix,\n iconName =
_normalized$key.iconName,\n icon = _normalized$key.icon;\n\n\n if (!additions[prefix])\n
additions[prefix] = {};\n\n additions[prefix][iconName] = icon;\n });\n\n return additions;\n }\n }]);\n
return Library;\n})();\n\nfunction prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData =
icon.slice(4);\n\n return {\n found: true,\n
width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n
};\n\n\nfunction ensureCss() {\n if (config.autoAddCss && !_cssInserted) {\n insertCss(css());\n _cssInserted

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= true;\n }\n}\n\nfunction apiObject(val, abstractCreator) {\n  Object.defineProperty(val, 'abstract', {\n    get:
abstractCreator\n  });\n  Object.defineProperty(val, 'html', {\n    get: function get() {\n      return
val.abstract.map(function (a) {\n        return toHtml(a);\n      });\n    }\n  });\n  Object.defineProperty(val, 'node',
{\n    get: function get() {\n      if (!IS_DOM) return;\n      var container = DOCUMENT.createElement('div');\n
container.innerHTML = val.html;\n      return container.children;\n    }\n  });\n  return val;\n}\n\nfunction
findIconDefinition(params) {\n  var _params$prefix = params.prefix,\n      prefix = _params$prefix === undefined ?
'fa' : _params$prefix,\n      iconName = params.iconName;\n  \n  \n  if (!iconName) return;\n  \n  return iconFromMapping(library.definitions, prefix, iconName) ||
iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n  return function
(maybeIconDefinition) {\n    var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] :
{};\n    var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition :
findIconDefinition(maybeIconDefinition || {});\n    \n    var mask = params.mask;\n    \n    if (mask) {\n      mask =
(mask || {}).icon ? mask : findIconDefinition(mask || {});\n    }\n    \n    return next(iconDefinition, _extends({},
params, { mask: mask }));\n  }\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n  config.autoReplaceSvg = false;\n  config.observeMutations = false;\n  \n  disconnect();\n};\n\nvar _cssInserted =
false;\n\nvar dom = {\n  i2svg: function i2svg() {\n    var params = arguments.length > 0 && arguments[0] !==
undefined ? arguments[0] : {};\n    \n    if (IS_DOM)
{\n      ensureCss();\n      \n      var _params$node = params.node,\n          node = _params$node === undefined ?
DOCUMENT : _params$node,\n          _params$callback = params.callback,\n          callback = _params$callback
=== undefined ? function () {} : _params$callback;\n      \n      if (config.searchPseudoElements) {\n        searchPseudoElements(node);\n      }\n      \n      onTree(node, callback);\n    }\n    \n    css: css,\n    insertCss: function
insertCss($$1) {\n      if (!_cssInserted) {\n        insertCss(css());\n        _cssInserted = true;\n      }\n    },\n    watch:
function watch() {\n      var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n      \n      var autoReplaceSvgRoot = params.autoReplaceSvgRoot,\n          observeMutationsRoot =
params.observeMutationsRoot;\n      \n      if (config.autoReplaceSvg === false) {\n        config.autoReplaceSvg = true;\n      }\n      \n      config.observeMutations = true;\n      \n      domready(function () {\n        autoReplace({\n          autoReplaceSvgRoot:
autoReplaceSvgRoot\n        });\n      }\n      \n      observe({\n        treeCallback: onTree,\n        nodeCallback: onNode,\n        pseudoElementsCallback: searchPseudoElements,\n        observeMutationsRoot: observeMutationsRoot\n      });\n    }\n  });\n  \n  var parse = {\n    transform: function transform(transformString) {\n      return
parseTransformString(transformString);\n    }\n  }; \n  \n  var icon = resolveIcons(function (iconDefinition) {\n    var
params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n    var _params$transform =
params.transform,\n        transform = _params$transform === undefined ? meaninglessTransform :
_params$transform,\n        _params$symbol = params.symbol,\n        symbol = _params$symbol === undefined ? false
: _params$symbol,\n        _params$mask = params.mask,\n        mask = _params$mask === undefined ? null :
_params$mask,\n        _params$title = params.title,\n        title = _params$title === undefined ? null : _params$title,\n        _params$classes
= params.classes,\n        classes = _params$classes === undefined ? [] : _params$classes,\n        _params$attributes =
params.attributes,\n        attributes = _params$attributes === undefined ? {} : _params$attributes,\n        _params$styles = params.styles,\n        styles = _params$styles === undefined ? {} : _params$styles;\n    \n    if
(!iconDefinition) return;\n    \n    var prefix = iconDefinition.prefix,\n        iconName = iconDefinition.iconName,\n        icon = iconDefinition.icon;\n    \n    return apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n      ensureCss();\n      \n      if (config.autoA11y) {\n        if (title) {\n          attributes['aria-labelledby'] =
config.replacementClass + '-title-' + nextUniqueId();\n        } else {\n          attributes['aria-hidden'] = 'true';\n        }\n      }\n      \n      return makeInlineSvgAbstract({\n        icons: {\n          main: prepIcon(icon),\n          mask: mask ?
prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n        },\n        prefix: prefix,\n        iconName: iconName,\n        transform: _extends({}, meaninglessTransform, transform),\n        symbol: symbol,\n        title: title,\n        extra: {\n          attributes: attributes,\n          styles: styles,\n          classes:

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classes\n    }\n  });\n  });\n});\n\nvar text = function text(content) {\n  var params = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : {};\n  var _params$transform2 = params.transform,\n      transform =
_params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n      _params$title2 =
params.title,\n      title = _params$title2 === undefined ? null : _params$title2,\n      _params$classes2 =
params.classes,\n      classes = _params$classes2 === undefined ? [] : _params$classes2,\n      _params$attributes2 =
params.attributes,\n      attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n      _params$styles2 = params.styles,\n      styles = _params$styles2 === undefined ?
{} : _params$styles2;\n\n  return apiObject({ type: 'text', content: content }, function () {\n    ensureCss();\n\n    return makeLayersTextAbstract({\n      content: content,\n      transform: _extends({}, meaninglessTransform,
transform),\n      title: title,\n      extra: {\n        attributes: attributes,\n        styles: styles,\n        classes:
[config.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n      }\n    });\n  });\n});\n\nvar counter =
function counter(content) {\n  var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] :
{};\n  var _params$title3 = params.title,\n      title = _params$title3 === undefined ? null : _params$title3,\n      _params$classes3 = params.classes,\n      classes = _params$classes3 === undefined ? [] : _params$classes3,\n      _params$attributes3 = params.attributes,\n      attributes = _params$attributes3 === undefined ? {} :
_params$attributes3,\n      _params$styles3 = params.styles,\n      styles =
_params$styles3 === undefined ? {} : _params$styles3;\n\n  return apiObject({ type: 'counter', content: content },
function () {\n    ensureCss();\n\n    return makeLayersCounterAbstract({\n      content: content.toString(),\n      title:
title,\n      extra: {\n        attributes: attributes,\n        styles: styles,\n        classes: [config.familyPrefix + '-layers-
counter'].concat(toConsumableArray(classes))\n      }\n    });\n  });\n});\n\nvar layer = function layer(Assembler) {\n
return apiObject({ type: 'layer' }, function () {\n    ensureCss();\n\n    var children = [];\n\n    assembler(function
(args) {\n      Array.isArray(args) ? args.map(function (a) {\n        children = children.concat(a.abstract);\n      }) :
children = children.concat(args.abstract);\n    });\n\n    return [{\n      tag: 'span',\n      attributes: { class:
config.familyPrefix + '-layers' },\n      children: children\n    }];\n  });\n});\n\nvar api = {\n  noAuto: noAuto,\n  config: config,\n  dom: dom,\n  library: library,\n  parse: parse,\n  findIconDefinition: findIconDefinition,\n  icon: icon,\n  text: text,\n  counter:
counter,\n  layer: layer,\n  toHtml: toHtml\n};\n\nvar autoReplace = function autoReplace() {\n  var params =
arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n  var _params$autoReplaceSv =
params.autoReplaceSvgRoot,\n      autoReplaceSvgRoot = _params$autoReplaceSv === undefined ? DOCUMENT
: _params$autoReplaceSv;\n\n  if (Object.keys(namespace.styles).length > 0 && IS_DOM &&
config.autoReplaceSvg) api.dom.i2svg({ node: autoReplaceSvgRoot });\n});\n\nexport { icon, noAuto, config,
toHtml, layer, text, counter, library, dom, parse, findIconDefinition };\n\n","import FontAwesomeIcon from
'@fortawesome/vue-fontawesome'\nexport { library } from '@fortawesome/fontawesome-svg-core'\nexport default
FontAwesomeIcon\n\n/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER =
9007199254740991;\n\n/** Used to detect unsigned integer values. */\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n\n/** Checks if `value` is a valid array-like index. */\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The
upper bounds of a valid index.\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n\n*/\nfunction isIndex(value, length) {\n  var type = typeof value;\n  length = length == null ?
MAX_SAFE_INTEGER : length;\n\n  return !!length &&\n    (type === 'number' ||\n      (type !== 'symbol' &&
reIsUint.test(value))) &&\n      (value > -1 && value % 1 === 0 && value < length);\n}\n\nmodule.exports =
isIndex;\n\n","var baseSetToString = require('./_baseSetToString'),\n    shortOut = require('./_shortOut');\n\n/**\n * Sets the `toString` method of `func` to return `string`.\n * @private\n * @param {Function} func The function
to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n\n*/\nvar
setToString =
shortOut(baseSetToString);\n\nmodule.exports = setToString;\n\n","// false -> Array#indexOf\ntrue ->
Array#includes\n\nvar toObject = require('./_to-object');\nvar toLength = require('./_to-length');\nvar
toAbsoluteIndex = require('./_to-absolute-index');\n\nmodule.exports = function (IS_INCLUDES) {\n  return function

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($this, el, fromIndex) {\n  var O = toObject($this);\n  var length = toLength(O.length);\n  var index =\n  toAbsoluteIndex(fromIndex, length);\n  var value;\n  // Array#includes uses SameValueZero equality algorithm\n  // eslint-disable-next-line no-self-compare\n  if (IS_INCLUDES && el !== el) while (length > index) {\n    value =\n    O[index++];\n    // eslint-disable-next-line no-self-compare\n    if (value !== value) return true;\n    //\n    Array#indexOf ignores holes, Array#includes - not\n  } else for (;length > index; index++) if (IS_INCLUDES ||\n  index in O) {\n    if (O[index] === el) return IS_INCLUDES || index || 0;\n  } return !IS_INCLUDES && -1;\n  };\n};\n\n","use strict";\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar\n  iconName = 'share-alt';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f1e0';\nvar\n  svgPathData = 'M352 320c-22.608 0-43.387 7.819-59.79 20.8951-102.486-64.054a96.551 96.551 0 0 0 0-\n  41.6831102.486-64.054C308.613 184.181 329.392 192 352 192c53.019 0 96-42.981 96-96S405.019 0 352 0s-96\n  42.981-96 96c0 7.158.79 14.13 2.276 20.841L155.79 180.895C139.387 167.819 118.608 160 96 160c-53.019 0-96\n  42.981-96 96s42.981 96 96 96c22.608 0 43.387-7.819 59.79-20.8951102.486 64.054A96.301 96.301 0 0 0 256\n  416c0 53.019 42.981 96 96 96s96-42.981 96-96-42.981-96-96-96z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faShareAlt = exports.definition;\nexports.prefix = prefix;\nexports.iconName =\n  iconName;\nexports.width = width;\nexports.height\n  = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;"/**\n * Checks if a `cache` value for `key` exists.\n * @private\n * @param {Object} cache The cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key`\n  exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n  return cache.has(key);\n}\n\nmodule.exports =\n  cacheHas;\n\n","var arrayReduce = require('./_arrayReduce'),\n  baseEach = require('./_baseEach'),\n  baseIteratee =\n  require('./_baseIteratee'),\n  baseReduce = require('./_baseReduce'),\n  isArray = require('./isArray');\n\n/**\n * Reduces `collection` to a value which is the accumulated result of running\n  * each element in `collection` thru\n  * `iteratee`, where each successive\n  * invocation is supplied the return value of the previous. If `accumulator`\n  * is\n  * not given, the first element of `collection` is used as the initial\n  * value. The\n  * iteratee is invoked with four arguments:\n  * (accumulator, value, index|key, collection).\n  * Many lodash\n  * methods are guarded to work as iteratees for methods like\n  * `_.reduce`, `_.reduceRight`, and `_.transform`.\n  * The guarded methods are:\n  * `assign`, `defaults`, `defaultsDeep`, `includes`, `merge`, `orderBy`,\n  * and `sortBy`.\n  * @static\n  * @memberOf _\n  * @since 0.1.0\n  * @category Collection\n  * @param {Array|Object} collection\n  * The collection to iterate over.\n  * @param {Function} [iteratee=_identity] The function invoked per iteration.\n  * @param {*} [accumulator] The initial value.\n  * @returns {*} Returns the accumulated value.\n  * @see\n  * _reduceRight\n  * @example\n  * _reduce([1, 2], function(sum, n) {\n  *   return sum + n;\n  * }, 0);\n  * // => 3\n  *\n  * _reduce({ 'a': 1, 'b': 2, 'c': 1 }, function(result, value, key) {\n  *   (result[value] || (result[value] =\n  *   [])).push(key);\n  *   return result;\n  * }, {});\n  * // => { '1': ['a', 'c'], '2': ['b'] }\n  * (iteration\n  * order is not guaranteed)\n  */\nfunction reduce(collection, iteratee, accumulator) {\n  var func = isArray(collection) ?\n  arrayReduce : baseReduce,\n    initAccum = arguments.length < 3;\n\n  return func(collection, baseIteratee(iteratee,\n  4), accumulator, initAccum, baseEach);\n}\n\nmodule.exports = reduce;\n\n","use strict";\nvar global =\n  require('./_global');\nvar has = require('./_has');\nvar cof = require('./_cof');\nvar inheritIfRequired =\n  require('./_inherit-if-required');\nvar toPrimitive = require('./_to-primitive');\nvar fails = require('./_fails');\nvar\n  gOPN = require('./_object-gopn').f;\nvar gOPD = require('./_object-gopd').f;\nvar dP = require('./_object-dp').f;\nvar\n  $trim = require('./_string-trim').trim;\nvar NUMBER = 'Number';\nvar $Number = global[NUMBER];\nvar Base =\n  $Number;\nvar proto = $Number.prototype;\n// Opera ~12 has broken Object#toString\nvar BROKEN_COF =\n  cof(require('./_object-create')(proto)) === NUMBER;\nvar TRIM = 'trim' in String.prototype;\n\n7.1.3 ToNumber(argument)\nvar toNumber = function (argument) {\n  var it = toPrimitive(argument, false);\n  if (typeof it === 'string' && it.length > 2) {\n    it = TRIM ? it.trim() : $trim(it, 3);\n    var first = it.charCodeAt(0);\n    var third, radix, maxCode;\n    if (first === 43 || first === 45) {\n      third = it.charCodeAt(2);\n      if (third === 88 ||\n      third === 120) return NaN;\n      // Number('+0x1') should be NaN, old V8 fix\n    } else if (first === 48) {\n      switch\n        (it.charCodeAt(1)) {\n        case 66: case 98: radix = 2; maxCode = 49; break;\n        // fast equal /\n        case

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79: case 111: radix = 8; maxCode = 55; break; // fast equal /^0o[0-7]+$$/i\n    default: return +it;\n    }\n    for
(var digits = it.slice(2), i = 0, l = digits.length, code; i < l; i++) {\n    code = digits.charCodeAt(i);\n    // parseInt
parses a string to a first unavailable symbol\n    // but ToNumber should return NaN if a string contains
unavailable symbols\n    if
(code < 48 || code > maxCode) return NaN;\n    } return parseInt(digits, radix);\n    }\n } return +it;\n};\n\nif
(!$Number('0o1') || !$Number('0b1') || !$Number('+0x1')) {\n $Number = function Number(value) {\n var it =
arguments.length < 1 ? 0 : value;\n var that = this;\n return that instanceof $Number\n // check on
1..constructor(foo) case\n    && (BROKEN_COF ? fails(function () { proto.valueOf.call(that); }) : cof(that) !=
NUMBER)\n    ? inheritIfRequired(new Base(toNumber(it)), that, $Number) : toNumber(it);\n }; \n for (var keys
= require('./_descriptors') ? gOPN(Base) : (\n // ES3:\n
'MAX_VALUE,MIN_VALUE,NaN,NEGATIVE_INFINITY,POSITIVE_INFINITY,' +\n // ES6 (in case, if
modules with ES6 Number statics required before):\n
'EPSILON,isFinite,isInteger,isNaN,isSafeInteger,MAX_SAFE_INTEGER,' +\n
'MIN_SAFE_INTEGER,parseFloat,parseInt,isInteger'\n ).split(','), j = 0, key; keys.length > j; j++) {\n if
(has(Base, key = keys[j]) && !has($Number,
key)) {\n dp($Number, key, gOPD(Base, key));\n }\n }\n $Number.prototype = proto;\n proto.constructor =
$Number;\n require('./_redefine')(global, NUMBER, $Number);\n}\n", // extracted by mini-css-extract-
plugin", "module.exports = require('./forEach');\n", "module.exports = !require('./_descriptors') &&
!require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', { get: function () {\n
return 7; } }) .a != 7;\n});\n", "var baseFlatten = require('./_baseFlatten'),\n baseOrderBy =
require('./_baseOrderBy'),\n baseRest = require('./_baseRest'),\n isIterateeCall =
require('./_isIterateeCall');\n\n/**\n * Creates an array of elements, sorted in ascending order by the results of\n *
running each element in a collection thru each iteratee. This method\n * performs a stable sort, that is, it preserves
the original sort order of\n * equal elements. The iteratees are invoked with one argument: (value).\n *\n * @static\n *
@memberOf _\n *
@since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n *
@param {...(Function|Function[])} [iteratees=[_identity]]\n * The iteratees to sort by.\n * @returns {Array}
Returns the new sorted array.\n * @example\n *\n * var users = [\n *   { 'user': 'fred', 'age': 48 },\n *   { 'user':
'barney', 'age': 36 },\n *   { 'user': 'fred', 'age': 40 },\n *   { 'user': 'barney', 'age': 34 }\n * ];\n *\n *
_.sortBy(users, [function(o) { return o.user; }]);\n * // => objects for [['barney', 36], ['barney', 34], ['fred', 48], ['fred', 40]]\n *\n *
_.sortBy(users, ['user', 'age']);\n * // => objects for [['barney', 34], ['barney', 36], ['fred', 40], ['fred', 48]]\n *\n
var\n sortBy = baseRest(function(collection, iteratees) {\n if (collection == null) {\n return [];\n }\n var length =
iteratees.length;\n if (length > 1 && isIterateeCall(collection, iteratees[0], iteratees[1])) {\n iteratees = [];\n } else
if (length > 2 && isIterateeCall(iteratees[0],
iteratees[1], iteratees[2])) {\n iteratees = [iteratees[0]];\n }\n return baseOrderBy(collection,
baseFlatten(iteratees, 1, []);\n});\n\nmodule.exports = sortBy;\n", "var getNative = require('./_getNative'),\n root =
require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Set = getNative(root,
'Set');\n\nmodule.exports = Set;\n", "var g;\n\n// This works in non-strict mode\ng = (function() {\nreturn
this;\n})();\n\ntry {\n// This works if eval is allowed (see CSP)\n\tg = g || Function("return this")() || (1,
eval)("this");\n} catch (e) {\n// This works if the window reference is available\n\tif (typeof window ===
"object") g = window;\n}\n\n// g can still be undefined, but nothing to do about it... We return undefined,
instead of nothing here, so it's\n// easier to handle this case. if(!global) { ...}\n\nmodule.exports = g;\n", "var id =
0;\nvar px = Math.random();\nmodule.exports = function (key) {\n return
'Symbol(.concat(key === undefined ? " : key, '_)', (++id + px).toString(36));\n};\n", "use strict";\nvar
addToUnscopables = require('./_add-to-unscopables');\nvar step = require('./_iter-step');\nvar Iterators =
require('./_iterators');\nvar toObject = require('./_to-iobject');\n\n// 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13
Array.prototype.keys()\n// 22.1.3.29 Array.prototype.values()\n// 22.1.3.30
Array.prototype[@@iterator]()\n\nmodule.exports = require('./_iter-define')(Array, 'Array', function (iterated, kind)

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return (node.getAttribute('class') || "").split(' ').filter(function (i) {\n    return i;\n });\n }\n }\n }\n\nfunction
getIconName(familyPrefix, cls) {\n    var parts = cls.split('-);\n    var prefix = parts[0];\n    var iconName =
parts.slice(1).join('-);\n\n    if (prefix === familyPrefix && iconName !== "" && !isReserved(iconName)) {\n        return
iconName;\n    } else {\n        return null;\n    }\n }\n }\n\nfunction htmlEscape(str) {\n    return (" + str).replace(/&/g,
'&amp;').replace(/"/g, '&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g, '&gt;');\n }\n }\n\nfunction
joinAttributes(attributes) {\n    return Object.keys(attributes || {}).reduce(function (acc, attributeName) {\n        return
acc + (attributeName + '=' +
htmlEscape(attributes[attributeName]) + " ");\n    }, "").trim();\n }\n }\n\nfunction joinStyles(styles) {\n    return
Object.keys(styles || {}).reduce(function (acc, styleName) {\n        return acc + (styleName + ':' + styles[styleName] +
';);\n    }, "");\n }\n }\n\nfunction transformIsMeaningful(transform) {\n    return transform.size !==
meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y ||
transform.rotate !== meaninglessTransform.rotate || transform.flipX || transform.flipY;\n }\n }\n\nfunction
transformForSvg(_ref) {\n    var transform = _ref.transform,\n        containerWidth = _ref.containerWidth,\n        iconWidth = _ref.iconWidth;\n\n    var outer = {\n        transform: 'translate(' + containerWidth / 2 + ' 256)\n    };\n    var
innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ')';\n    var innerScale = 'scale(' +
transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) +
')';\n    var innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n    var inner = {\n        transform: innerTranslate + ' ' +
innerScale + ' ' + innerRotate\n    };\n    var path = {\n        transform: 'translate(' + iconWidth / 2 * -1 + ' -256)\n    };\n
return {\n    outer: outer,\n    inner: inner,\n    path: path\n };}\n }\n\nfunction transformForCss(_ref2) {\n    var
transform = _ref2.transform,\n        _ref2$width = _ref2.width,\n        width = _ref2$width === undefined ?
UNITS_IN_GRID : _ref2$width,\n        _ref2$height = _ref2.height,\n        height = _ref2$height === undefined ?
UNITS_IN_GRID : _ref2$height,\n        _ref2$startCentered = _ref2.startCentered,\n        startCentered =
_ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n    var val = ";\n\n    if (startCentered && IS_IE)
{\n        val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em)';\n    } else if
(startCentered) {\n        val += 'translate(calc(-50% + ' + transform.x / d + 'em),
calc(-50% + ' + transform.y / d + 'em))';\n    } else {\n        val += 'translate(' + transform.x / d + 'em, ' + transform.y / d
+ 'em)';\n    }\n\n    val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d *
(transform.flipY ? -1 : 1) + ')';\n    val += 'rotate(' + transform.rotate + 'deg)';\n\n    return val;\n }\n }\n\nvar ALL_SPACE
= {\n    x: 0,\n    y: 0,\n    width: '100%',\n    height: '100%\n};\n\nvar makeIconMasking = function (_ref) {\n    var
children = _ref.children,\n        attributes = _ref.attributes,\n        main = _ref.main,\n        mask = _ref.mask,\n
transform = _ref.transform;\n    var mainWidth = main.width,\n        mainPath = main.icon;\n    var maskWidth =
mask.width,\n        maskPath = mask.icon;\n\n    var trans = transformForSvg({ transform: transform,
containerWidth: maskWidth, iconWidth: mainWidth });\n\n    var maskRect = {\n        tag: 'rect',\n        attributes:
_extends({}, ALL_SPACE, {\n            fill: 'white'\n        })\n    };\n    var maskInnerGroup = {\n
tag: 'g',\n    attributes: _extends({}, trans.inner),\n    children: [{ tag: 'path', attributes: _extends({},
mainPath.attributes, trans.path, { fill: 'black' }) }]\n    };\n    var maskOuterGroup = {\n        tag: 'g',\n        attributes:
_extends({}, trans.outer),\n        children: [maskInnerGroup]\n    };\n    var maskId = 'mask-' + nextUniqueId();\n    var
clipId = 'clip-' + nextUniqueId();\n    var maskTag = {\n        tag: 'mask',\n        attributes: _extends({}, ALL_SPACE, {\n
id: maskId,\n        maskUnits: 'userSpaceOnUse',\n        maskContentUnits: 'userSpaceOnUse'\n        }),\n        children:
[maskRect, maskOuterGroup]\n    };\n    var defs = {\n        tag: 'defs',\n        children: [{ tag: 'clipPath', attributes: { id:
clipId }, children: [maskPath] }, maskTag]\n    };\n\n    children.push(defs, { tag: 'rect', attributes: _extends({ fill:
'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')', ALL_SPACE) });\n\n    return {\n        children: children,\n        attributes: attributes\n    };\n }\n }\n\nvar
makeIconStandard = function (_ref) {\n    var children = _ref.children,\n        attributes = _ref.attributes,\n        main =
_ref.main,\n        transform = _ref.transform,\n        styles = _ref.styles;\n\n    var styleString = joinStyles(styles);\n\n    if
(styleString.length > 0) {\n        attributes['style'] = styleString;\n    }\n\n    if (transformIsMeaningful(transform)) {\n
var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n        children.push({\n            tag: 'g',\n            attributes: _extends({}, trans.outer),\n            children: [{\n                tag: 'g',\n

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attributes: _extends({}, trans.inner),\n    children: [{\n        tag: main.icon.tag,\n        children:
main.icon.children,\n        attributes: _extends({}, main.icon.attributes, trans.path)\n    }]\n    });\n } else
{\n    children.push(main.icon);\n }]\n\n return {\n    children: children,\n    attributes: attributes\n };}\n\n\nvar
asIcon = function (_ref)
{\n    var children = _ref.children,\n        main = _ref.main,\n        mask = _ref.mask,\n        attributes = _ref.attributes,\n        styles = _ref.styles,\n        transform = _ref.transform;\n\n    if (transformIsMeaningful(transform) && main.found
&& !mask.found) {\n        var width = main.width,\n            height = main.height;\n\n        var offset = {\n            x: width /
height / 2,\n            y: 0.5\n        };\n        attributes['style'] = joinStyles(_extends({}, styles, {\n            'transform-origin': offset.x
+ transform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em\n        }));\n    }\n\n    return [{\n        tag: 'svg',\n        attributes:
attributes,\n        children: children\n    }];\n\n\n    var asSymbol = function (_ref) {\n        var prefix = _ref.prefix,\n            iconName = _ref.iconName,\n            children = _ref.children,\n            attributes = _ref.attributes,\n            symbol =
_ref.symbol;\n\n        var id = symbol === true ? prefix + '-' + config$1.familyPrefix + '-' + iconName : symbol;\n\n        return [{\n            tag: 'svg',\n
attributes: {\n                style: 'display: none;'\n            },\n            children: [{\n                tag: 'symbol',\n                attributes: _extends({},
attributes, { id: id }),\n                children: children\n            }]\n        }];\n\n\n        function makeInlineSvgAbstract(params) {\n            var
_params$icons = params.icons,\n                main = _params$icons.main,\n                mask = _params$icons.mask,\n                prefix =
params.prefix,\n                iconName = params.iconName,\n                transform = params.transform,\n                symbol =
params.symbol,\n                title = params.title,\n                extra = params.extra,\n                _params$watchable = params.watchable,\n                watchable = _params$watchable === undefined ? false : _params$watchable;\n\n            var _ref = mask.found ? mask :
main,\n                width = _ref.width,\n                height = _ref.height;\n\n            var widthClass = 'fa-w-' + Math.ceil(width / height *
16);\n            var attrClass = [config$1.replacementClass, iconName ? config$1.familyPrefix + '-' + iconName : '',
widthClass].concat(extra.classes).join(' ');\n\n            var content = {\n                children:
[\n                ],\n                attributes: _extends({}, extra.attributes, {\n                    'data-prefix': prefix,\n                    'data-icon': iconName,\n                    'class':
attrClass,\n                    'role': 'img',\n                    'xmlns': 'http://www.w3.org/2000/svg',\n                    'viewBox': '0 0 ' + width + ' ' + height\n                })\n            };\n\n            if (watchable) {\n                content.attributes[DATA_FA_I2SVG] = ";\n            }\n\n            if (title)
content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() },
children: [title] });\n\n            var args = _extends({}, content, {\n                prefix: prefix,\n                iconName: iconName,\n                main:
main,\n                mask: mask,\n                transform: transform,\n                symbol: symbol,\n                styles: extra.styles\n            });\n\n            var _ref2 =
mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n                children = _ref2.children,\n                attributes = _ref2.attributes;\n\n            args.children = children;\n            args.attributes = attributes;\n\n            if (symbol) {\n                return asSymbol(args);\n            } else
{\n                return asIcon(args);\n            }\n        }\n\n\n        function makeLayersTextAbstract(params) {\n            var content =
params.content,\n                width = params.width,\n                height = params.height,\n                transform = params.transform,\n                title = params.title,\n                extra = params.extra,\n                _params$watchable2 = params.watchable,\n                watchable =
_params$watchable2 === undefined ? false : _params$watchable2;\n\n            var attributes = _extends({},
extra.attributes, title ? { 'title': title } : {}, {\n                'class': extra.classes.join(' ')\n            });\n\n            if (watchable) {\n                attributes[DATA_FA_I2SVG] = ";\n            }\n\n            var styles = _extends({}, extra.styles);\n\n            if
(transformIsMeaningful(transform)) {\n                styles['transform'] = transformForCss({ transform: transform,
startCentered: true, width: width, height: height });\n                styles['-webkit-transform'] = styles['transform'];\n            }\n\n            var
styleString = joinStyles(styles);\n\n            if (styleString.length > 0) {\n                attributes['style'] = styleString;\n            }\n\n            var
val = [];\n\n            val.push({\n                tag: 'span',\n                attributes: attributes,\n                children: [content]\n            });\n\n            if (title) {\n                val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n            }\n\n            return val;\n        }\n\n\n        var noop$2 =
function noop() {};\n        var p = config$1.measurePerformance && PERFORMANCE && PERFORMANCE.mark
&& PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\n        var preamble = 'FA
\\5.0.13\\';\n        var begin = function begin(name) {\n            p.mark(preamble + ' ' + name + ' begins');\n            return function ()
{\n                return end(name);\n            };\n        }\n        var end = function end(name) {\n            p.mark(preamble + ' ' + name + ' ends');\n            p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n        };\n        var perf =
{ begin: begin, end: end };\n        'use strict';\n        /**\n         * Internal helper to bind a function known to have 4 arguments\n

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var abstract = mutation[1];\n\n // If we already have a replaced node we do not want to continue nesting within
it.\n // Short-circuit to the standard replacement\n if (~classArray(node).indexOf(config$1.replacementClass))
{\n return mutators.replace(mutation);\n }\n\n var forSvg = new RegExp(config$1.familyPrefix + '-.*');\n\n
delete abstract[0].attributes.style;\n\n var splitClasses = abstract[0].attributes.class.split(' ').reduce(function (acc,
cls) {\n if (cls === config$1.replacementClass || cls.match(forSvg)) {\n acc.toSvg.push(cls);\n } else {\n
acc.toNode.push(cls);\n }\n\n return acc;\n }, { toNode: [], toSvg: [] });\n\n abstract[0].attributes.class =
splitClasses.toSvg.join(' ');\n\n var newInnerHTML = abstract.map(function (a) {\n return toHtml(a);\n
}).join('\n');\n node.setAttribute('class', splitClasses.toNode.join(' '));\n node.setAttribute(DATA_FA_I2SVG,
'');\n node.innerHTML = newInnerHTML;\n
});\n\nfunction perform(mutations, callback) {\n var callbackFunction = typeof callback === 'function' ?
callback : noop$1;\n\n if (mutations.length === 0) {\n callbackFunction();\n } else {\n var frame =
WINDOW.requestAnimationFrame || function (op) {\n return op();\n }; \n\n frame(function () {\n var
mutator = getMutator();\n var mark = perf.begin('mutate');\n\n mutations.map(mutator);\n\n mark();\n\n
callbackFunction();\n });\n }\n\n\nvar disabled = false;\n\nfunction disableObservation(operation) {\n disabled
= true;\n operation();\n disabled = false;\n}\n\n\nvar mo = null;\n\nfunction observe(options) {\n if
(!MUTATION_OBSERVER) return;\n\n var treeCallback = options.treeCallback,\n nodeCallback =
options.nodeCallback,\n pseudoElementsCallback = options.pseudoElementsCallback;\n\n\n mo = new
MUTATION_OBSERVER(function (objects) {\n if (disabled) return;\n\n toArray(objects).forEach(function
(mutationRecord)
{\n if (mutationRecord.type === 'childList' && mutationRecord.addedNodes.length > 0 &&
!isWatched(mutationRecord.addedNodes[0])) {\n if (config$1.searchPseudoElements) {\n
pseudoElementsCallback(mutationRecord.target);\n }\n\n treeCallback(mutationRecord.target);\n }\n\n
if (mutationRecord.type === 'attributes' && mutationRecord.target.parentNode &&
config$1.searchPseudoElements) {\n pseudoElementsCallback(mutationRecord.target.parentNode);\n }\n\n
if (mutationRecord.type === 'attributes' && isWatched(mutationRecord.target) &&
~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n if
(mutationRecord.attributeName === 'class') {\n var _getCanonicalIcon =
getCanonicalIcon(classArray(mutationRecord.target)),\n prefix = _getCanonicalIcon.prefix,\n
iconName = _getCanonicalIcon.iconName;\n\n if (prefix) mutationRecord.target.setAttribute('data-prefix',
prefix);\n if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n } else {\n
nodeCallback(mutationRecord.target);\n }\n }\n });\n\n\n if (!IS_DOM) return;\n\n
mo.observe(DOCUMENT.getElementsByTagName('body')[0], {\n childList: true, attributes: true, characterData:
true, subtree: true\n });\n\n\nfunction disconnect() {\n if (!mo) return;\n\n mo.disconnect();\n}\n\n\nvar styleParser
= function (node) {\n var style = node.getAttribute('style');\n\n var val = [];\n\n if (style) {\n val =
style.split(';').reduce(function (acc, style) {\n var styles = style.split(':');\n var prop = styles[0];\n var value
= styles.slice(1);\n\n if (prop && value.length > 0) {\n acc[prop] = value.join(':').trim();\n }\n\n return
acc;\n }, {});\n }\n\n\n return val;\n};\n\n\nfunction toHex(unicode) {\n var result = '';\n\n for (var i = 0; i <
unicode.length; i++) {\n var hex = unicode.charCodeAtAt(i).toString(16);\n
result += ('000' + hex).slice(-4);\n }\n\n\n return result;\n}\n\n\nvar classParser = function (node) {\n var
existingPrefix = node.getAttribute('data-prefix');\n var existingIconName = node.getAttribute('data-icon');\n var
innerText = node.innerHTML !== undefined ? node.innerHTML.trim() : '';\n\n var val =
getCanonicalIcon(classArray(node));\n\n if (existingPrefix && existingIconName) {\n val.prefix =
existingPrefix;\n val.iconName = existingIconName;\n }\n\n if (val.prefix && innerText.length > 1) {\n
val.iconName = byLigature(val.prefix, node.innerHTML);\n } else if (val.prefix && innerText.length === 1) {\n
val.iconName = byUnicode(val.prefix, toHex(node.innerHTML));\n }\n\n\n return val;\n};\n\n\nvar
parseTransformString = function parseTransformString(transformString) {\n var transform = {\n size: 16,\n x:
0,\n y: 0,\n flipX: false,\n flipY: false,\n rotate: 0\n }; \n\n if (!transformString) {\n return transform;\n
}

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    } else {\n    return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n    var parts =
n.toLowerCase().split('-');\n    var first = parts[0];\n    var rest = parts.slice(1).join('-');\n\n    if (first && rest ===
'h') {\n    acc.flipX = true;\n    return acc;\n    }\n\n    if (first && rest === 'v') {\n    acc.flipY = true;\n
return acc;\n    }\n\n    rest = parseFloat(rest);\n\n    if (isNaN(rest)) {\n    return acc;\n    }\n\n    switch
(first) {\n    case 'grow':\n    acc.size = acc.size + rest;\n    break;\n    case 'shrink':\n    acc.size =
acc.size - rest;\n    break;\n    case 'left':\n    acc.x = acc.x - rest;\n    break;\n    case 'right':\n
acc.x = acc.x + rest;\n    break;\n    case 'up':\n    acc.y = acc.y - rest;\n    break;\n    case 'down':\n
acc.y = acc.y + rest;\n    break;\n    case 'rotate':\n
acc.rotate = acc.rotate + rest;\n    break;\n    }\n\n    return acc;\n    }, transform);\n    }\n};\n\nvar
transformParser = function (node) {\n    return parseTransformString(node.getAttribute('data-fa-
transform'));\n};\n\nvar symbolParser = function (node) {\n    var symbol = node.getAttribute('data-fa-symbol');\n\n
return symbol === null ? false : symbol === '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n    var
extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n    if (acc.name !== 'class' && acc.name !==
'style') {\n    acc[attr.name] = attr.value;\n    }\n    return acc;\n    }, {});\n\n    var title = node.getAttribute('title');\n\n
if (config$.autoA11y) {\n    if (title) {\n    extraAttributes['aria-labelledby'] = config$.replacementClass + '-title-'
+ nextUniqueId();\n    } else {\n    extraAttributes['aria-hidden'] = 'true';\n    }\n    }\n\n    return
extraAttributes;\n};\n\nvar maskParser = function (node) {\n    var
mask = node.getAttribute('data-fa-mask');\n\n    if (!mask) {\n    return emptyCanonicalIcon();\n    } else {\n    return
getCanonicalIcon(mask.split(' ').map(function (i) {\n    return i.trim();\n    }));\n    }\n};\n\nfunction parseMeta(node)
{\n    var _classParser = classParser(node),\n    iconName = _classParser.iconName,\n    prefix =
_classParser.prefix,\n    extraClasses = _classParser.rest;\n\n    var extraStyles = styleParser(node);\n    var transform
= transformParser(node);\n    var symbol = symbolParser(node);\n    var extraAttributes = attributesParser(node);\n    var
mask = maskParser(node);\n\n    return {\n    iconName: iconName,\n    title: node.getAttribute('title'),\n    prefix:
prefix,\n    transform: transform,\n    symbol: symbol,\n    mask: mask,\n    extra: {\n    classes: extraClasses,\n
styles: extraStyles,\n    attributes: extraAttributes\n    }\n};\n\nfunction MissingIcon(error) {\n    this.name =
'MissingIcon';\n    this.message = error || 'Icon unavailable';\n
this.stack = new Error().stack;\n}\n\nMissingIcon.prototype =
Object.create(Error.prototype);\n\nMissingIcon.prototype.constructor = MissingIcon;\n\nvar FILL = { fill:
'currentColor' };\n\nvar ANIMATION_BASE = {\n    attributeType: 'XML',\n    repeatCount: 'indefinite',\n    dur:
'2s'\n};\n\nvar RING = {\n    tag: 'path',\n    attributes: _extends({}, FILL, {\n    d: 'M156.5,447.7l-12.6,29.5c-18.7-9.5-
35.9-21.2-51.5-34.9l22.7-22.7c127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5
c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.1l-29.5-
12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-
25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-
37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z
M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-
1.4,18.8-5.2,37-11.1,54.1l29.5,12.6
c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-
11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z
M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-
29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-
29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-
61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-
11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5
C370.4,72.1,384.4,81.5,397,92.4z\n    })\n};\n\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n
attributeName: 'opacity'\n});\n\nvar DOT = {\n    tag: 'circle',\n    attributes: _extends({}, FILL, {\n    cx: '256',\n
cy: '364',\n    r: '28'\n    })),\n    children:

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    [{ tag: 'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' })
    ], { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) ]]);\nvar
QUESTION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '1',\n d: 'M263.7,312h-16c-6.6,0-12-
5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4I-
13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-
77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n }},\n children: [{ tag: 'animate', attributes: _extends({},
OPACITY_ANIMATE, { values: '1;0;0;0;1;' }) ]]);\nvar EXCLAMATION = {\n tag: 'path',\n attributes:
_extends({}, FILL, {\n opacity: '0',\n d: 'M232.5,134.517,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-
11.5I7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z'\n }},\n children: [{ tag: 'animate',
attributes: _extends({}, OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) ]]);\n\nvar missing = { tag: 'g',
children: [RING, DOT, QUESTION, EXCLAMATION] }; \n\nvar styles = namespace.styles;\n\nvar
LAYERS_TEXT_CLASSNAME = 'fa-layers-text';\nvar FONT_FAMILY_PATTERN = /Font Awesome 5
(Solid|Regular|Light|Brands)/;\nvar STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n
'Brands': 'fab'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n found: false,\n width: 512,\n
height: 512,\n icon: missing\n }; \n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName])
{\n var icon = styles[prefix][iconName];\n var width = icon[0];\n var height = icon[1];\n var vectorData =
icon.slice(4);\n\n val = {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes:
{ fill: 'currentColor', d: vectorData[0] } }\n }; \n } else if (iconName && prefix && !config$.showMissingIcons)
{\n
\n throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n } \n\n return
val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName =
nodeMeta.iconName,\n title = nodeMeta.title,\n prefix = nodeMeta.prefix,\n transform =
nodeMeta.transform,\n symbol = nodeMeta.symbol,\n mask = nodeMeta.mask,\n extra =
nodeMeta.extra;\n\n\n return [node, makeInlineSvgAbstract({\n icons: {\n main: findIcon(iconName,
prefix),\n mask: findIcon(mask.iconName, mask.prefix)\n },\n prefix: prefix,\n iconName: iconName,\n
transform: transform,\n symbol: symbol,\n mask: mask,\n title: title,\n extra: extra,\n watchable: true\n
})];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n transform =
nodeMeta.transform,\n extra = nodeMeta.extra;\n\n\n var width = null;\n var height = null;\n\n if (IS_IE) {\n
var computedFontSize
= parseInt(getComputedStyle(node).fontSize, 10);\n var boundingClientRect = node.getBoundingClientRect();\n
width = boundingClientRect.width / computedFontSize;\n height = boundingClientRect.height /
computedFontSize;\n } \n\n if (config$.autoA11y && !title) {\n extra.attributes['aria-hidden'] = 'true';\n } \n\n
return [node, makeLayersTextAbstract({\n content: node.innerHTML,\n width: width,\n height: height,\n
transform: transform,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction
generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if
(~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n return generateLayersText(node,
nodeMeta);\n } else {\n return generateSvgReplacementMutation(node, nodeMeta);\n } \n\n}\n\nfunction
remove(node) {\n if (typeof node.remove === 'function') {\n node.remove();\n } else if (node &&
node.parentNode) {\n node.parentNode.removeChild(node);\n } \n\n}\n\nfunction searchPseudoElements(root)
{\n if (!IS_DOM) return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function ()
{\n toArray(root.querySelectorAll('*')).forEach(function (node) {\n ['before', 'after'].forEach(function (pos)
{\n var styles = WINDOW.getComputedStyle(node, pos);\n var fontFamily =
styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n var children =
toArray(node.children);\n var pseudoElement = children.filter(function (c) {\n return
c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n }))[0];\n\n if (pseudoElement) {\n if
(pseudoElement.nextSibling &&
pseudoElement.nextSibling.textContent.indexOf(DATA_FA_PSEUDO_ELEMENT) > -1) {\n
remove(pseudoElement.nextSibling);\n } \n\n remove(pseudoElement);\n pseudoElement = null;\n

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ellipsis;\n top: 0;\n -webkit-transform: scale(0.25);\n      transform: scale(0.25);\n -webkit-transform-origin:
top right;\n      transform-origin: top right; }\n\n.fa-layers-bottom-right {\n bottom: 0;\n right: 0;\n top:
auto;\n -webkit-transform: scale(0.25);\n      transform: scale(0.25);\n -webkit-transform-origin: bottom
right;\n      transform-origin: bottom right; }\n\n.fa-layers-bottom-left {\n bottom: 0;\n left: 0;\n right:
auto;\n top: auto;\n -webkit-transform: scale(0.25);\n      transform: scale(0.25);\n -webkit-transform-origin:
bottom left;\n      transform-origin: bottom left; }\n\n.fa-layers-top-right {\n right: 0;\n top: 0;\n -webkit-
transform: scale(0.25);\n      transform: scale(0.25);\n -webkit-transform-origin: top right;\n      transform-
origin: top right; }\n\n.fa-layers-top-left {\n left: 0;\n right: auto;\n top: 0;\n -webkit-transform: scale(0.25);\n
      transform:
scale(0.25);\n -webkit-transform-origin: top left;\n      transform-origin: top left; }\n\n.fa-lg {\n font-size:
1.33333em;\n line-height: 0.75em;\n vertical-align: -.06667em; }\n\n.fa-xs {\n font-size: .75em; }\n\n.fa-sm
{\n font-size: .875em; }\n\n.fa-1x {\n font-size: 1em; }\n\n.fa-2x {\n font-size: 2em; }\n\n.fa-3x {\n font-
size: 3em; }\n\n.fa-4x {\n font-size: 4em; }\n\n.fa-5x {\n font-size: 5em; }\n\n.fa-6x {\n font-size: 6em;
}\n\n.fa-7x {\n font-size: 7em; }\n\n.fa-8x {\n font-size: 8em; }\n\n.fa-9x {\n font-size: 9em; }\n\n.fa-10x
{\n font-size: 10em; }\n\n.fa-fw {\n text-align: center;\n width: 1.25em; }\n\n.fa-ul {\n list-style-type:
none;\n margin-left: 2.5em;\n padding-left: 0; }\n\n .fa-ul > li {\n position: relative; }\n\n.na-li {\n left: -
2em;\n position: absolute;\n text-align: center;\n width: 2em;\n line-height: inherit; }\n\n.na-border {\n
border: solid 0.08em #eee;\n
border-radius: .1em;\n padding: .2em .25em .15em; }\n\n.na-pull-left {\n float: left; }\n\n.na-pull-right {\n
float: right; }\n\n.na.fa-pull-left,\n.na.fas.fa-pull-left,\n.na.far.fa-pull-left,\n.na.fal.fa-pull-left,\n.na.fab.fa-pull-left {\n
margin-right: .3em; }\n\n.na.fa-pull-right,\n.na.fas.fa-pull-right,\n.na.far.fa-pull-right,\n.na.fal.fa-pull-right,\n.na.fab.fa-pull-
right {\n margin-left: .3em; }\n\n.na-spin {\n -webkit-animation: fa-spin 2s infinite linear;\n      animation: fa-
spin 2s infinite linear; }\n\n.na-pulse {\n -webkit-animation: fa-spin 1s infinite steps(8);\n      animation: fa-
spin 1s infinite steps(8); }\n\n.na@-webkit-keyframes fa-spin {\n 0% {\n -webkit-transform: rotate(0deg);\n
transform: rotate(0deg); }\n 100% {\n -webkit-transform: rotate(360deg);\n      transform: rotate(360deg); }\n
}\n\n.na@keyframes fa-spin {\n 0% {\n -webkit-transform: rotate(0deg);\n      transform: rotate(0deg); }\n
100%
{\n -webkit-transform: rotate(360deg);\n      transform: rotate(360deg); }\n}\n\n.na-rotate-90 {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\n -webkit-transform: rotate(90deg);\n
transform: rotate(90deg); }\n\n.na-rotate-180 {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\n -webkit-transform: rotate(180deg);\n
transform: rotate(180deg); }\n\n.na-rotate-270 {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\n -webkit-transform: rotate(270deg);\n
transform: rotate(270deg); }\n\n.na-flip-horizontal {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\n -webkit-transform: scale(-1,
1);\n      transform: scale(-1, 1); }\n\n.na-flip-vertical {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\n -webkit-transform: scale(1, -
1);\n      transform: scale(1, -1); }\n\n.na-flip-horizontal.na-flip-vertical {\n -ms-filter:
\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\n -webkit-transform: scale(-1, -
1);\n      transform: scale(-1, -1); }\n\n.na:root .na-rotate-90,\n.na:root .na-rotate-180,\n.na:root .na-rotate-270,\n.na:root .na-
flip-horizontal,\n.na:root .na-flip-vertical {\n -webkit-filter: none;\n      filter: none; }\n\n.na-stack {\n display:
inline-block;\n height: 2em;\n position: relative;\n width: 2em; }\n\n.na-stack-1x,\n.na-stack-2x {\n bottom:
0;\n left: 0;\n margin: auto;\n position: absolute;\n right: 0;\n top: 0; }\n\n.na.svg-inline--fa.na-stack-1x {\n
height: 1em;\n width: 1em; }\n\n.na.svg-inline--fa.na-stack-2x {\n height: 2em;\n width: 2em; }\n\n.na-inverse
{\n color: #fff; }\n\n.na.sr-only {\n border: 0;\n clip: rect(0, 0, 0, 0);\n height: 1px;\n margin: -1px;\n
overflow: hidden;\n padding: 0;\n position: absolute;\n

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width: 1px; }}\n\n.sr-only-focusable:active, .sr-only-focusable:focus {\n clip: auto;\n height: auto;\n margin:
0;\n overflow: visible;\n position: static;\n width: auto; }}\n\n";\n\nvar css = function () {\n var dfp =
DEFAULT_FAMILY_PREFIX;\n var drc = DEFAULT_REPLACEMENT_CLASS;\n var fp =
config$.familyPrefix;\n var rc = config$.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc)
{\n var dPatt = new RegExp("\\\\\\" + dfp + '\\\\|-', 'g');\n var rPatt = new RegExp("\\\\\\" + drc, 'g');\n\n s =
s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var
normalized = Object.keys(icons).reduce(function (acc, iconName) {\n var icon = icons[iconName];\n var
expanded = !icon.icon;\n\n if (expanded) {\n acc[icon.iconName] = icon.icon;\n } else {\n acc[iconName]
= icon;\n }\n\n return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function')
{\n namespace.hooks.addPack(prefix, normalized);\n } else {\n namespace.styles[prefix] = _extends({},
namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n * Font Awesome 4 used the prefix of `fa` for all icons.
With the introduction\n * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n *
for `fas` so we'll easy the upgrade process for our users by automatically defining\n * this as well.\n *\n if (prefix
=== 'fas') {\n define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n
classCallCheck(this, Library);\n\n this.definitions = {};\n }\n\n createClass(Library, [{\n key: 'add',\n value:
function add() {\n var _this = this;\n\n for (var _len = arguments.length, definitions = Array(_len), _key = 0;
_key < _len; _key++) {\n definitions[_key] = arguments[_key];\n }\n\n var additions =
definitions.reduce(this._pullDefinitions, {});\n\n Object.keys(additions).forEach(function
(key) {\n _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n define(key,
additions[key]);\n });\n }\n }, {\n key: 'reset',\n value: function reset() {\n this.definitions = {};\n }\n
}, {\n key: '_pullDefinitions',\n value: function _pullDefinitions(additions, definition) {\n var normalized =
definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n
Object.keys(normalized).map(function (key) {\n var _normalized$key = normalized[key],\n prefix =
_normalizedName.prefix,\n iconName = _normalized$key.iconName,\n icon =
_normalizedName.icon;\n\n\n if (!additions[prefix]) additions[prefix] = {};\n\n additions[prefix][iconName]
= icon;\n });\n\n return additions;\n }\n }]);\n\n return Library;\n }());\n\nfunction prepIcon(icon) {\n var
width = icon[0];\n var height = icon[1];\n\n var vectorData = icon.slice(4);\n\n return {\n found: true,\n width: width,\n height: height,\n icon: { tag:
'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };}\n\n\nvar _cssInserted = false;\n\nfunction
ensureCss() {\n if (!config$.autoAddCss) {\n return;\n }\n\n if (!_cssInserted) {\n insertCss(css());\n }\n\n\n
_cssInserted = true;\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n
get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n get: function get() {\n return
val.abstract.map(function (a) {\n return toHtml(a);\n });\n });\n\n Object.defineProperty(val, 'node',
{\n get: function get() {\n if (!IS_DOM) return;\n\n var container = DOCUMENT.createElement('div');\n
container.innerHTML = val.html;\n return container.children;\n }\n });\n\n return val;\n}\n\nfunction
findIconDefinition(params) {\n var _params$prefix
= params.prefix,\n prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n iconName =
params.iconName;\n\n\n if (!iconName) return;\n\n return iconFromMapping(library.definitions, prefix, iconName)
|| iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function
(maybeIconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] :
{};\n\n var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition :
findIconDefinition(maybeIconDefinition || {});\n\n var mask = params.mask;\n\n\n if (mask) {\n mask =
(mask || {}).icon ? mask : findIconDefinition(mask || {});\n }\n\n return next(iconDefinition, _extends({},
params, { mask: mask }));\n }\n}\n\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n
auto(false);\n disconnect();\n};\n\nvar dom = {\n i2svg: function i2svg() {\n var params = arguments.length > 0
&& arguments[0] !== undefined
? arguments[0] : {};\n\n if (IS_DOM) {\n ensureCss();\n\n var _params$node = params.node,\n node
= _params$node === undefined ? DOCUMENT : _params$node,\n _params$callback = params.callback,\n

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    callback = _params$callback === undefined ? function () {} : _params$callback;\n\n\n    if
    (config$1.searchPseudoElements) {\n      searchPseudoElements(node);\n    }\n\n    onTree(node, callback);\n  }\n  },\n\n  css: css,\n\n  insertCss: function insertCss($1) {\n    insertCss(css());\n  }\n};\n\nvar parse = {\n  transform: function transform(transformString) {\n    return parseTransformString(transformString);\n  }\n};\n\nvar
icon = resolveIcons(function (iconDefinition) {\n  var params = arguments.length > 1 && arguments[1] !==
undefined ? arguments[1] : {};\n  var _params$transform = params.transform,\n      transform = _params$transform
=== undefined ? meaninglessTransform : _params$transform,\n      _params$mask = params.mask,\n
      mask = _params$mask === undefined ? null : _params$mask,\n      _params$title = params.title,\n
      title = _params$title === undefined ? null : _params$title,\n      _params$classes = params.classes,\n
      classes = _params$classes === undefined ? [] : _params$classes,\n      _params$attributes = params.attributes,\n
      attributes = _params$attributes === undefined ? {} : _params$attributes,\n      _params$styles = params.styles,\n
      styles = _params$styles === undefined ? {} : _params$styles;\n\n\n  if (!iconDefinition) return;\n\n  var prefix =
iconDefinition.prefix,\n      iconName = iconDefinition.iconName,\n      icon = iconDefinition.icon;\n\n\n  return
apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n    ensureCss();\n\n    if (config$1.autoA11y) {\n
      if (title) {\n        attributes['aria-labelledby'] = config$1.replacementClass + '-title-'
+ nextUniqueId();\n      } else {\n        attributes['aria-hidden'] = 'true';\n      }\n    }\n\n    return
makeInlineSvgAbstract({\n      icons: {\n        main: prepIcon(icon),\n        mask: mask ? prepIcon(mask.icon) : {
found: false, width: null, height: null, icon: {} }\n      },\n      prefix: prefix,\n      iconName: iconName,\n
      transform: _extends({}, meaninglessTransform, transform),\n      symbol: symbol,\n      title: title,\n      extra: {\n
attributes: attributes,\n        styles: styles,\n        classes: classes\n      }\n    });\n\n    var text = function
text(content) {\n      var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n      var
_params$transform2 = params.transform,\n          transform = _params$transform2 === undefined ?
meaninglessTransform : _params$transform2,\n          _params$title2 = params.title,\n          title = _params$title2 ===
undefined ? null : _params$title2,\n          _params$classes2 = params.classes,\n
          classes = _params$classes2 === undefined ? [] : _params$classes2,\n          _params$attributes2 =
params.attributes,\n          attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n
          _params$styles2 = params.styles,\n          styles = _params$styles2 === undefined ? {} : _params$styles2;\n\n\n      return
apiObject({ type: 'text', content: content }, function () {\n        ensureCss();\n\n        return makeLayersTextAbstract({\n
content: content,\n          transform: _extends({}, meaninglessTransform, transform),\n          title: title,\n          extra: {\n
attributes: attributes,\n            styles: styles,\n            classes: [config$1.familyPrefix + '-layers-
text'].concat(toConsumableArray(classes))\n          }\n        });\n\n        var layer = function layer(assembler) {\n
return apiObject({ type: 'layer' }, function () {\n          ensureCss();\n\n          var children = [];\n\n          assembler(function
(args) {\n            Array.isArray(args) ? args.map(function (a) {\n              children
= children.concat(a.abstract);\n            }): children = children.concat(args.abstract);\n          });\n\n          return [{\n            tag:
'span',\n            attributes: { class: config$1.familyPrefix + '-layers' },\n            children: children\n          }];\n        }\n
      });\n\n      var api$1 = {\n        noAuto: noAuto,\n        dom: dom,\n        library: library,\n        parse: parse,\n        findIconDefinition:
findIconDefinition,\n        icon: icon,\n        text: text,\n        layer: layer\n      };\n\n      var autoReplace = function autoReplace() {\n        if
(IS_DOM && config$1.autoReplaceSvg) api$1.dom.i2svg({ node: DOCUMENT });\n      };\n\n      function bootstrap() {\n        if
(IS_BROWSER) {\n          if (!WINDOW.FontAwesome) {\n            WINDOW.FontAwesome = api$1;\n          }\n\n          domready(function () {\n            if
(Object.keys(namespace.styles).length > 0) {\n              autoReplace();\n            }\n\n            if
(config$1.observeMutations && typeof MutationObserver === 'function') {\n              observe({\n                treeCallback:
onTree,\n                nodeCallback: onNode,\n                pseudoElementsCallback: searchPseudoElements\n              });\n            }\n          });\n        }\n\n        namespace.hooks = _extends({}, namespace.hooks, {\n          addPack: function
addPack(prefix, icons) {\n            namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, icons);\n\n            build();\n            autoReplace();\n          },\n          addShims: function addShims(shims) {\n            var _namespace$shims;\n\n            (_namespace$shims = namespace.shims).push.apply(_namespace$shims, toConsumableArray(shims));\n\n            build();\n            autoReplace();\n          }\n        });\n\n        Object.defineProperty(api$1, 'config', {\n          get: function get() {\n

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return config$1;\n },\n\n set: function set(newConfig) {\n  update(newConfig);\n };\n\nif (IS_DOM)
bunker(bootstrap);\n\nvar config = api$1.config;\n\nexport { config, icon, noAuto, layer, text, library, dom, parse,
findIconDefinition };
\nexport default api$1;\n", "var isObject = require('./_is-object');\n\nmodule.exports = function
(it) {\n  if (!isObject(it)) throw TypeError(it + ' is not an
object!');\n  return it;\n};\n", "/*\n * This method returns the first argument it receives.\n * \n * @static\n * @since
0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n *
@example\n * \n * var object = { 'a': 1 };
\n * console.log(_.identity(object) === object);\n * // => true\n *
\nfunction identity(value) {\n  return value;\n}\n\nmodule.exports = identity;\n", "var has = require('./_has');\n\nvar
toObject = require('./_to-iobject');\n\nvar arrayIndexOf = require('./_array-includes')(false);\n\nvar IE_PROTO =
require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n  var O =
toObject(object);\n  var i = 0;\n  var result = [];\n  var key;\n  for (key in O) if (key != IE_PROTO) has(O, key) &&
result.push(key);\n  // Don't enum bug & hidden keys\n  while (names.length > i) if (has(O, key = names[i++])) {\n
~arrayIndexOf(result, key) || result.push(key);\n  }\n  return result;\n};\n", "var Symbol = require('./_Symbol'),\n
  arrayMap = require('./_arrayMap'),\n  isArray = require('./isArray'),\n  isSymbol = require('./isSymbol');\n\n/**
Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/** Used to convert symbols to
primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n  symbolToString =
symbolProto ? symbolProto.toString : undefined;\n\n/**\n * The base implementation of `_.toString` which doesn't
convert nullish\n * values to empty strings.\n * \n * @private\n * @param {*} value The value to process.\n *
@returns {string} Returns the string.\n *
\nfunction baseToString(value) {\n  // Exit early for strings to avoid a
performance hit in some environments.\n  if (typeof value == 'string') {\n    return value;\n  }\n  if (isArray(value))
{\n    // Recursively convert values (susceptible to call stack limits).\n    return arrayMap(value, baseToString) +
";\n  }\n  if (isSymbol(value)) {\n    return symbolToString ?\n
symbolToString.call(value) : "";\n  }\n  var result = (value + "");\n  return (result == '0' && (1 / value) == -
INFINITY) ? '-0' : result;\n}\n\nmodule.exports = baseToString;\n", "var ListCache = require('./_ListCache'),\n
Map = require('./_Map'),\n  MapCache = require('./_MapCache');\n\n/** Used as the size to enable large array
optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n\n/**\n * Sets the stack `key` to `value`.\n * \n * @private\n *
@name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value
The value to set.\n * @returns {Object} Returns the stack cache instance.\n *
\nfunction stackSet(key, value) {\n  var data = this.__data__;\n  if (data instanceof ListCache) {\n    var pairs =
data.__data__;
\n    if (!Map || (pairs.length < LARGE_ARRAY_SIZE - 1)) {\n      pairs.push([key, value]);\n      this.size = ++data.size;\n
      return this;\n    }\n    data = this.__data__ = new MapCache(pairs);\n  }\n  data.set(key, value);\n  this.size
= data.size;\n  return this;\n}\n\nmodule.exports = stackSet;\n", "use strict";\nObject.defineProperty(exports,
'__esModule', { value: true });\n\nvar prefix = 'fas';\nvar iconName = 'envelope';\nvar width = 512;\nvar height =
512;\nvar ligatures = [];\nvar unicode = 'f0e0';\nvar svgPathData = 'M502.3 190.8c3.9-3.1 9.7-2 9.7 4.7V400c0
26.5-21.5 48-48 48H48c-26.5 0-48-21.5-48-48V195.6c0-5 5.7-7.8 9.7-4.7 22.4 17.4 52.1 39.5 154.1 113.6 21.1 15.4
56.7 47.8 92.2 47.6 35.7 3 72-32.8 92.3-47.6 102-74.1 131.6-96.3 154-113.7zM256 320c23.2 4 56.6-29.2 73.4-41.4
132.7-96.3 142.8-104.7 173.4-128.7 5.8-4.5 9.2-11.5 9.2-18.9v-19c0-26.5-21.5-48-48-48H48C21.5 64 85.5 0
112v19c0 7.4 3.4 14.3 9.2 18.9 30.6 23.9 40.7 32.4 173.4 128.7 16.8 12.2 50.2 41.8 73.4
41.4z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n
    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faEnvelope = exports.definition;\n\nexports.prefix =
prefix;\n\nexports.iconName =\n  = iconName;\n\nexports.width = width;\n\nexports.height = height;\n\nexports.ligatures = ligatures;\n\nexports.unicode =
unicode;\n\nexports.svgPathData = svgPathData;\n", "/*\n * This method returns a new empty array.\n * \n * @static\n *
@memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n *
@example\n * \n * var arrays = _.times(2, _.stubArray);\n * \n * console.log(arrays);\n * // => [[], []]\n * \n *
console.log(arrays[0] === arrays[1]);\n * // => false\n *
\nfunction stubArray() {\n  return [];\n}\n\nmodule.exports =
stubArray;\n", "var baseIsArguments = require('./_baseIsArguments'),\n  isObjectLike =
require('./isObjectLike');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**

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Used to check objects for own properties. */nvar hasOwnProperty = objectProto.hasOwnProperty;*/n/** Built-in
value references. */nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;*/n/**n * Checks if `value`
is likely an `arguments` object.*/n * @static*/n * @memberOf _*/n * @since 0.1.0*/n * @category Lang*/n *
@param {*} value The value to check.*/n * @returns {boolean} Returns `true` if `value` is an `arguments` object,*/n
* else `false`.*/n * @example*/n * _._isArguments(function() { return arguments; }());*/n * // => true*/n *
*_._isArguments([1, 2, 3]);*/n * // => false*/n*/nvar isArguments = baseIsArguments(function() { return arguments;
}()) ? baseIsArguments : function(value) {*/n return isObjectLike(value) && hasOwnProperty.call(value, 'callee')
&&*/n !propertyIsEnumerable.call(value, 'callee');*/n};*/n*/nmodule.exports = isArguments;*/n", "module.exports =
function (it) {*/n return typeof it === 'object' ? it !== null : typeof it === 'function';*/n};*/n", "*/n*/n * The base
implementation of `_.sortBy` which uses `comparer` to define the*/n * sort order of `array` and replaces criteria
objects with their corresponding*/n * values.*/n * @private*/n * @param {Array} array The array to sort.*/n
* @param {Function} comparer The function to define sort order.*/n * @returns {Array} Returns `array`.*/n
*/n*/nfunction baseSortBy(array, comparer) {*/n var length = array.length;*/n*/n array.sort(comparer);*/n while (length--
) {*/n array[length] = array[length].value;*/n }*/n return array;*/n};*/n*/nmodule.exports = baseSortBy;*/n", "export
default function _classCallCheck(instance, Constructor) {*/n if (!(instance instanceof Constructor)) {*/n throw new
TypeError("Cannot call a class as a function");*/n }*/n}", "module.exports = function (done, value) {*/n return {
value: value, done: !!done };*/n};*/n", "var MapCache = require('./_MapCache'),*/n setCacheAdd =
require('./_setCacheAdd'),*/n setCacheHas = require('./_setCacheHas');*/n*/n/**n * Creates an array cache object
to store unique values.*/n * @private*/n * @constructor*/n * @param {Array} [values] The values to cache.*/n
*/n*/nfunction SetCache(values) {*/n var index = -1,*/n length = values == null ? 0 : values.length;*/n
this.__data__ = new MapCache;*/n while (++index < length) {*/n this.add(values[index]);*/n }*/n};*/n*/n// Add
methods to `SetCache`.*/nSetCache.prototype.add = SetCache.prototype.push =
setCacheAdd;*/nSetCache.prototype.has = setCacheHas;*/n*/nmodule.exports = SetCache;*/n", "module.exports =
function (it) {*/n if (typeof it !== 'function') throw TypeError(it + ' is not a function!');*/n return it;*/n};*/n", "var root =
require('./_root');*/n*/n/** Used to detect overarching core-js shims. */nvar coreJsData = root['__core-
js_shared__'];*/n*/nmodule.exports = coreJsData;*/n", "*/n*/n * Checks if `value` is in the array cache.*/n * @private*/n
* @name has*/n * @memberOf SetCache*/n * @param {*} value The value to search for.*/n * @returns
{number} Returns `true` if `value` is found, else `false`.*/n * */n*/nfunction setCacheHas(value) {*/n return
this.__data__.has(value);*/n};*/n*/nmodule.exports = setCacheHas;*/n", "*/n*/n/** Used for built-in method references. */nvar
funcProto = Function.prototype;*/n*/n/** Used to
resolve the decompiled source of functions. */nvar funcToString = funcProto.toString;*/n*/n/**n * Converts `func`
to its source code.*/n * @private*/n * @param {Function} func The function to convert.*/n * @returns {string}
Returns the source code.*/n * */n*/nfunction toSource(func) {*/n if (func !== null) {*/n try {*/n return
funcToString.call(func);*/n } catch (e) {}*/n try {*/n return (func + "");*/n } catch (e) {}*/n }*/n return
";*/n};*/n*/nmodule.exports = toSource;*/n", "var redefine = require('./_redefine');*/n*/nmodule.exports = function (target,
src, safe) {*/n for (var key in src) redefine(target, key, src[key], safe);*/n return target;*/n};*/n", "var arrayMap =
require('./_arrayMap'),*/n baseIteratee = require('./_baseIteratee'),*/n baseMap = require('./_baseMap'),*/n isArray
= require('./_isArray');*/n*/n/**n * Creates an array of values by running each element in `collection` thru*/n *
`iteratee`. The iteratee is invoked with three arguments:*/n * (value, index|key, collection).*/n
*/n * Many lodash methods are guarded to work as iteratees for methods like*/n * `_.every`, `_.filter`, `_.map`,
`_.mapValues`, `_.reject`, and `_.some`.*/n * The guarded methods are:*/n * `ary`, `chunk`, `curry`, `curryRight`,
`drop`, `dropRight`, `every`,*/n * `fill`, `invert`, `parseInt`, `random`, `range`, `rangeRight`, `repeat`,*/n *
`sampleSize`, `slice`, `some`, `sortBy`, `split`, `take`, `takeRight`,*/n * `template`, `trim`, `trimEnd`, `trimStart`, and
`words`.*/n * @static*/n * @memberOf _*/n * @since 0.1.0*/n * @category Collection*/n * @param {Array|Object}
collection The collection to iterate over.*/n * @param {Function} [iteratee=_identity] The function invoked per
iteration.*/n * @returns {Array} Returns the new mapped array.*/n * @example*/n * _._map(*/n * n * n;*/n * }*/n * _._map([4, 8], square);*/n * // => [16, 64]*/n * _._map({ 'a': 4, 'b': 8 }, square);*/n * // =>
[16, 64] (iteration order is not guaranteed)*/n * var users = [*/n *

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    { 'user': 'barney' },\n * { 'user': 'fred' }\n * ];\n * \n * // The `_.property` iteratee shorthand.\n * _.map(users,
'user');\n * // => ['barney', 'fred']\n * \nfunction map(collection, iteratee) {\n  var func = isArray(collection) ?
arrayMap : baseMap;\n  return func(collection, baseIteratee(iteratee, 3));\n}\n\nmodule.exports = map;\n","import
mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"; export default
mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"; \n//
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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
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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//
resolves . and .. elements in a path array with directory names there\n// must be no slashes, empty elements, or
device names (c:\) in the array\n// (so also no leading and trailing slashes - it does not distinguish\n// relative and
absolute paths)\nfunction normalizeArray(parts, allowAboveRoot) {\n  // if the path tries to go above the root, `up`
ends up > 0\n  var up = 0;\n  for (var i = parts.length
- 1; i >= 0; i--) {\n    var last = parts[i];\n    if (last === '..') {\n      parts.splice(i, 1);\n    } else if (last === '.') {\n
parts.splice(i, 1);\n      up++;\n    } else if (up) {\n      parts.splice(i, 1);\n      up--;\n    } }\n\n  // if the path is
allowed to go above the root, restore leading ..\n  if (allowAboveRoot) {\n    for (; up--;) {\n
parts.unshift('..');\n    }\n  }\n  return parts;\n}\n\n// Split a filename into [root, dir, basename, ext], unix version\n//
'root' is just a slash, or nothing.\nvar splitPathRe =
/^(\\?|)([\\s\\S]*?)(\\?:\\.[1,2]{1}[^\\|+?|\\.[^\\|*]*|)?(?:[\\|]*$); \nvar splitPath = function(filename) {\n  return
splitPathRe.exec(filename).slice(1);\n};\n\n// path.resolve([from ...], to)\n// posix version\nexports.resolve =
function() {\n  var resolvedPath = \";\n  resolvedAbsolute = false;\n\n  for (var i = arguments.length - 1; i >= -1
&& !resolvedAbsolute; i--) {\n    var path = (i >= 0) ? arguments[i] : process.cwd();\n\n
    // Skip empty and invalid entries\n    if (typeof path !== 'string') {\n      throw new TypeError('Arguments to
path.resolve must be strings');\n    } else if (!path) {\n      continue;\n    }\n\n    resolvedPath = path + '/' +
resolvedPath;\n    resolvedAbsolute = path.charAt(0) === ';\n  }\n\n  // At this point the path should be resolved to a
full absolute path, but\n  // handle relative paths to be safe (might happen when process.cwd() fails)\n\n  //
Normalize the path\n  resolvedPath = normalizeArray(filter(resolvedPath.split('/'), function(p) {\n    return !!p;\n })),
!resolvedAbsolute).join('/');\n\n  return ((resolvedAbsolute ? '/' : '') + resolvedPath) || '.';\n};\n\n//
path.normalize(path)\n// posix version\nexports.normalize = function(path) {\n  var isAbsolute =
exports.isAbsolute(path),\n    trailingSlash = substr(path, -1) === ';\n\n  // Normalize the path\n  path =

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normalizeArray(filter(path.split('/'), function(p) {\n  return !!p;\n }), !isAbsolute).join('/');\n\n
  if (!path && !isAbsolute) {\n  path = '.';\n } \n if (path && trailingSlash) {\n  path += '/';\n }\n\n return
(isAbsolute ? '/' : '') + path;\n};\n\n// posix version\nexports.isAbsolute = function(path) {\n  return path.charAt(0)
=== '/';\n};\n\n// posix version\nexports.join = function() {\n  var paths = Array.prototype.slice.call(arguments, 0);\n\n
return exports.normalize(filter(paths, function(p, index) {\n  if (typeof p !== 'string') {\n    throw new
TypeError('Arguments to path.join must be strings');\n  })\n  return p;\n }).join('/');\n};\n\n\n// path.relative(from,
to)\n\n// posix version\nexports.relative = function(from, to) {\n  from = exports.resolve(from).substr(1);\n  to =
exports.resolve(to).substr(1);\n\n  function trim(arr) {\n    var start = 0;\n    for (; start < arr.length; start++) {\n    if
(arr[start] !== '') break;\n  }\n\n  var end = arr.length - 1;\n  for (; end >= 0; end--) {\n    if (arr[end] !== '')
break;\n  }\n\n  if (start > end) return [];\n  return arr.slice(start, end - start + 1);\n }\n\n  var fromParts = trim(from.split('/'));\n
var toParts = trim(to.split('/'));\n  var length = Math.min(fromParts.length, toParts.length);\n  var samePartsLength
= length;\n  for (var i = 0; i < length; i++) {\n    if (fromParts[i] !== toParts[i]) {\n      samePartsLength = i;\n
break;\n    }\n  }\n\n  var outputParts = [];\n  for (var i = samePartsLength; i < fromParts.length; i++) {\n
outputParts.push('..');\n }\n\n  outputParts = outputParts.concat(toParts.slice(samePartsLength));\n\n  return
outputParts.join('/');\n};\n\n\nexports.sep = '/';\nexports.delimiter = ':';\n\n\nexports.dirname = function(path) {\n  var
result = splitPath(path),\n  root = result[0],\n  dir = result[1];\n\n  if (!root && !dir) {\n    // No dirname
whatsoever\n    return '.';\n  }\n\n  if (dir) {\n    // It has a dirname, strip trailing slash\n    dir = dir.substr(0, dir.length
- 1);\n  }\n\n  return root +
dir;\n};\n\n\nexports.basename = function(path, ext) {\n  var f = splitPath(path)[2];\n  // TODO: make this
comparison case-insensitive on windows?\n  if (ext && f.substr(-1 * ext.length) === ext) {\n    f = f.substr(0,
f.length - ext.length);\n  }\n  return f;\n};\n\n\nexports.extname = function(path) {\n  return
splitPath(path)[3];\n};\n\n\nfunction filter (xs, f) {\n  if (xs.filter) return xs.filter(f);\n  var res = [];\n  for (var i = 0;
i < xs.length; i++) {\n    if (f(xs[i], i, xs)) res.push(xs[i]);\n  }\n  return res;\n};\n\n\n// String.prototype.substr -
negative index don't work in IE8\nvar substr = 'ab'.substr(-1) === 'b'\n  ? function (str, start, len) { return
str.substr(start, len) }\n  : function (str, start, len) {\n    if (start < 0) start = str.length + start;\n    return
str.substr(start, len);\n  }\n};\n\n\n// IE 8- don't enum bug keys\nmodule.exports = (\n
'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'\n).split(',')\n";"
var
hashClear = require('./_hashClear'),\n hashDelete = require('./_hashDelete'),\n hashGet = require('./_hashGet'),\n
hashHas = require('./_hashHas'),\n hashSet = require('./_hashSet');\n\n\n/**\n * Creates a hash object.\n *\n *
@private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Hash(entries)
{\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n\n  this.clear();\n  while (++index < length) {\n
var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n}\n\n\n// Add methods to
`Hash`\n\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get =
hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set = hashSet;\n\n\nmodule.exports = Hash;\n";"
var
castPath = require('./_castPath'),\n isArguments = require('./isArguments'),\n isArray = require('./isArray'),\n
isIndex = require('./isIndex'),\n isLength = require('./isLength'),\n
toKey = require('./_toKey');\n\n\n/**\n * Checks if `path` exists on `object`.\n *\n * @private\n * @param {Object}
object The object to query.\n * @param {Array|string} path The path to check.\n * @param {Function} hasFunc
The function to check properties.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n */\nfunction
hasPath(object, path, hasFunc) {\n  path = castPath(path, object);\n\n  var index = -1,\n      length = path.length,\n
result = false;\n\n  while (++index < length) {\n    var key = toKey(path[index]);\n    if (!(result = object != null &&
hasFunc(object, key))) {\n      break;\n    }\n    object = object[key];\n  }\n\n  if (result || ++index != length) {\n
return result;\n }\n\n  length = object == null ? 0 : object.length;\n  return !!length && isLength(length) && isIndex(key,
length) && (isArray(object) || isArguments(object));\n}\n\n\nmodule.exports = hasPath;\n";"
var isArray =
require('./isArray'),\n  isKey = require('./_isKey'),\n

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    stringToPath = require('./_stringToPath'),\n    toString = require('./toString');\n\n/**\n * Casts `value` to a path
array if it's not one.\n *\n * @private\n * @param {*} value The value to inspect.\n * @param {Object} [object]
The object to query keys on.\n * @returns {Array} Returns the cast property path array.\n */\nfunction
castPath(value, object) {\n  if (isArray(value)) {\n    return value;\n  }\n  return isKey(value, object) ? [value] :
stringToPath(toString(value));\n}\n\nmodule.exports = castPath;\n", "var MapCache =
require('./_MapCache');\n\n/**\n * Error message constants. *\nvar FUNC_ERROR_TEXT = 'Expected a
function';\n\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines
the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the
first argument\n * provided to the memoized function is used as the map cache key. The `func`\n * is invoked with
the `this`
binding of the memoized function.\n *\n * **Note:** The cache is exposed as the `cache` property on the
memoized\n * function. Its creation may be customized by replacing the `_.memoize.Cache`\n * constructor with
one whose instances implement the\n * [Map](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-
map-prototype-object)\n * method interface of `clear`, `delete`, `get`, `has`, and `set`.\n *\n * @static\n *
@memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to have its
output memoized.\n * @param {Function} [resolver] The function to resolve the cache key.\n * @returns
{Function} Returns the new memoized function.\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };\n * var other =
{ 'c': 3, 'd': 4 };\n *\n * var values = _.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a = 2;\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n *
values.cache.set(object,
['a', 'b']);\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _memoize.Cache =
WeakMap;\n */\nfunction memoize(func, resolver) {\n  if (typeof func !== 'function' || (resolver !== null && typeof
resolver !== 'function')) {\n    throw new TypeError(FUNC_ERROR_TEXT);\n  }\n  var memoized = function() {\n    var
args = arguments,\n        key = resolver ? resolver.apply(this, args) : args[0],\n        cache = memoized.cache;\n    if
(cache.has(key)) {\n      return cache.get(key);\n    }\n    var result = func.apply(this, args);\n    memoized.cache =
cache.set(key, result) || cache;\n    return result;\n  }; \n  memoized.cache = new (memoize.Cache || MapCache);\n  return
memoized;\n}\n\n// Expose `MapCache`.\nmemoize.Cache = MapCache;\n\nmodule.exports =
memoize;\n", "use strict";\nObject.defineProperty(exports, '_esModule', { value: true });\nvar prefix = 'fas';\nvar
iconName = 'times';\nvar width = 352;\nvar height = 512;\nvar ligatures
= [];\nvar unicode = 'f00d';\nvar svgPathData = 'M242.72 256l100.07-100.07c12.28-12.28 12.28-32.19 0-44.48l-
22.24-22.24c-12.28-12.28-32.19-12.28-44.48 0l176 189.28 75.93 89.21c-12.28-12.28-32.19-12.28-44.48 0l9.21
111.45c-12.28 12.28-12.28 32.19 0 44.48l109.28 256 9.21 356.07c-12.28 12.28-12.28 32.19 0 44.48l22.24
22.24c12.28 12.28 32.2 12.28 44.48 0l176 322.72l100.07 100.07c12.28 12.28 32.2 12.28 44.48 0l22.24-
22.24c12.28-12.28 12.28-32.19 0-44.48l242.72 256z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName:
iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faTimes =
exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width =
width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData =
svgPathData;\n", "var baseGet = require('./_baseGet');\n\n/**\n * A specialized version of `baseProperty` which
supports deep paths.\n *\n * @private\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor
function.\n */\nfunction basePropertyDeep(path) {\n  return function(object) {\n    return baseGet(object, path);\n
};\n}\n\nmodule.exports = basePropertyDeep;\n", "use strict";\n\n// eslint-disable-next-line no-empty-
function\nmodule.exports = function () {};\n\n/**\n * Used for built-in method references. *\nvar objectProto =
Object.prototype;\n\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value
The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\nfunction
isPrototype(value) {\n  var Ctor = value && value.constructor,\n      proto = (typeof Ctor === 'function' &&
Ctor.prototype) || objectProto;\n  return value === proto;\n}\n\nmodule.exports = isPrototype;\n", "7.3.20
SpeciesConstructor(O, defaultConstructor)\nvar anObject = require('./_an-object');\nvar aFunction = require('./_a-
```



```

'Trident', 'Firefox'];\nvar timeoutDuration = 0;\nfor
  (var i = 0; i < longerTimeoutBrowsers.length; i += 1) {\n  if (isBrowser &&
  navigator.userAgent.indexOf(longerTimeoutBrowsers[i]) >= 0) {\n    timeoutDuration = 1;\n    break;\n
  }\n}\n\nfunction microtaskDebounce(fn) {\n  var called = false;\n  return function () {\n    if (called) {\n      return;\n
    }\n    called = true;\n    window.Promise.resolve().then(function () {\n      called = false;\n      fn();\n    });\n
  };\n}\n\nfunction taskDebounce(fn) {\n  var scheduled = false;\n  return function () {\n    if (!scheduled) {\n
    scheduled = true;\n    setTimeout(function () {\n      scheduled = false;\n      fn();\n    }, timeoutDuration);\n
  }\n};\n}\n\nvar supportsMicroTasks = isBrowser && window.Promise;\n\n/**\n * Create a debounced version of a
  method, that's asynchronously deferred\n * but called in the minimum time possible.\n * @method\n *
  @memberof Popper.Utils\n * @argument {Function} fn\n * @returns {Function}\n */\nvar debounce =
  supportsMicroTasks ? microtaskDebounce
  : taskDebounce;\n\n/**\n * Check if the given variable is a function\n * @method\n * @memberof Popper.Utils\n *
  @argument {Any} functionToCheck - variable to check\n * @returns {Boolean} answer to: is a function?\n
  */\nfunction isFunction(functionToCheck) {\n  var getType = {};\n  return functionToCheck &&
  getType.toString.call(functionToCheck) === '[object Function]';\n}\n\n/**\n * Get CSS computed property of the
  given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument
  {String} property\n */\nfunction getStyleComputedProperty(element, property) {\n  if (element.nodeType !== 1) {\n
  return [];\n  }\n  // NOTE: 1 DOM access here\n  var window = element.ownerDocument.defaultView;\n  var css =
  window.getComputedStyle(element, null);\n  return property ? css[property] : css;\n}\n\n/**\n * Returns the
  parentNode or the host of the element\n * @method\n * @memberof Popper.Utils\n * @argument {Element}
  element\n * @returns {Element} parent\n
  */\nfunction getParentNode(element) {\n  if (element.nodeName === 'HTML') {\n    return element;\n  }\n  return
  element.parentNode || element.host;\n}\n\n/**\n * Returns the scrolling parent of the given element\n * @method\n
  * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} scroll parent\n
  */\nfunction getScrollParent(element) {\n  // Return body, `getScroll` will take care to get the correct `scrollTop` from it\n
  if (!element) {\n    return document.body;\n  }\n  switch (element.nodeName) {\n    case 'HTML':\n    case
  'BODY':\n    return element.ownerDocument.body;\n    case '#document':\n    return element.body;\n  }\n  // Firefox
  want us to check `-x` and `-y` variations as well\n  var _getStyleComputedProp =
  getStyleComputedProperty(element),\n    overflow = _getStyleComputedProp.overflow,\n    overflowX =
  _getStyleComputedProp.overflowX,\n    overflowY = _getStyleComputedProp.overflowY;\n  if
  (/^(auto|scroll|overlay)/.test(overflow
  + overflowY + overflowX)) {\n    return element;\n  }\n  return
  getScrollParent(getParentNode(element));\n}\n\nvar isIE11 = isBrowser && !(window.MSInputMethodContext
  && document.documentMode);\nvar isIE10 = isBrowser && /MSIE 10/.test(navigator.userAgent);\n\n/**\n *
  Determines if the browser is Internet Explorer\n * @method\n * @memberof Popper.Utils\n * @param {Number}
  version to check\n * @returns {Boolean} isIE\n */\nfunction isIE(version) {\n  if (version === 11) {\n    return
  isIE11;\n  }\n  if (version === 10) {\n    return isIE10;\n  }\n  return isIE11 || isIE10;\n}\n\n/**\n * Returns the offset
  parent of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n *
  @returns {Element} offset parent\n
  */\nfunction getOffsetParent(element) {\n  if (!element) {\n    return
  document.documentElement;\n  }\n  var noOffsetParent = isIE(10) ? document.body : null;\n  // NOTE: 1 DOM
  access here\n  var offsetParent = element.offsetParent || null;\n
  // Skip hidden elements which don't have an offsetParent\n  while (offsetParent === noOffsetParent &&
  element.nextElementSibling) {\n    offsetParent = (element = element.nextElementSibling).offsetParent;\n  }\n  var
  nodeName = offsetParent && offsetParent.nodeName;\n  if (!nodeName || nodeName === 'BODY' ||
  nodeName === 'HTML') {\n    return element ? element.ownerDocument.documentElement :
  document.documentElement;\n  }\n  // .offsetParent will return the closest TH, TD or TABLE in case\n  // no
  offsetParent is present, I hate this job...\n  if (['TH', 'TD', 'TABLE'].indexOf(offsetParent.nodeName) !== -1 &&
  getStyleComputedProperty(offsetParent, 'position') === 'static') {\n    return getOffsetParent(offsetParent);\n  }\n}

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return offsetParent;\n}\n\nfunction isOffsetContainer(element) {\n  var nodeName = element.nodeName;\n  if (nodeName === 'BODY') {\n    return false;\n  }\n  return nodeName === 'HTML' ||\n  getOffsetParent(element.firstChild) === element;\n}\n\n/**\n * Finds the root node (document, shadowDOM root) of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} node\n * @returns {Element} root node\n */\nfunction getRoot(node) {\n  if (node.parentNode !== null) {\n    return getRoot(node.parentNode);\n  }\n  return node;\n}\n\n/**\n * Finds the offset parent common to the two provided nodes\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element1\n * @argument {Element} element2\n * @returns {Element} common offset parent\n */\nfunction findCommonOffsetParent(element1, element2) {\n  // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n  if (!element1 || !element1.nodeType || !element2 || !element2.nodeType) {\n    return document.documentElement;\n  }\n  // Here we make sure to give as \"start\" the element that comes first in the DOM\n  var order = element1.compareDocumentPosition(element2) & Node.DOCUMENT_POSITION_FOLLOWING;\n  var start = order ? element1 : element2;\n  var end = order ? element2 : element1;\n  // Get common ancestor container\n  var range = document.createRange();\n  range.setStart(start, 0);\n  range.setEnd(end, 0);\n  var commonAncestorContainer = range.commonAncestorContainer;\n  // Both nodes are inside #document\n  if (element1 !== commonAncestorContainer && element2 !== commonAncestorContainer || start.contains(end)) {\n    if (isOffsetContainer(commonAncestorContainer)) {\n      return commonAncestorContainer;\n    }\n    return getOffsetParent(commonAncestorContainer);\n  }\n  // one of the nodes is inside shadowDOM, find which one\n  var element1root = getRoot(element1);\n  if (element1root.host) {\n    return findCommonOffsetParent(element1root.host, element2);\n  } else {\n    return findCommonOffsetParent(element1, getRoot(element2).host);\n  }\n}\n\n/**\n * Gets the scroll value of the given element in the given side (top and left)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {String} side `top` or `left`\n * @returns {number} amount of scrolled pixels\n */\nfunction getScroll(element) {\n  var side = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'top';\n  var upperSide = side === 'top' ? 'scrollTop' : 'scrollLeft';\n  var nodeName = element.nodeName;\n  if (nodeName === 'BODY' || nodeName === 'HTML') {\n    var html = element.ownerDocument.documentElement;\n    var scrollingElement = element.ownerDocument.scrollingElement || html;\n    return scrollingElement[upperSide];\n  }\n  return element[upperSide];\n}\n\n/**\n * Sum or subtract the element scroll values (left and top) from a given rect object\n * @method\n * @memberof Popper.Utils\n * @param {Object} rect - Rect object you want to change\n * @param {HTMLElement} element - The element from the function reads the scroll values\n * @param {Boolean} subtract - set to true if you want to subtract the scroll values\n * @return {Object} rect - The modifier rect object\n */\nfunction includeScroll(rect, element) {\n  var subtract = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n  var scrollTop = getScroll(element, 'top');\n  var scrollLeft = getScroll(element, 'left');\n  var modifier = subtract ? -1 : 1;\n  rect.top += scrollTop * modifier;\n  rect.bottom += scrollTop * modifier;\n  rect.left += scrollLeft * modifier;\n  rect.right += scrollLeft * modifier;\n  return rect;\n}\n\n/**\n * Helper to detect borders of a given element\n * @method\n * @memberof Popper.Utils\n * @param {CSSStyleDeclaration} styles\n * Result of `getStyleComputedProperty` on the given element\n * @param {String} axis - `x` or `y`\n * @return {number} borders - The borders size of the given axis\n */\nfunction getBordersSize(styles, axis) {\n  var sideA = axis === 'x' ? 'Left' : 'Top';\n  var sideB = sideA === 'Left' ? 'Right' : 'Bottom';\n  return parseFloat(styles['border' + sideA + 'Width'], 10) + parseFloat(styles['border' + sideB + 'Width'], 10);\n}\n\nfunction getSize(axis, body, html, computedStyle) {\n  return Math.max(body['offset' + axis], body['scroll' + axis], html['client' + axis], html['offset' + axis], html['scroll' + axis], isIE(10) ? parseInt(html['offset' + axis]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Top' : 'Left')]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Bottom' : 'Right')]) : 0);\n}\n\nfunction getWindowSizes(document) {\n  var body = document.body;\n  var html = document.documentElement;\n  var computedStyle = isIE(10) && getComputedStyle(html);\n  return {\n    height: getSize('Height', body, html, computedStyle),

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borderTopWidth - marginTop;\n  offsets.bottom -= borderTopWidth - marginTop;\n  offsets.left -=
borderLeftWidth - marginLeft;\n
  offsets.right -= borderLeftWidth - marginLeft;\n\n // Attach marginTop and marginLeft because in some
circumstances we may need them\n  offsets.marginTop = marginTop;\n  offsets.marginLeft = marginLeft;\n }\n\n
if (isIE10 && !fixedPosition ? parent.contains(scrollParent) : parent === scrollParent && scrollParent.nodeName
!== 'BODY') {\n  offsets = includeScroll(offsets, parent);\n }\n\n return offsets;\n }\n\nfunction
getViewPortOffsetRectRelativeToArbitraryNode(element) {\n  var excludeScroll = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : false;\n\n  var html = element.ownerDocument.documentElement;\n
var relativeOffset = getOffsetRectRelativeToArbitraryNode(element, html);\n  var width =
Math.max(html.clientWidth, window.innerWidth || 0);\n  var height = Math.max(html.clientHeight,
window.innerHeight || 0);\n\n  var scrollTop = !excludeScroll ? getScroll(html) : 0;\n  var scrollLeft = !excludeScroll
? getScroll(html, 'left') : 0;\n\n  var
offset = {\n    top: scrollTop - relativeOffset.top + relativeOffset.marginTop,\n    left: scrollLeft - relativeOffset.left
+ relativeOffset.marginLeft,\n    width: width,\n    height: height\n  };\n\n  return getClientRect(offset);\n }\n\n/**\n *
Check if the given element is fixed or is inside a fixed parent\n * @method\n * @memberof Popper.Utils\n *
@param {Element} element\n * @param {Element} customContainer\n * @returns {Boolean} answer to
'isFixed?'\n *\nfunction isFixed(element) {\n  var nodeName = element.nodeName;\n  if (nodeName ===
'BODY' || nodeName === 'HTML') {\n    return false;\n  }\n  if (getStyleComputedProperty(element, 'position') ===
'fixed') {\n    return true;\n  }\n  return isFixed(getParentNode(element));\n }\n\n/**\n * Finds the first parent of an
element that has a transformed property defined\n * @method\n * @memberof Popper.Utils\n * @argument
{Element} element\n * @returns {Element} first transformed parent or documentElement\n *\nfunction
getFixedPositionOffsetParent(element)
{\n  // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n  if (!element ||
!element.parentElement || isIE()) {\n    return document.documentElement;\n  }\n  var el = element.parentElement;\n
while (el && getStyleComputedProperty(el, 'transform') === 'none') {\n    el = el.parentElement;\n  }\n  return el ||
document.documentElement;\n }\n\n/**\n * Computed the boundaries limits and return them\n * @method\n *
@memberof Popper.Utils\n * @param {HTMLElement} popper\n * @param {HTMLElement} reference\n *
@param {number} padding\n * @param {HTMLElement} boundariesElement - Element used to define the
boundaries\n * @param {Boolean} fixedPosition - Is in fixed position mode\n * @returns {Object} Coordinates of
the boundaries\n *\nfunction getBoundaries(popper, reference, padding, boundariesElement) {\n  var fixedPosition
= arguments.length > 4 && arguments[4] !== undefined ? arguments[4] : false;\n\n  // NOTE: 1
DOM access here\n\n  var boundaries = { top: 0, left: 0 };\n  var offsetParent = fixedPosition ?
getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n\n  // Handle viewport case\n
if (boundariesElement === 'viewport') {\n    boundaries =
getViewPortOffsetRectRelativeToArbitraryNode(offsetParent, fixedPosition);\n  } else {\n    // Handle other cases
based on DOM element used as boundaries\n    var boundariesNode = void 0;\n    if (boundariesElement ===
'scrollParent') {\n      boundariesNode = getScrollParent(getParentNode(reference));\n      if
(boundariesNode.nodeName === 'BODY') {\n        boundariesNode = popper.ownerDocument.documentElement;\n
      }\n    } else if (boundariesElement === 'window') {\n      boundariesNode =
popper.ownerDocument.documentElement;\n    } else {\n      boundariesNode = boundariesElement;\n    }\n\n    var
offsets = getOffsetRectRelativeToArbitraryNode(boundariesNode, offsetParent, fixedPosition);\n\n    // In case of
HTML,
we need a different computation\n    if (boundariesNode.nodeName === 'HTML' && !isFixed(offsetParent)) {\n      var
_getWindowSizes = getWindowSizes(popper.ownerDocument),\n        height = _getWindowSizes.height,\n
        width = _getWindowSizes.width;\n\n      boundaries.top += offsets.top - offsets.marginTop;\n
      boundaries.bottom = height + offsets.top;\n      boundaries.left += offsets.left - offsets.marginLeft;\n
      boundaries.right = width + offsets.left;\n    } else {\n      // for all the other DOM elements, this one is good\n
      boundaries = offsets;\n    }\n  }\n\n  // Add paddings\n  padding = padding || 0;\n  var isPaddingNumber = typeof

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padding === 'number';\n boundaries.left += isPaddingNumber ? padding : padding.left || 0;\n boundaries.top +=
isPaddingNumber ? padding : padding.top || 0;\n boundaries.right -= isPaddingNumber ? padding : padding.right ||
0;\n boundaries.bottom -= isPaddingNumber ? padding : padding.bottom || 0;\n\n return boundaries;\n}\n\nfunction
getArea(_ref) {\n var width = _ref.width,\n height = _ref.height;\n return width * height;\n}\n\n/**\n * Utility
used to transform the `auto` placement to the placement with more\n * available space.\n * @method\n *
@memberof Popper.Utils\n * @argument {Object} data - The data object generated by update method\n *
@argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly
modified\n */\nfunction computeAutoPlacement(placement, refRect, popper, reference, boundariesElement) {\n var
padding = arguments.length > 5 && arguments[5] !== undefined ? arguments[5] : 0;\n\n if
(placement.indexOf('auto') === -1) {\n return placement;\n }\n\n var boundaries = getBoundaries(popper,
reference, padding, boundariesElement);\n\n var rects = {\n top: {\n width: boundaries.width,\n height:
refRect.top - boundaries.top\n },\n right: {\n width: boundaries.right - refRect.right,\n height:
boundaries.height\n
},\n bottom: {\n width: boundaries.width,\n height: boundaries.bottom - refRect.bottom\n },\n left: {\n
width: refRect.left - boundaries.left,\n height: boundaries.height\n }\n };\n\n var sortedAreas =
Object.keys(rects).map(function (key) {\n return _extends({\n key: key\n }, rects[key], {\n area:
getArea(rects[key])\n });\n }).sort(function (a, b) {\n return b.area - a.area;\n });\n\n var filteredAreas =
sortedAreas.filter(function (_ref2) {\n var width = _ref2.width,\n height = _ref2.height;\n return width >=
popper.clientWidth && height >= popper.clientHeight;\n });\n\n var computedPlacement = filteredAreas.length >
0 ? filteredAreas[0].key : sortedAreas[0].key;\n\n var variation = placement.split('-')[1];\n\n return
computedPlacement + (variation ? '-' + variation : '');\n}\n\n/**\n * Get offsets to the reference element\n *
@method\n * @memberof Popper.Utils\n * @param {Object} state\n *
@param {Element} popper - the popper element\n * @param {Element} reference - the reference element (the
popper will be relative to this)\n * @param {Element} fixedPosition - is in fixed position mode\n * @returns
{Object} An object containing the offsets which will be applied to the popper\n */\nfunction
getReferenceOffsets(state, popper, reference) {\n var fixedPosition = arguments.length > 3 && arguments[3] !==
undefined ? arguments[3] : null;\n\n var commonOffsetParent = fixedPosition ?
getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n return
getOffsetRectRelativeToArbitraryNode(reference, commonOffsetParent, fixedPosition);\n}\n\n/**\n * Get the outer
sizes of the given element (offset size + margins)\n * @method\n * @memberof Popper.Utils\n * @argument
{Element} element\n * @returns {Object} object containing width and height properties\n */\nfunction
getOuterSizes(element) {\n var window = element.ownerDocument.defaultView;\n var styles =
window.getComputedStyle(element);\n var x = parseFloat(styles.marginTop) + parseFloat(styles.marginBottom);\n
var y = parseFloat(styles.marginLeft) + parseFloat(styles.marginRight);\n var result = {\n width:
element.offsetWidth + y,\n height: element.offsetHeight + x\n };\n return result;\n}\n\n/**\n * Get the opposite
placement of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement\n *
@returns {String} flipped placement\n */\nfunction getOppositePlacement(placement) {\n var hash = { left: 'right',
right: 'left', bottom: 'top', top: 'bottom' };\n return placement.replace(/left|right|bottom|top/g, function (matched) {\n
return hash[matched];\n });\n}\n\n/**\n * Get offsets to the popper\n * @method\n * @memberof Popper.Utils\n *
@param {Object} position - CSS position the Popper will get applied\n * @param {HTMLElement} popper - the
popper element\n * @param {Object} referenceOffsets - the reference offsets (the popper will be relative
to this)\n * @param {String} placement - one of the valid placement options\n * @returns {Object} popperOffsets -
An object containing the offsets which will be applied to the popper\n */\nfunction getPopperOffsets(popper,
referenceOffsets, placement) {\n placement = placement.split('-')[0];\n\n // Get popper node sizes\n var popperRect
= getOuterSizes(popper);\n\n // Add position, width and height to our offsets object\n var popperOffsets = {\n
width: popperRect.width,\n height: popperRect.height\n };\n\n // depending by the popper placement we have to
compute its offsets slightly differently\n var isHoriz = ['right', 'left'].indexOf(placement) !== -1;\n var mainSide =
isHoriz ? 'top' : 'left';\n var secondarySide = isHoriz ? 'left' : 'top';\n var measurement = isHoriz ? 'height' : 'width';\n

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var secondaryMeasurement = !isHoriz ? 'height' : 'width';\n\n popperOffsets[mainSide] =
referenceOffsets[mainSide] + referenceOffsets[measurement] / 2 - popperRect[measurement]
/ 2;\n if (placement === secondarySide) {\n  popperOffsets[secondarySide] = referenceOffsets[secondarySide] -
popperRect[secondaryMeasurement];\n } else {\n  popperOffsets[secondarySide] =
referenceOffsets[getOppositePlacement(secondarySide)];\n }\n\n return popperOffsets;\n}\n\n/**\n * Mimics the
`find` method of Array\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument
prop\n * @argument value\n * @returns index or -1\n */\nfunction find(arr, check) {\n // use native find if
supported\n if (Array.prototype.find) {\n  return arr.find(check);\n }\n\n // use `filter` to obtain the same behavior
of `find`\n return arr.filter(check)[0];\n}\n\n/**\n * Return the index of the matching object\n * @method\n *
@memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns
index or -1\n */\nfunction findIndex(arr, prop, value) {\n // use native findIndex if supported\n if
(Array.prototype.findIndex) {\n  return
arr.findIndex(function (cur) {\n    return cur[prop] === value;\n  });\n }\n\n // use `find` + `indexOf` if
`findIndex` isn't supported\n var match = find(arr, function (obj) {\n  return obj[prop] === value;\n });\n return
arr.indexOf(match);\n}\n\n/**\n * Loop through the list of modifiers and run them in order,\n * each of them will
then edit the data object.\n * @method\n * @memberof Popper.Utils\n * @param {dataObject} data\n * @param
{Array} modifiers\n * @param {String} ends - Optional modifier name used as stopper\n * @returns
{dataObject}\n */\nfunction runModifiers(modifiers, data, ends) {\n var modifiersToRun = ends === undefined ?
modifiers : modifiers.slice(0, findIndex(modifiers, 'name', ends));\n\n modifiersToRun.forEach(function (modifier)
{\n  if (modifier['function']) {\n    // eslint-disable-line dot-notation\n    console.warn("`modifier.function` is
deprecated, use `modifier.fn`!");\n  }\n  var fn = modifier['function'] || modifier.fn; // eslint-disable-line
dot-notation\n  if (modifier.enabled && isFunction(fn)) {\n    // Add properties to offsets to make them a
complete clientRect object\n    // we do this before each modifier to make sure the previous one doesn't\n    // mess
with these values\n    data.offsets.popper = getClientRect(data.offsets.popper);\n    data.offsets.reference =
getClientRect(data.offsets.reference);\n    data = fn(data, modifier);\n  }\n\n return data;\n}\n\n/**\n *
Updates the position of the popper, computing the new offsets and applying\n * the new style.<br />\n * Prefer
`scheduleUpdate` over `update` because of performance reasons.\n * @method\n * @memberof Popper\n
*/\nfunction update() {\n // if popper is destroyed, don't perform any further update\n if (this.state.isDestroyed) {\n
return;\n }\n\n var data = {\n  instance: this,\n  styles: {},\n  arrowStyles: {},\n  attributes: {},\n  flipped:
false,\n  offsets: {}\n };\n\n // compute reference
element offsets\n data.offsets.reference = getReferenceOffsets(this.state, this.popper, this.reference,
this.options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers
will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n
data.placement = computeAutoPlacement(this.options.placement, data.offsets.reference, this.popper, this.reference,
this.options.modifiers.flip.boundariesElement, this.options.modifiers.flip.padding);\n\n // store the computed
placement inside `originalPlacement`\n data.originalPlacement = data.placement;\n\n data.positionFixed =
this.options.positionFixed;\n\n // compute the popper offsets\n data.offsets.popper = getPopperOffsets(this.popper,
data.offsets.reference, data.placement);\n\n data.offsets.popper.position = this.options.positionFixed ? 'fixed' :
'absolute';\n\n // run the modifiers\n data = runModifiers(this.modifiers, data);\n\n // the first
`update` will call `onCreate` callback\n // the other ones will call `onUpdate` callback\n if (!this.state.isCreated)
{\n  this.state.isCreated = true;\n  this.options.onCreate(data);\n } else {\n  this.options.onUpdate(data);\n
}\n}\n\n/**\n * Helper used to know if the given modifier is enabled.\n * @method\n * @memberof Popper.Utils\n
* @returns {Boolean}\n */\nfunction isModifierEnabled(modifiers, modifierName) {\n return
modifiers.some(function (_ref) {\n  var name = _ref.name,\n      enabled = _ref.enabled;\n  return enabled &&
name === modifierName;\n });\n}\n\n/**\n * Get the prefixed supported property name\n * @method\n *
@memberof Popper.Utils\n * @argument {String} property (camelCase)\n * @returns {String} prefixed property
(camelCase or PascalCase, depending on the vendor prefix)\n */\nfunction getSupportedPropertyName(property) {\n
var prefixes = [false, 'ms', 'Webkit', 'Moz', 'O'];\n var upperProp = property.charAt(0).toUpperCase() +

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property.slice(1);\n\n
  for (var i = 0; i < prefixes.length; i++) {\n    var prefix = prefixes[i];\n    var toCheck = prefix ? " + prefix +
upperProp : property;\n    if (typeof document.body.style[toCheck] !== 'undefined') {\n      return toCheck;\n    }\n  }\n  return null;\n}\n\n/**\n * Destroys the popper.\n * @method\n * @memberof Popper\n */\nfunction destroy()\n{\n  this.state.isDestroyed = true;\n  // touch DOM only if `applyStyle` modifier is enabled\n  if\n(isModifierEnabled(this.modifiers, 'applyStyle')) {\n    this.popper.removeAttribute('x-placement');\n    this.popper.style.position = "";\n    this.popper.style.top = "";\n    this.popper.style.left = "";\n    this.popper.style.right =\n"";\n    this.popper.style.bottom = "";\n    this.popper.style.willChange = "";\n    this.popper.style[getSupportedPropertyName('transform')] = "";\n  }\n  this.disableEventListeners();\n  // remove\nthe popper if user explicitly asked for the deletion on destroy\n  // do not use `remove` because IE11\ndoesn't support it\n  if (this.options.removeOnDestroy) {\n    this.popper.parentNode.removeChild(this.popper);\n  }\n  return this;\n}\n\n/**\n * Get the window associated with the element\n * @argument {Element} element\n * @returns {Window}\n */\nfunction getWindow(element) {\n  var ownerDocument = element.ownerDocument;\n  return ownerDocument ? ownerDocument.defaultView : window;\n}\n\nfunction\nattachToScrollParents(scrollParent, event, callback, scrollParents) {\n  var isBody = scrollParent.nodeName ===\n'BODY';\n  var target = isBody ? scrollParent.ownerDocument.defaultView : scrollParent;\n  target.addEventListener(event, callback, { passive: true });\n  if (!isBody) {\n    attachToScrollParents(getScrollParent(target.parentNode), event, callback, scrollParents);\n  }\n  scrollParents.push(target);\n}\n\n/**\n * Setup needed event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction setupEventListeners(reference, options,\n  state, updateBound) {\n  // Resize event listener on window\n  state.updateBound = updateBound;\n  getWindow(reference).addEventListener('resize', state.updateBound, { passive: true });\n  // Scroll event listener\non scroll parents\n  var scrollElement = getScrollParent(reference);\n  attachToScrollParents(scrollElement, 'scroll',\nstate.updateBound, state.scrollParents);\n  state.scrollElement = scrollElement;\n  state.eventsEnabled = true;\n  return state;\n}\n\n/**\n * It will add resize/scroll events and start recalculating\n * position of the popper element\nwhen they are triggered.\n * @method\n * @memberof Popper\n */\nfunction enableEventListeners() {\n  if\n(!this.state.eventsEnabled) {\n    this.state = setupEventListeners(this.reference, this.options, this.state,\nthis.scheduleUpdate);\n  }\n}\n\n/**\n * Remove event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction removeEventListeners(reference, state) {\n  // Remove resize event listener on window\n  getWindow(reference).removeEventListener('resize',\nstate.updateBound);\n  // Remove scroll event listener on scroll parents\n  state.scrollParents.forEach(function\n(target) {\n    target.removeEventListener('scroll', state.updateBound);\n  });\n  // Reset state\n  state.updateBound\n= null;\n  state.scrollParents = [];\n  state.scrollElement = null;\n  state.eventsEnabled = false;\n  return\nstate;\n}\n\n/**\n * It will remove resize/scroll events and won't recalculate popper position\n * when they are\ntriggered. It also won't trigger `onUpdate` callback anymore,\n * unless you call `update` method manually.\n * @method\n * @memberof Popper\n */\nfunction disableEventListeners() {\n  if (this.state.eventsEnabled) {\n    cancelAnimationFrame(this.scheduleUpdate);\n    this.state = removeEventListeners(this.reference, this.state);\n  }\n}\n\n/**\n * Tells if a given input is a number\n * @method\n * @memberof Popper.Utils\n * @param {*} input\nto check\n * @return {Boolean}\n */\nfunction isNumeric(n) {\n  return n !== "" && !isNaN(parseFloat(n)) &&\nisFinite(n);\n}\n\n/**\n * Set the style to the given popper\n * @method\n * @memberof Popper.Utils\n *\n@argument {Element} element - Element to apply the style to\n * @argument {Object} styles\n * Object with a list\nof properties and values which will be applied to the element\n */\nfunction setStyles(element, styles) {\n  Object.keys(styles).forEach(function (prop) {\n    var unit = "";\n    // add unit if the value is numeric and is one of the\nfollowing\n    if ((['width', 'height', 'top', 'right', 'bottom', 'left'].indexOf(prop) !== -1 && isNumeric(styles[prop]))) {\n      unit = 'px';\n    }\n    element.style[prop] = styles[prop] + unit;\n  });\n}\n\n/**\n * Set the attributes to the given\npopper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the\nattributes to\n * @argument {Object} styles\n * Object with a list of properties and

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values which will be applied to the element\n */\nfunction setAttributes(element, attributes) {\n
Object.keys(attributes).forEach(function (prop) {\n  var value = attributes[prop];\n  if (value !== false) {\n
element.setAttribute(prop, attributes[prop]);\n  } else {\n  element.removeAttribute(prop);\n  }\n
});\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated
by `update` method\n * @argument {Object} data.styles - List of style properties - values to apply to popper
element\n * @argument {Object} data.attributes - List of attribute properties - values to apply to popper element\n *
@argument {Object} options - Modifiers configuration and options\n * @returns {Object} The same data object\n
*/\nfunction applyStyle(data) {\n // any property present in `data.styles` will be applied to the popper,\n // in this
way we can make the 3rd party modifiers add custom styles to it\n // Be aware, modifiers could override the
properties defined in the previous\n // lines of this modifier!\n setStyles(data.instance.popper, data.styles);\n\n //
any property present in `data.attributes` will be applied to the popper,\n // they will be set as HTML attributes of the
element\n setAttributes(data.instance.popper, data.attributes);\n\n // if arrowElement is defined and arrowStyles has
some properties\n if (data.arrowElement && Object.keys(data.arrowStyles).length) {\n
setStyles(data.arrowElement, data.arrowStyles);\n }\n\n return data;\n}\n\n/**\n * Set the x-placement attribute
before everything else because it could be used\n * to add margins to the popper margins needs to be calculated to
get the\n * correct popper offsets.\n * @method\n * @memberof Popper.modifiers\n * @param {HTMLElement}
reference - The reference element used to position the popper\n * @param {HTMLElement} popper - The HTML
element used as popper\n * @param {Object} options - Popper.js options\n */\nfunction
applyStyleOnLoad(reference,
  popper, options, modifierOptions, state) {\n // compute reference element offsets\n var referenceOffsets =
getReferenceOffsets(state, popper, reference, options.positionFixed);\n\n // compute auto placement, store
placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to
originalPlacement to know the original value\n var placement = computeAutoPlacement(options.placement,
referenceOffsets, popper, reference, options.modifiers.flip.boundariesElement, options.modifiers.flip.padding);\n\n
popper.setAttribute('x-placement', placement);\n\n // Apply `position` to popper before anything else because\n //
without the position applied we can't guarantee correct computations\n setStyles(popper, { position:
options.positionFixed ? 'fixed' : 'absolute' });\n\n return options;\n}\n\n/**\n * @function\n * @memberof
Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object}
options
- Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction
computeStyle(data, options) {\n var x = options.x,\n    y = options.y;\n var popper = data.offsets.popper;\n\n //
Remove this legacy support in Popper.js v2\n\n var legacyGpuAccelerationOption = find(data.instance.modifiers,
function (modifier) {\n  return modifier.name === 'applyStyle';\n }).gpuAcceleration;\n if
(legacyGpuAccelerationOption !== undefined) {\n  console.warn('WARNING: `gpuAcceleration` option moved to
`computeStyle` modifier and will not be supported in future versions of Popper.js!');\n }\n var gpuAcceleration =
legacyGpuAccelerationOption !== undefined ? legacyGpuAccelerationOption : options.gpuAcceleration;\n\n var
offsetParent = getOffsetParent(data.instance.popper);\n var offsetParentRect =
getBoundingClientRect(offsetParent);\n\n // Styles\n var styles = {\n  position: popper.position\n }; \n\n // Avoid
blurry text by using full pixel
integers.\n // For pixel-perfect positioning, top/bottom prefers rounded\n // values, while left/right prefers floored
values.\n var offsets = {\n  left: Math.floor/popper.left),\n  top: Math.round/popper.top),\n  bottom:
Math.round/popper.bottom),\n  right: Math.floor/popper.right)\n }; \n\n var sideA = x === 'bottom' ? 'top' :
'bottom';\n var sideB = y === 'right' ? 'left' : 'right';\n\n // if gpuAcceleration is set to `true` and transform is
supported,\n // we use `translate3d` to apply the position to the popper we\n // automatically use the supported
prefixed version if needed\n var prefixedProperty = getSupportedPropertyName('transform');\n\n // now, let's make
a step back and look at this code closely (wtf?)\n // If the content of the popper grows once it's been positioned, it\n
// may happen that the popper gets misplaced because of the new content\n // overflowing its reference element\n //
To avoid this problem, we provide two options (x and y), which

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allow\n // the consumer to define the offset origin.\n // If we position a popper on top of a reference element, we
can set\n // `x` to `top` to make the popper grow towards its top instead of\n // its bottom.\n var left = void 0,\n top = void 0;\n if (sideA === 'bottom') {\n // when offsetParent is <html> the positioning is relative to the bottom
of the screen (excluding the scrollbar)\n // and not the bottom of the html element\n if (offsetParent.nodeName
=== 'HTML') {\n top = -offsetParent.clientHeight + offsets.bottom;\n } else {\n top = -
offsetParentRect.height + offsets.bottom;\n }\n } else {\n top = offsets.top;\n }\n if (sideB === 'right') {\n if
(offsetParent.nodeName === 'HTML') {\n left = -offsetParent.clientWidth + offsets.right;\n } else {\n left =
-offsetParentRect.width + offsets.right;\n }\n } else {\n left = offsets.left;\n }\n\n if (gpuAcceleration &&
prefixedProperty) {\n styles[prefixedProperty] =
'translate3d(' + left + 'px, ' + top + 'px, 0)';\n styles[sideA] = 0;\n styles[sideB] = 0;\n styles.willChange =
'transform';\n } else {\n // otherwise, we use the standard `top`, `left`, `bottom` and `right` properties\n var
invertTop = sideA === 'bottom' ? -1 : 1;\n var invertLeft = sideB === 'right' ? -1 : 1;\n styles[sideA] = top *
invertTop;\n styles[sideB] = left * invertLeft;\n styles.willChange = sideA + ', ' + sideB;\n }\n\n // Attributes\n
var attributes = {\n 'x-placement': data.placement\n };;\n\n // Update `data` attributes, styles and arrowStyles\n
data.attributes = _extends({}, attributes, data.attributes);\n data.styles = _extends({}, styles, data.styles);\n
data.arrowStyles = _extends({}, data.offsets.arrow, data.arrowStyles);\n\n return data;\n }\n\n/**\n * Helper used to
know if the given modifier depends from another one.<br />\n * It checks if the needed modifier is listed and
enabled.\n * @method\n * @memberof Popper.Utils\n *
@param {Array} modifiers - list of modifiers\n * @param {String} requestingName - name of requesting
modifier\n * @param {String} requestedName - name of requested modifier\n * @returns {Boolean}\n */\nfunction
isModifierRequired(modifiers, requestingName, requestedName) {\n var requesting = find(modifiers, function
(_ref) {\n var name = _ref.name;\n return name === requestingName;\n });;\n\n var isRequired = !!requesting
&& modifiers.some(function (modifier) {\n return modifier.name === requestedName && modifier.enabled &&
modifier.order < requesting.order;\n });;\n\n if (!isRequired) {\n var _requesting = '`' + requestingName + '`';\n
var requested = '`' + requestedName + '`';\n console.warn(requested + ' modifier is required by ' + _requesting + '
modifier in order to work, be sure to include it before ' + _requesting + '!');\n };\n return isRequired;\n }\n\n/**\n *
@function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update
method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data
object, properly modified\n */\nfunction arrow(data, options) {\n var _data$offsets$arrow;\n\n // arrow depends on
keepTogether in order to work\n if (!isModifierRequired(data.instance.modifiers, 'arrow', 'keepTogether')) {\n
return data;\n }\n\n var arrowElement = options.element;\n\n // if arrowElement is a string, suppose it's a CSS
selector\n if (typeof arrowElement === 'string') {\n arrowElement =
data.instance.popper.querySelector(arrowElement);\n\n // if arrowElement is not found, don't run the modifier\n
if (!arrowElement) {\n return data;\n }\n } else {\n // if the arrowElement isn't a query selector we must
check that the\n // provided DOM node is child of its popper node\n if
(!data.instance.popper.contains(arrowElement)) {\n console.warn('WARNING: `arrow.element` must be child of
its popper element!');\n return data;\n
}\n }\n\n var placement = data.placement.split('-')[0];\n var _data$offsets = data.offsets,\n popper =
_data$offsets.popper,\n reference = _data$offsets.reference;\n\n var isVertical = ['left',
'right'].indexOf(placement) !== -1;\n\n var len = isVertical ? 'height' : 'width';\n var sideCapitalized = isVertical ?
'Top' : 'Left';\n var side = sideCapitalized.toLowerCase();\n var altSide = isVertical ? 'left' : 'top';\n var opSide =
isVertical ? 'bottom' : 'right';\n var arrowElementSize = getOuterSizes(arrowElement)[len];\n\n //\n // extends
keepTogether behavior making sure the popper and its\n // reference have enough pixels in conjunction\n //\n\n //
top/left side\n if (reference[opSide] - arrowElementSize < popper[side]) {\n data.offsets.popper[side] -=
popper[side] - (reference[opSide] - arrowElementSize);\n }\n // bottom/right side\n if (reference[side] +
arrowElementSize > popper[opSide]) {\n data.offsets.popper[side] += reference[side] + arrowElementSize
- popper[opSide];\n }\n data.offsets.popper = getClientRect(data.offsets.popper);\n\n // compute center of the
popper\n var center = reference[side] + reference[len] / 2 - arrowElementSize / 2;\n\n // Compute the sideValue

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using the updated popper offsets\n // take popper margin in account because we don't have this info available\n var
css = getStyleComputedProperty(data.instance.popper);\n var popperMarginSide = parseFloat(css['margin' +
sideCapitalized], 10);\n var popperBorderSide = parseFloat(css['border' + sideCapitalized + 'Width'], 10);\n var
sideValue = center - data.offsets.popper[side] - popperMarginSide - popperBorderSide;\n\n // prevent arrowElement
from being placed not contiguously to its popper\n sideValue = Math.max(Math.min(popper[len] -
arrowElementSize, sideValue), 0);\n\n data.arrowElement = arrowElement;\n data.offsets.arrow =
(_data$offsets$arrow = { }, defineProperty(_data$offsets$arrow, side, Math.round(sideValue)),
defineProperty(_data$offsets$arrow,
altSide, )), _data$offsets$arrow);\n\n return data;\n}\n\n/**\n * Get the opposite placement variation of the given
one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement variation\n * @returns {String}
flipped placement variation\n *\nfunction getOppositeVariation(variation) {\n if (variation === 'end') {\n return
'start';\n } else if (variation === 'start') {\n return 'end';\n }\n return variation;\n}\n\n/**\n * List of accepted
placements to use as values of the `placement` option.<br />\n * Valid placements are:\n * - `auto`\n * - `top`\n * -
`right`\n * - `bottom`\n * - `left`\n * Each placement can have a variation from this list:\n * - `start`\n * - `
end`\n * Variations are interpreted easily if you think of them as the left to right\n * written languages.
Horizontally (`top` and `bottom`), `start` is left and `end`\n * is right.<br />\n * Vertically (`left` and `right`), `start`
is top and `end` is bottom.\n *\n * Some
valid examples are:\n * - `top-end` (on top of reference, right aligned)\n * - `right-start` (on right of reference, top
aligned)\n * - `bottom` (on bottom, centered)\n * - `auto-end` (on the side with more space available, alignment
depends by placement)\n *\n * @static\n * @type {Array}\n * @enum {String}\n * @readonly\n * @method
placements\n * @memberof Popper\n *\nvar placements = ['auto-start', 'auto', 'auto-end', 'top-start', 'top', 'top-end',
'right-start', 'right', 'right-end', 'bottom-end', 'bottom', 'bottom-start', 'left-end', 'left', 'left-start'];\n\n// Get rid of `auto`
`auto-start` and `auto-end`\nvar validPlacements = placements.slice(3);\n\n/**\n * Given an initial placement,
returns all the subsequent placements\n * clockwise (or counter-clockwise).\n *\n * @method\n * @memberof
Popper.Utils\n * @argument {String} placement - A valid placement (it accepts variations)\n * @argument
{Boolean} counter - Set to true to walk the placements counterclockwise\n * @returns
{Array} placements including their variations\n *\nfunction clockwise(placement) {\n var counter =
arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var index =
validPlacements.indexOf(placement);\n var arr = validPlacements.slice(index + 1).concat(validPlacements.slice(0,
index));\n return counter ? arr.reverse() : arr;\n}\n\nvar BEHAVIORS = {\n FLIP: 'flip',\n CLOCKWISE:
'clockwise',\n COUNTERCLOCKWISE: 'counterclockwise'\n};\n\n/**\n * @function\n * @memberof Modifiers\n
* @argument {Object} data - The data object generated by update method\n * @argument {Object} options -
Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction
flip(data, options) {\n // if `inner` modifier is enabled, we can't use the `flip` modifier\n if
(isModifierEnabled(data.instance.modifiers, 'inner')) {\n return data;\n }\n\n if (data.flipped && data.placement
=== data.originalPlacement) {\n // seems like flip
is trying to loop, probably there's not enough space on any of the flippable sides\n return data;\n }\n\n var
boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding,
options.boundariesElement, data.positionFixed);\n\n var placement = data.placement.split('-')[0];\n var
placementOpposite = getOppositePlacement(placement);\n var variation = data.placement.split('-')[1] || '';\n\n var
flipOrder = [];\n\n switch (options.behavior) {\n case BEHAVIORS.FLIP:\n flipOrder = [placement,
placementOpposite];\n break;\n case BEHAVIORS.CLOCKWISE:\n flipOrder = clockwise(placement);\n
break;\n case BEHAVIORS.COUNTERCLOCKWISE:\n flipOrder = clockwise(placement, true);\n
break;\n default:\n flipOrder = options.behavior;\n }\n\n flipOrder.forEach(function (step, index) {\n if
(placement !== step || flipOrder.length === index + 1) {\n return data;\n }\n\n placement =
data.placement.split('-')[0];\n
placementOpposite = getOppositePlacement(placement);\n\n var popperOffsets = data.offsets.popper;\n var
refOffsets = data.offsets.reference;\n\n // using floor because the reference offsets may contain decimals we are not

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going to consider here\n  var floor = Math.floor;\n  var overlapsRef = placement === 'left' &&
floor(popperOffsets.right) > floor(refOffsets.left) || placement === 'right' && floor(popperOffsets.left) <
floor(refOffsets.right) || placement === 'top' && floor(popperOffsets.bottom) > floor(refOffsets.top) || placement
=== 'bottom' && floor(popperOffsets.top) < floor(refOffsets.bottom);\n\n  var overflowsLeft =
floor(popperOffsets.left) < floor(boundaries.left);\n  var overflowsRight = floor(popperOffsets.right) >
floor(boundaries.right);\n  var overflowsTop = floor(popperOffsets.top) < floor(boundaries.top);\n  var
overflowsBottom = floor(popperOffsets.bottom) > floor(boundaries.bottom);\n\n  var overflowsBoundaries =
placement === 'left' &&
overflowsLeft || placement === 'right' && overflowsRight || placement === 'top' && overflowsTop || placement
=== 'bottom' && overflowsBottom;\n\n  // flip the variation if required\n  var isVertical = ['top',
'bottom'].indexOf(placement) !== -1;\n  var flippedVariation = !options.flipVariations && (isVertical &&
variation === 'start' && overflowsLeft || isVertical && variation === 'end' && overflowsRight || !isVertical &&
variation === 'start' && overflowsTop || !isVertical && variation === 'end' && overflowsBottom);\n\n  if
(overlapsRef || overflowsBoundaries || flippedVariation) {\n    // this boolean to detect any flip loop\n
data.flipped = true;\n\n    if (overlapsRef || overflowsBoundaries) {\n      placement = flipOrder[index + 1];\n
}\n\n    if (flippedVariation) {\n      variation = getOppositeVariation(variation);\n    }\n\n    data.placement =
placement + (variation ? '-' + variation : '');\n\n    // this object contains `position`, we want
to preserve it along with\n    // any additional property we may add in the future\n    data.offsets.popper =
_extends({}, data.offsets.popper, getPopperOffsets(data.instance.popper, data.offsets.reference,
data.placement));\n\n    data = runModifiers(data.instance.modifiers, data, 'flip');\n  }\n\n  return
data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated
by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object}
The data object, properly modified\n */\nfunction keepTogether(data) {\n  var _data$offsets = data.offsets,\n
popper = _data$offsets.popper,\n  reference = _data$offsets.reference;\n\n  var placement = data.placement.split('-')
[0];\n  var floor = Math.floor;\n  var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n  var side =
isVertical ? 'right' : 'bottom';\n  var opSide = isVertical ? 'left' : 'top';\n  var measurement = isVertical ? 'width'
: 'height';\n\n  if (popper[side] < floor(reference[opSide])) {\n    data.offsets.popper[opSide] =
floor(reference[opSide]) - popper[measurement];\n  }\n  if (popper[opSide] > floor(reference[side])) {\n
data.offsets.popper[opSide] = floor(reference[side]);\n  }\n\n  return data;\n}\n\n/**\n * Converts a string containing
value + unit into a px value number\n * @function\n * @memberof {modifiers~offset}\n * @private\n *
@argument {String} str - Value + unit string\n * @argument {String} measurement - `height` or `width`\n *
@argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @returns {Number|String}\n *
Value in pixels, or original string if no values were extracted\n */\nfunction toValue(str, measurement,
popperOffsets, referenceOffsets) {\n  // separate value from unit\n  var split = str.match(/^(?:\|-|
|\+)?\d*\.\d*(.*)$/);\n  var value = +split[1];\n  var unit = split[2];\n\n  // If it's not a number it's an operator, I
guess\n  if (!value) {\n
return str;\n  }\n\n  if (unit.indexOf('%') === 0) {\n    var element = void 0;\n    switch (unit) {\n      case '%p':\n
element = popperOffsets;\n      break;\n      case '%r':\n      case '%r':\n      default:\n        element =
referenceOffsets;\n    }\n\n    var rect = getClientRect(element);\n    return rect[measurement] / 100 * value;\n  } else
if (unit === 'vh' || unit === 'vw') {\n    // if is a vh or vw, we calculate the size based on the viewport\n    var size =
void 0;\n    if (unit === 'vh') {\n      size = Math.max(document.documentElement.clientHeight, window.innerHeight
|| 0);\n    } else {\n      size = Math.max(document.documentElement.clientWidth, window.innerWidth || 0);\n    }\n
return size / 100 * value;\n  } else {\n    // if is an explicit pixel unit, we get rid of the unit and keep the value\n
// if is an implicit unit, it's px, and we return just the value\n    return value;\n  }\n}\n\n/**\n * Parse an `offset` string to
extrapolate `x` and `y`\n * @function\n * @memberof {modifiers~offset}\n * @private\n * @argument {String} offset\n
* @argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @argument {String}
basePlacement\n * @returns {Array} a two cells array with x and y offsets in numbers\n */\nfunction

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parseOffset(offset, popperOffsets, referenceOffsets, basePlacement) {\n  var offsets = [0, 0];\n  // Use height if
placement is left or right and index is 0 otherwise use width\n  // in this way the first offset will use an axis and the
second one\n  // will use the other one\n  var useHeight = ['right', 'left'].indexOf(basePlacement) !== -1;\n  // Split
the offset string to obtain a list of values and operands\n  // The regex addresses values with the plus or minus sign
in front (+10, -20, etc)\n  var fragments = offset.split(/(\+|\-)/).map(function (frag) {\n    return frag.trim();\n
});\n  // Detect if the offset string contains a pair of values or a single one\n  // they
could be separated by comma or space\n  var divider = fragments.indexOf(find(fragments, function (frag) {\n
return frag.search(/,|\s/) !== -1;\n  }));\n  if (fragments[divider] && fragments[divider].indexOf(',') === -1) {\n
console.warn('Offsets separated by white space(s) are deprecated, use a comma (,) instead.);\n  }\n  // If divider is
found, we divide the list of values and operands to divide\n  // them by ofset X and Y.\n  var splitRegex =
/\s*,\s*\s*\s+;/\n  var ops = divider !== -1 ? [fragments.slice(0,
divider).concat([fragments[divider].split(splitRegex)[0])],
[fragments[divider].split(splitRegex)[1]].concat(fragments.slice(divider + 1))] : [fragments];\n  // Convert the
values with units to absolute pixels to allow our computations\n  ops = ops.map(function (op, index) {\n    // Most of
the units rely on the orientation of the popper\n    var measurement = (index === 1 ? !useHeight : useHeight) ?
'height' : 'width';\n    var mergeWithPrevious = false;\n    return
op\n    // This aggregates any `+` or `-` sign that aren't considered operators\n    // e.g.: 10 + +5 => [10, +, +5]\n
.reduce(function (a, b) {\n    if (a[a.length - 1] === " && ['+', '-'].indexOf(b) !== -1) {\n      a[a.length - 1] = b;\n
mergeWithPrevious = true;\n      return a;\n    } else if (mergeWithPrevious) {\n      a[a.length - 1] += b;\n
mergeWithPrevious = false;\n      return a;\n    } else {\n      return a.concat(b);\n    } }, [])\n    // Here we
convert the string values into number values (in px)\n    .map(function (str) {\n      return toValue(str, measurement,
popperOffsets, referenceOffsets);\n    });\n  });\n  // Loop trough the offsets arrays and execute the operations\n
ops.forEach(function (op, index) {\n    op.forEach(function (frag, index2) {\n      if (isNumeric(frag)) {\n
offsets[index] += frag * (op[index2 - 1] === '-' ? -1 : 1);\n      }\n    });\n  });\n  return offsets;\n}\n\n/**\n *
@function\n *
@memberof Modifiers\n *
@argument {Object} data - The data object generated by update method\n *
@argument
{Object} options - Modifiers configuration and options\n *
@argument {Number|String} options.offset=0\n * The
offset value as described in the modifier description\n *
@returns {Object} The data object, properly modified\n
*/\nfunction offset(data, _ref) {\n  var offset = _ref.offset;\n  var placement = data.placement,\n    _data$offsets =
data.offsets,\n    popper = _data$offsets.popper,\n    reference = _data$offsets.reference;\n\n  var basePlacement =
placement.split('-')[0];\n\n  var offsets = void 0;\n  if (isNumeric(+offset)) {\n    offsets = [+offset, 0];\n  } else {\n
offsets = parseOffset(offset, popper, reference, basePlacement);\n  }\n\n  if (basePlacement === 'left') {\n
popper.top += offsets[0];\n    popper.left -= offsets[1];\n  } else if (basePlacement === 'right') {\n    popper.top +=
offsets[0];\n    popper.left += offsets[1];\n  } else if (basePlacement
=== 'top') {\n    popper.left += offsets[0];\n    popper.top -= offsets[1];\n  } else if (basePlacement === 'bottom') {\n
popper.left += offsets[0];\n    popper.top += offsets[1];\n  }\n\n  data.popper = popper;\n  return data;\n}\n\n/**\n *
@function\n *
@memberof Modifiers\n *
@argument {Object} data - The data object generated by `update`
method\n *
@argument {Object} options - Modifiers configuration and options\n *
@returns {Object} The data
object, properly modified\n
*/\nfunction preventOverflow(data, options) {\n  var boundariesElement =
options.boundariesElement || getOffsetParent(data.instance.popper);\n\n  // If offsetParent is the reference element,
we really want to\n  // go one step up and use the next offsetParent as reference to\n  // avoid to make this modifier
completely useless and look like broken\n  if (data.instance.reference === boundariesElement) {\n
boundariesElement = getOffsetParent(boundariesElement);\n  }\n\n  // NOTE: DOM access here\n  // resets
the popper's position so that the document size can be calculated excluding\n  // the size of the popper element
itself\n  var transformProp = getSupportedPropertyName('transform');\n  var popperStyles =
data.instance.popper.style; // assignment to help minification\n  var top = popperStyles.top,\n    left =
popperStyles.left,\n    transform = popperStyles[transformProp];\n\n  popperStyles.top = "";\n  popperStyles.left =
"";\n  popperStyles[transformProp] = "";\n  var boundaries = getBoundaries(data.instance.popper,

```

```

data.instance.reference, options.padding, boundariesElement, data.positionFixed);\n\n // NOTE: DOM access here\n // restores the original style properties after the offsets have been computed\n popperStyles.top = top;\n popperStyles.left = left;\n popperStyles[transformProp] = transform;\n\n options.boundaries = boundaries;\n\n var\n order = options.priority;\n var popper = data.offsets.popper;\n\n var check = {\n primary: function\n primary(placement) {\n\n var value = popper[placement];\n if (popper[placement] < boundaries[placement] &&\n !options.escapeWithReference) {\n value = Math.max(popper[placement], boundaries[placement]);\n }\n return defineProperty({}, placement, value);\n },\n secondary: function secondary(placement) {\n var\n mainSide = placement === 'right' ? 'left' : 'top';\n var value = popper[mainSide];\n if (popper[placement] >\n boundaries[placement] && !options.escapeWithReference) {\n value = Math.min(popper[mainSide],\n boundaries[placement] - (placement === 'right' ? popper.width : popper.height));\n }\n return\n defineProperty({}, mainSide, value);\n }\n };\n\n order.forEach(function (placement) {\n var side = ['left',\n 'top'].indexOf(placement) !== -1 ? 'primary' : 'secondary';\n popper = _extends({}, popper,\n check[side](placement));\n });\n\n data.offsets.popper = popper;\n\n return data;\n };\n\n\n * @function\n * @memberof Modifiers\n * @argument\n * @returns {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers\n configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction shift(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var shiftvariation =\n placement.split('-')[1];\n\n // if shift shiftvariation is specified, run the modifier\n if (shiftvariation) {\n var\n _data$offsets = data.offsets,\n reference = _data$offsets.reference,\n popper = _data$offsets.popper;\n\n var isVertical = ['bottom', 'top'].indexOf(basePlacement) !== -1;\n var side = isVertical ? 'left' : 'top';\n var\n measurement = isVertical ? 'width' : 'height';\n\n var shiftOffsets = {\n start: defineProperty({}, side,\n reference[side]),\n end: defineProperty({}, side, reference[side] + reference[measurement] -\n popper[measurement])\n };\n\n data.offsets.popper = _extends({}, popper, shiftOffsets[shiftvariation]);\n\n }\n\n return data;\n };\n\n\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data\n object generated by update method\n * @argument {Object} options - Modifiers\n configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction hide(data) {\n if\n (!isModifierRequired(data.instance.modifiers, 'hide', 'preventOverflow')) {\n return data;\n }\n\n var refRect =\n data.offsets.reference;\n var bound = find(data.instance.modifiers, function (modifier) {\n return modifier.name\n === 'preventOverflow';\n }).boundaries;\n\n if (refRect.bottom < bound.top || refRect.left > bound.right ||\n refRect.top > bound.bottom || refRect.right < bound.left) {\n // Avoid unnecessary DOM access if visibility hasn't\n changed\n if (data.hide === true) {\n return data;\n }\n\n data.hide = true;\n data.attributes['x-out-of-\n boundaries'] = '';\n } else {\n // Avoid unnecessary DOM access if visibility hasn't changed\n if (data.hide === false) {\n return data;\n }\n\n data.hide = false;\n data.attributes['x-out-of-boundaries'] =\n false;\n }\n\n return data;\n };\n\n\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data\n object generated by `update` method\n * @argument {Object} options - Modifiers\n configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction inner(data) {\n var placement =\n data.placement;\n var basePlacement = placement.split('-')[0];\n var _data$offsets = data.offsets,\n popper =\n _data$offsets.popper,\n reference = _data$offsets.reference;\n\n var isHoriz = ['left',\n 'right'].indexOf(basePlacement) !== -1;\n\n var subtractLength = ['top', 'left'].indexOf(basePlacement) === -1;\n\n popper[isHoriz ? 'left' : 'top'] = reference[basePlacement] - (subtractLength ? popper[isHoriz ? 'width' : 'height'] :\n 0);\n\n data.placement = getOppositePlacement(placement);\n data.offsets.popper = getClientRect(popper);\n\n return data;\n };\n\n\n * @function\n * @memberof Modifiers\n * @argument {dataObject}\n * @returns {dataObject}\n * @returns {dataObject} The data object, properly modified\n *\n\n * Modifiers are plugins used to\n alter the behavior of your poppers.\n * Popover.js uses a set of 9 modifiers to provide all the basic

```

functionalities needed by the library. Usually you don't want to override the `order`, `fn` and `onLoad` props. All the other properties are configurations that could be tweaked.

**@namespace modifiers**

**modifiers = {**

- Modifier used to shift the popper on the start or end of its reference element.**
- placement** It will read the variation of the `placement` property. It can be one either `end` or `start`.
- @memberof modifiers**
- @inner**
- shift: {**
- @prop {number}** order=100 - Index used to define the order of execution
- order: 100,**
- @prop {Boolean}** enabled=true - Whether the modifier is enabled or not
- enabled: true,**
- @prop {ModifierFn}** fn: shift

The `offset` modifier can shift your popper on both its axis. It accepts the following units:

- `px` or unit-less, interpreted as pixels
- `%` or `%r`, percentage relative to the length of the reference element
- `%p`, percentage relative to the length of the popper element
- `vw`, CSS viewport width unit
- `vh`, CSS viewport height unit

For length is intended the main axis relative to the placement of the popper.

This means that if the placement is `top` or `bottom`, the length will be the `width`. In case of `left` or `right`, it will be the `height`.

You can provide a single value (as `Number` or `String`), or a pair of values as `String` divided by a comma or one (or more) white spaces. The latter is a deprecated method because it leads to confusion and will be removed in v2.

Additionally, it accepts additions and subtractions between different units. Note that multiplications and divisions aren't supported.

Valid examples are:

- `10n`
- `'10%`
- `10, 10%`
- `10%`
- `10 + 10%`
- `10 - 5vh + 3%`
- `-10px + 5vh, 5px - 6%`

> **NB**: If you desire to apply offsets to your poppers in a way that may make them overlap with their reference element, unfortunately, you will have to disable the `flip` modifier. You can read more on this at this [issue](<https://github.com/FezVrasta/popper.js/issues/373>).

**@memberof modifiers**

**@inner**

**offset: {**

- @prop {number}** order=200 - Index used to define the order of execution
- order: 200,**
- @prop {Boolean}** enabled=true - Whether the modifier is enabled or not
- enabled: true,**
- @prop {ModifierFn}** fn: offset,
- @prop {Number|String}** offset=0

The offset value as described in the modifier description

**offset: 0n**

**Modifier used to prevent the popper from being positioned outside the boundary.**

A scenario exists where the reference itself is not within the boundaries.

We can say it has "escaped the boundaries" — or just "escaped".

In this case we need to decide whether the popper should either:

- detach from the reference and remain "trapped" in the boundaries, or
- if it should ignore the boundary and "escape with its reference"

When `escapeWithReference` is set to `true` and reference is completely outside its boundaries, the popper will overflow (or completely leave) the boundaries in order to remain attached to the edge of the reference.

**@memberof modifiers**

**@inner**

**preventOverflow: {**

- @prop {number}** order=300 - Index used to define the order of execution
- order: 300,**
- @prop {Boolean}** enabled=true - Whether the modifier is enabled or not
- enabled: true,**
- @prop {ModifierFn}** fn: preventOverflow,
- @prop {Array}** [priority=['left', 'right', 'top', 'bottom']]

Popper will try to prevent overflow following these priorities by default, then, it could overflow on the left and on top of the `boundariesElement`

**priority: ['left', 'right', 'top', 'bottom'],**

- @prop {number}** padding=5

Amount of pixel used to define a minimum distance between the boundaries and the popper. This makes sure the popper always has a little padding between the edges of its container

**padding: 5,**

- @prop {String|HTMLElement}** boundariesElement='scrollParent'

Boundaries used by the modifier. Can be `scrollParent`, `window`, `viewport` or any DOM element.

**boundariesElement: 'scrollParent',**

- Modifier used to make sure the reference and its popper stay near each other without leaving any gap between the two. Especially useful when the arrow is enabled and you want to ensure that it points to its reference element.**
- It cares only about the first axis. You can still have poppers with margin between the popper and its reference element.

**@memberof modifiers**

**@inner**

**keepTogether: {**

- @prop {number}** order=400 - Index used to define the order of execution
- order: 400,**
- @prop {Boolean}** enabled=true - Whether the modifier is enabled or not
- enabled: true,**

```

/** @prop {ModifierFn} *^fn: keepTogether\n },\n\n /**\n * This modifier is used to move the
`arrowElement` of the popper to make\n * sure it is positioned between the reference element and its popper
element.\n * It will read the outer size of the `arrowElement` node to detect how many\n * pixels of conjunction
are needed.\n *\n * It has no effect if no `arrowElement` is provided.\n * @memberof modifiers\n * @inner\n
*\n arrow: {\n /** @prop {number} order=500 - Index used to define the order of execution *\n order: 500,\n
/** @prop {Boolean} enabled=true - Whether the modifier is enabled or not *\n enabled: true,\n /** @prop
{ModifierFn} *^fn: arrow,\n /** @prop {String|HTMLElement} element='[x-arrow]' - Selector or node used
as arrow *\n element: '[x-arrow]'\n },\n\n /**\n * Modifier used to flip the popper's placement when it starts to
overlap its\n * reference element.\n *\n * Requires the `preventOverflow` modifier
before it in order to work.\n *\n * ***NOTE:** this modifier will interrupt the current update cycle and will\n *
restart it if it detects the need to flip the placement.\n * @memberof modifiers\n * @inner\n *\n flip: {\n /**
@prop {number} order=600 - Index used to define the order of execution *\n order: 600,\n /** @prop
{Boolean} enabled=true - Whether the modifier is enabled or not *\n enabled: true,\n /** @prop {ModifierFn}
*\n fn: flip,\n /**\n * @prop {String|Array} behavior='flip'\n * The behavior used to change the popper's
placement. It can be one of\n * `flip`, `clockwise`, `counterclockwise` or an array with a list of valid\n *
placements (with optional variations)\n *\n behavior: 'flip',\n /**\n * @prop {number} padding=5\n *
The popper will flip if it hits the edges of the `boundariesElement`\n *\n padding: 5,\n /**\n * @prop
{String|HTMLElement} boundariesElement='viewport'\n
*\n * The element which will define the boundaries of the popper position.\n * The popper will never be placed
outside of the defined boundaries\n * (except if `keepTogether` is enabled)\n *\n boundariesElement:
'viewport'\n },\n\n /**\n * Modifier used to make the popper flow toward the inner of the reference element.\n *
By default, when this modifier is disabled, the popper will be placed outside\n * the reference element.\n *
@memberof modifiers\n * @inner\n *\n inner: {\n /** @prop {number} order=700 - Index used to define the
order of execution *\n order: 700,\n /** @prop {Boolean} enabled=false - Whether the modifier is enabled or
not *\n enabled: false,\n /** @prop {ModifierFn} *^fn: inner\n },\n\n /**\n * Modifier used to hide the
popper when its reference element is outside of the\n * popper boundaries. It will set a `x-out-of-boundaries`
attribute which can\n * be used to hide with a CSS selector the popper when its
reference is\n * out of boundaries.\n *\n * Requires the `preventOverflow` modifier before it in order to work.\n
*\n * @memberof modifiers\n * @inner\n *\n hide: {\n /** @prop {number} order=800 - Index used to define the
order of execution *\n order: 800,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or
not *\n enabled: true,\n /** @prop {ModifierFn} *^fn: hide\n },\n\n /**\n * Computes the style that will
be applied to the popper element to gets\n * properly positioned.\n *\n * Note that this modifier will not touch
the DOM, it just prepares the styles\n * so that `applyStyle` modifier can apply it. This separation is useful\n *
in case you need to replace `applyStyle` with a custom implementation.\n *\n * This modifier has `850` as `order`
value to maintain backward compatibility\n * with previous versions of Popper.js. Expect the modifiers ordering
method\n * to change in future major versions of the library.\n
*\n * @memberof modifiers\n * @inner\n *\n computeStyle: {\n /** @prop {number} order=850 - Index
used to define the order of execution *\n order: 850,\n /** @prop {Boolean} enabled=true - Whether the
modifier is enabled or not *\n enabled: true,\n /** @prop {ModifierFn} *^fn: computeStyle,\n /**\n *
@prop {Boolean} gpuAcceleration=true\n * If true, it uses the CSS 3D transformation to position the popper.\n
*\n * Otherwise, it will use the `top` and `left` properties\n *\n gpuAcceleration: true,\n /**\n * @prop {string}
[x='bottom']\n * Where to anchor the X axis (`bottom` or `top`). AKA X offset origin.\n * Change this if your
popper should grow in a direction different from `bottom`\n *\n x: 'bottom',\n /**\n * @prop {string}
[x='left']\n * Where to anchor the Y axis (`left` or `right`). AKA Y offset origin.\n * Change this if your popper
should grow in a direction different from `right`\n
*\n *\n y: 'right'\n },\n\n /**\n * Applies the computed styles to the popper element.\n *\n * All the DOM
manipulations are limited to this modifier. This is useful in case\n * you want to integrate Popper.js inside a
framework or view library and you\n * want to delegate all the DOM manipulations to it.\n *\n * Note that if you

```

disable this modifier, you must make sure the popper element has its position set to `absolute` before Popper.js can do its work!

Just disable this modifier and define your own to achieve the desired effect.

`@memberof modifiers`

`@inner`

`applyStyle: {\n /** @prop {number} order=900 - Index used to define the order of execution *\n order: 900,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not *\n enabled: true,\n /** @prop {ModifierFn} * \n fn: applyStyle,\n /** @prop {Function} *\n onLoad: applyStyleOnLoad,\n /**\n * @deprecated since version 1.10.0, the property moved to `computeStyle` modifier\n * @prop {Boolean} gpuAcceleration=true\n * If true, it uses the CSS 3D transformation to position the popper.\n * Otherwise, it will use the `top` and `left` properties\n * \n gpuAcceleration: undefined\n } \n};`

The `dataObject` is an object containing all the information used by Popper.js. This object is passed to modifiers and to the `onCreate` and `onUpdate` callbacks.

`@name dataObject`

`@property {Object} data.instance` The Popper.js instance

`@property {String} data.placement` Placement applied to popper

`@property {String} data.originalPlacement` Placement originally defined on init

`@property {Boolean} data.flipped` True if popper has been flipped by flip modifier

`@property {Boolean} data.hide` True if the reference element is out of boundaries, useful to know when to hide the popper

`@property {HTMLElement} data.arrowElement` Node used as arrow by arrow modifier

`@property {Object} data.styles` Any CSS property defined here will be applied to the popper. It expects the JavaScript nomenclature (eg. `marginBottom`)

`@property {Object} data.arrowStyles` Any CSS property defined here will be applied to the popper arrow. It expects the JavaScript nomenclature (eg. `marginBottom`)

`@property {Object} data.boundaries` Offsets of the popper boundaries

`@property {Object} data.offsets` The measurements of popper, reference and arrow elements

`@property {Object} data.offsets.popper` `top`, `left`, `width`, `height` values

`@property {Object} data.offsets.reference` `top`, `left`, `width`, `height` values

`@property {Object} data.offsets.arrow` `top` and `left` offsets, only one of them will be different from 0

Default options provided to Popper.js constructor.

These can be overridden using the `options` argument of Popper.js.

To override an option, simply pass an object with the same structure of the `options` object, as the 3rd argument. For example:

```
new Popper(ref, pop, {\n modifiers: {\n preventOverflow: { enabled: false }\n })
```

`@type {Object}`

`@static`

`@memberof Popper`

`@nvar Defaults = {\n /**\n * Popper's placement.\n * @prop {Popper.placements} placement='bottom'\n *\n placement: 'bottom',\n /**\n * Set this to true if you want popper to position it self in 'fixed' mode\n * @prop {Boolean} positionFixed=false\n *\n positionFixed: false,\n /**\n * Whether events (resize, scroll) are initially enabled.\n * @prop {Boolean} eventsEnabled=true\n *\n eventsEnabled: true,\n /**\n * Set to true if you want to automatically remove the popper when you call the `destroy` method.\n * @prop {Boolean} removeOnDestroy=false\n *\n removeOnDestroy: false,\n /**\n * Callback called when the popper is created.  
By default, it is set to no-op.  
Access Popper.js instance with `data.instance`.\n * @prop {onCreate}\n *\n onCreate: function onCreate() {},\n /**\n * Callback called when the popper is updated. This callback is not called on the initialization/creation of the popper, but only on subsequent updates.  
By default, it is set to no-op.  
Access Popper.js instance with `data.instance`.\n * @prop {onUpdate}\n *\n onUpdate: function onUpdate() {},\n /**\n * List of modifiers used to modify the offsets before they are applied to the popper.\n * They provide most of the functionalities of Popper.js.\n * @prop {modifiers}\n *\n modifiers: modifiers\n};`

`@callback onCreate`

`@param {dataObject} data`

`@callback onUpdate`

`@param {dataObject} data`

`Utils`

`Methods`

```
Popper = function () {\n /**\n * Creates a new Popper.js instance.\n * @class Popper\n *\n @param {HTMLElement|referenceObject} reference - The reference element used to position the popper\n *\n @param {HTMLElement} popper - The HTML element used as the popper\n *\n @param {Object} options - Your custom options to override the ones defined in [Defaults](#defaults)\n *\n @return {Object} instance - The generated Popper.js instance\n *\n function Popper(reference, popper) {\n var _this = this;\n var options = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n classCallCheck(this, Popper);\n this.scheduleUpdate = function () {\n return requestAnimationFrame(_this.update);\n };\n //
```

```

make update() debounced, so that it only runs at most once-per-tick\n  this.update =
debounce(this.update.bind(this));\n\n // with {} we create a new object with the options inside it\n  this.options =
_extends({}, Popper.Defaults, options);\n\n // init state\n  this.state = {\n    isDestroyed: false,\n    isCreated:
false,\n    scrollParents: []\n  };\n\n // get reference and popper elements (allow jQuery wrappers)\n  this.reference = reference && reference.jquery ? reference[0] : reference;\n  this.popper = popper &&
popper.jquery ? popper[0] : popper;\n\n // Deep merge modifiers options\n  this.options.modifiers = {};\n\n Object.keys(_extends({}, Popper.Defaults.modifiers, options.modifiers)).forEach(function (name) {\n
_this.options.modifiers[name] = _extends({}, Popper.Defaults.modifiers[name] || {}, options.modifiers ?
options.modifiers[name] : {});\n  });\n\n // Refactoring modifiers' list (Object => Array)\n  this.modifiers =
Object.keys(this.options.modifiers).map(function (name) {\n    return _extends({\n      name: name\n    },
_this.options.modifiers[name]);\n  });\n\n // sort the modifiers by order\n  .sort(function (a, b) {\n    return a.order
- b.order;\n  });\n\n // modifiers have the ability to execute arbitrary code when Popper.js get inited\n // such
code is executed in the same order of its modifier\n // they could add new properties
to their options configuration\n // BE AWARE: don't add options to `options.modifiers.name` but to
`modifierOptions`\n  this.modifiers.forEach(function (modifierOptions) {\n    if (modifierOptions.enabled &&
isFunction(modifierOptions.onLoad)) {\n      modifierOptions.onLoad(_this.reference, _this.popper, _this.options,
modifierOptions, _this.state);\n    }\n  });\n\n // fire the first update to position the popper in the right place\n
this.update();\n\n var eventsEnabled = this.options.eventsEnabled;\n  if (eventsEnabled) {\n    // setup event
listeners, they will take care of update the position in specific situations\n    this.enableEventListeners();\n  }\n\n
this.state.eventsEnabled = eventsEnabled;\n  }\n\n // We can't use class properties because they don't get listed in
the\n // class prototype and break stuff like Sinon stubs\n\n\n createClass(Popper, [{\n  key: 'update',\n  value:
function update$$1() {\n    return update.call(this);\n  }\n}, {\n  key: 'destroy',\n  value: function destroy$$1() {\n
return destroy.call(this);\n  }\n}, {\n  key: 'enableEventListeners',\n  value: function enableEventListeners$$1() {\n
return
enableEventListeners.call(this);\n  }\n}, {\n  key: 'disableEventListeners',\n  value: function
disableEventListeners$$1() {\n    return disableEventListeners.call(this);\n  }\n}]\n\n /**\n * Schedules an
update. It will run on the next UI update available.\n * @method scheduleUpdate\n * @memberof Popper\n
*/\n\n /**\n * Collection of utilities useful when writing custom modifiers.\n * Starting from version 1.7,
this method is available only if you\n * include `popper-utils.js` before `popper.js`. \n * \n *
**DEPRECATION**: This way to access PopperUtils is deprecated\n * and will be removed in v2! Use the
PopperUtils module directly instead.\n * Due to the high instability of the methods contained in Utils,
we can't\n * guarantee them to follow semver. Use them at your own risk!\n * @static\n * @private\n *
@type {Object}\n * @deprecated since version 1.8\n * @member Utils\n * @memberof Popper\n */\n\n
});\n  return Popper;\n}();\n\n/**\n * The `referenceObject` is an object that provides an interface compatible with
Popper.js\n * and lets you use it as replacement of a real DOM node.<br />\n * You can use this method to position
a popper relatively to a set of coordinates\n * in case you don't have a DOM node to use as reference.\n * \n *
`new Popper(referenceObject, popperNode);\n * \n * NB: This feature isn't supported in Internet Explorer
10.\n * @name referenceObject\n * @property {Function} data.getBoundingClientRect\n * A function that returns a
set of coordinates compatible with the native `getBoundingClientRect` method.\n * @property {number}
data.clientWidth\n * An ES6 getter that will return the width of the virtual reference element.\n
* @property {number} data.clientHeight\n * An ES6 getter that will return the height of the virtual reference
element.\n */\n\n\nPopper.Utils = (typeof window !== 'undefined' ? window :
global).Popper.Utils;\nPopper.placements = placements;\nPopper.Defaults = Defaults;\n\nexport default Popper;\n\n#\nsourceMappingURL=popper.js.map\n", "\nuse strict";\n\nvar isValue = require("./is-value");\n\nvar forEach =
Array.prototype.forEach, create = Object.create;\n\nvar process = function (src, obj) {\n  \n\tvar key;\n  \n\tfor (key in src)
obj[key] = src[key];\n};\n\n// eslint-disable-next-line no-unused-vars\nmodule.exports = function (opts1 /*,
...options*/) {\n  \n\tvar result = create(null);\n  \n\tforEach.call(arguments, function (options) {\n  \n\t\tif (!isValue(options))
return;\n  \n\t\tprocess(Object(options), result);\n  \n\t});\n  \n\treturn result;\n};\n\n", /** Used to detect hot functions by

```

number of calls within a span of milliseconds. \*/\nvar HOT\_COUNT = 800,\n HOT\_SPAN = 16;\n\n/\* Built-in method references

```
for those with the same name as other `lodash` methods. */\nvar nativeNow = Date.now;\n\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or more times in\n * `HOT_SPAN` milliseconds.\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\nfunction shortOut(func) {\n  var count = 0,\n      lastCalled = 0;\n  return function() {\n    var stamp = nativeNow(),\n        remaining = HOT_SPAN - (stamp -\n      lastCalled);\n    lastCalled = stamp;\n    if (remaining > 0) {\n      if (++count >= HOT_COUNT) {\n        return\n      arguments[0];\n      }\n    } else {\n      count = 0;\n      return func.apply(undefined, arguments);\n    }\n  };\n}\n\nmodule.exports = shortOut;\n", "var isSymbol = require('./isSymbol');\n\n/** Used as references for various\n * `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/**\n * Converts `value` to a string key if it's\n * not a string or symbol.\n * @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol}\n */\nfunction toKey(value) {\n  if (typeof value == 'string' || isSymbol(value)) {\n    return value;\n  }\n  var result = (value + '');\n  return (result == '0' && (1 / value) == -INFINITY) ? '-0' :\n    result;\n}\n\nmodule.exports = toKey;\n", "use strict";\n\nvar assign = require('es5-ext/object/assign')\n  ,\n  normalizeOpts = require('es5-ext/object/normalize-options')\n  ,\n  isCallable = require('es5-ext/object/is-callable')\n  ,\n  contains = require('es5-ext/string/#/contains')\n  ,\n  d;\n\nnd = module.exports = function (dscr, value/*,\n  options*/) {\n  var c, e, w, options, desc;\n  if ((arguments.length < 2) || (typeof dscr !== 'string')) {\n    options =\n      value;\n    value = dscr;\n    dscr = null;\n  } else {\n    options = arguments[2];\n  }\n  if (dscr == null) {\n    c = w =\n      = true;\n    e = false;\n  } else {\n    c = contains.call(dscr, 'c');\n    e =\n      contains.call(dscr, 'e');\n    w =\n      contains.call(dscr, 'w');\n  }\n  ddesc = {\n    value: value, configurable: c,\n    enumerable: e, writable: w\n  };\n  return !options ? desc : assign(normalizeOpts(options), desc);\n};\n\nnd.gs = function\n  (dscr, get, set/*, options*/) {\n  var c, e, options, desc;\n  if (typeof dscr !== 'string') {\n    options = set;\n    set =\n      get;\n    dscr =\n      dscr;\n    ddesc = null;\n  } else {\n    options = arguments[3];\n  }\n  if (get == null) {\n    tget =\n      undefined;\n  } else if (!isCallable(get)) {\n    toptions = get;\n    tget = set =\n      undefined;\n  } else if (set == null) {\n    tset =\n      undefined;\n  } else if (!isCallable(set)) {\n    toptions = set;\n    tset =\n      undefined;\n  }\n  if (dscr == null) {\n    tc =\n      true;\n    te =\n      false;\n  } else {\n    tc =\n      contains.call(dscr, 'c');\n    te =\n      contains.call(dscr, 'e');\n  }\n  ddesc = {\n    get: get, set: set, configurable: c, enumerable: e\n  };\n  return !options ? desc : assign(normalizeOpts(options),\n    desc);\n};\n", "module.exports\n\n= function (it, Constructor, name, forbiddenField) {\n  if (!(it instanceof Constructor) || (forbiddenField !==\n    undefined && forbiddenField in it)) {\n    throw TypeError(name + ': incorrect invocation!');\n  }\n  return\n    it;\n};\n", "var isArray = require('./isArray'),\n    isSymbol = require('./isSymbol');\n\n/** Used to match property\n * names within property paths. */\nvar reIsDeepProp = /\.[\[\]{}@?(\w+)?(?:\.[\[\]{}@?(\w+)?\n * reIsPlainProp = /\w*$/;\n\n/** Checks if `value` is a property name and not a property path.\n * @private\n * @param {*} value The value to check.\n * @param {Object} [object] The object to query keys on.\n * @returns {boolean} Returns `true` if `value` is a property name, else `false`.\n */\nfunction isKey(value, object) {\n  if (isArray(value)) {\n    return false;\n  }\n  var type = typeof value;\n  if (type == 'number' || type == 'symbol' || type\n    == 'boolean' ||\n    value == null || isSymbol(value)) {\n    return\n      true;\n  }\n  return reIsPlainProp.test(value) || !reIsDeepProp.test(value) ||\n    (object != null && value in\n      Object(object));\n}\n\nmodule.exports = isKey;\n", "use strict";\n\nvar keys = require("../keys")\n  ,\n  value =\n    require("../valid-value")\n  ,\n  max = Math.max;\n\nmodule.exports = function (dest, src /*, ...srcn*/) {\n  var error,\n      i, length = max(arguments.length, 2),\n      assign;\n  tdest = Object(value(dest));\n  tassign = function (key) {\n    try {\n      tdest[key] = src[key];\n    } catch (e) {\n      if (!error) error = e;\n    }\n    for (i = 1; i < length; ++i)\n      tsrc = arguments[i];\n    tkeys(src).forEach(assign);\n  }\n  if (error !== undefined) throw error;\n  return\n    dest;\n};\n", "19.1.3.1 Object.assign(target, source)\n\nvar $export = require('./_export');\n\n$export($export.S +\n  $export.F, 'Object', {\n    assign: require('./_object-assign')\n  });\n", "use strict";\n\nvar indexOf =\n  String.prototype.indexOf;\n\nmodule.exports = function (searchString/*,\n  position*/)
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{\n\return indexOf.call(this, searchString, arguments[1]) > -1;\n};\n";\n", "\"use strict";\n\nmodule.exports =
require(\"./is-implemented\")()\n?t? String.prototype.contains\n:t: require(\"./shim\");\n";\n", "var baseProperty =
require(\"./_baseProperty\"),\n basePropertyDeep = require(\"./_basePropertyDeep\"),\n isKey = require(\"./_isKey\"),\n
toKey = require(\"./_toKey\");\n\n/**\n * Creates a function that returns the value at `path` of a given object.\n *\n *
@static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {Array|string} path The path of the
property to get.\n * @returns {Function} Returns the new accessor function.\n * @example\n *\n * var objects = [\n
*   { 'a': { 'b': 2 } },\n *   { 'a': { 'b': 1 } }\n * ];\n *\n * _map(objects, _property('a.b'));\n * // => [2, 1]\n *\n *
_map(_sortBy(objects, _property(['a', 'b'])), 'a.b');\n * // => [1, 2]\n *\n * ^\nfunction property(path) {\n return
isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);\n}\n\nmodule.exports
= property;\n";\n", "var document = require(\"./_global\").document;\n\nmodule.exports = document &&
document.documentElement;\n";\n", "/* This file is imported into lib/wc client bundles.\n\nif (typeof window !==
'undefined') {\n var i\n if ((i = window.document.currentScript) && (i = i.src.match(/(.+\\|\\|)[^\\|]+\\.js(\\|\\|\\.?)?$/))) {\n
__webpack_public_path__ = i[1] // eslint-disable-line\n }\n}\n\n// Indicate to webpack that this file can be
concatenated\n\nexport default null;\n";\n", "/*!\n * vue-i18n v8.4.0\n * (c) 2018 kazuya kawaguchi\n * Released under
the MIT License.\n *\n * ^\n\n/**\n * utilities\n *\n\nfunction warn (msg, err) {\n if (typeof console !==
'undefined') {\n console.warn('[vue-i18n] ' + msg);\n /* istanbul ignore if *\n if (err) {\n
console.warn(err.stack);\n }\n }\n}\n\nfunction isObject (obj) {\n return obj !== null && typeof obj ===
'object'\n}\n\nvar toString = Object.prototype.toString;\nvar OBJECT_STRING = '[object Object]';\nfunction
isPlainObject (obj) {\n return toString.call(obj) === OBJECT_STRING\n}\n\nfunction isNull (val) {\n return val
=== null || val === undefined\n}\n\nfunction parseArgs () {\n var args = [], len = arguments.length;\n while ( len--
) args[ len ] = arguments[ len ];\n\n var locale = null;\n var params = null;\n if (args.length === 1) {\n if
(isObject(args[0]) || Array.isArray(args[0])) {\n params = args[0];\n } else if (typeof args[0] === 'string') {\n
locale = args[0];\n }\n } else if (args.length === 2) {\n if (typeof args[0] === 'string') {\n locale = args[0];\n
}\n /* istanbul ignore if *\n if (isObject(args[1]) || Array.isArray(args[1])) {\n params = args[1];\n }\n }\n
}\n\n return { locale: locale, params: params }\n}\n\nfunction looseClone (obj) {\n return
JSON.parse(JSON.stringify(obj))\n}\n\nfunction remove (arr, item) {\n if (arr.length) {\n var index =
arr.indexOf(item);\n if (index > -1) {\n return arr.splice(index,
1)\n }\n }\n }\n\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nfunction hasOwn (obj, key) {\n
return hasOwnProperty.call(obj, key)\n}\n\nfunction merge (target) {\n var arguments$1 = arguments;\n\n var
output = Object(target);\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments$1[i];\n if (source
!== undefined && source !== null) {\n var key = (void 0);\n for (key in source) {\n if (hasOwn(source,
key)) {\n if (isObject(source[key])) {\n output[key] = merge(output[key], source[key]);\n } else
{\n output[key] = source[key];\n }\n }\n }\n }\n return output\n}\n\nfunction looseEqual
(a, b) {\n if (a === b) { return true }\n var isObjectA = isObject(a);\n var isObjectB = isObject(b);\n if (isObjectA
&& isObjectB) {\n try {\n var isArrayA = Array.isArray(a);\n var isArrayB = Array.isArray(b);\n if
(isArrayA && isArrayB) {\n return
a.length === b.length && a.every(function (e, i) {\n return looseEqual(e, b[i])\n })\n } else if
(!isArrayA && !isArrayB) {\n var keysA = Object.keys(a);\n var keysB = Object.keys(b);\n return
keysA.length === keysB.length && keysA.every(function (key) {\n return looseEqual(a[key], b[key])\n
})\n } else {\n /* istanbul ignore next *\n return false\n }\n } catch (e) {\n /* istanbul ignore
next *\n return false\n }\n } else if (!isObjectA && !isObjectB) {\n return String(a) === String(b)\n } else
{\n return false\n }\n }\n}\n\nvar canUseDateFormat =\n typeof Intl !== 'undefined' && typeof
Intl.DateTimeFormat !== 'undefined';\n\nvar canUseNumberFormat =\n typeof Intl !== 'undefined' && typeof
Intl.NumberFormat !== 'undefined';\n\n/* *\n\nfunction extend (Vue) {\n if
(!Vue.prototype.hasOwnProperty('$i18n')) {\n // $FlowFixMe\n Object.defineProperty(Vue.prototype, '$i18n',
{\n get: function get () { return this._i18n }\n });\n }\n\n Vue.prototype.$t = function (key) {\n var values =
[], len = arguments.length - 1;\n while ( len-- > 0 ) values[ len ] = arguments[ len + 1 ];\n\n var i18n =
this.$i18n;\n return i18n._t.apply(i18n, [ key, i18n.locale, i18n._getMessages(), this ].concat( values ))\n };\n\n

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Vue.prototype.$tc = function (key, choice) {\n  var values = [], len = arguments.length - 2;\n  while ( len-- > 0 )\n  values[ len ] = arguments[ len + 2 ];\n  var i18n = this.$i18n;\n  return i18n._tc.apply(i18n, [ key, i18n.locale,\n  i18n._getMessages(), this, choice ].concat( values ))\n};\n\nVue.prototype.$te = function (key, locale) {\n  var\n  i18n = this.$i18n;\n  return i18n._te(key, i18n.locale, i18n._getMessages(), locale)\n};\n\nVue.prototype.$d =\nfunction (value) {\n  var ref;\n  var args = [], len = arguments.length - 1;\n  while ( len-- > 0 ) args[ len ] =\n  arguments[ len + 1 ];\n  return (ref =\n  this.$i18n).d.apply(ref, [ value ].concat( args ))\n};\n\nVue.prototype.$n = function (value) {\n  var ref;\n  var args = [], len = arguments.length - 1;\n  while ( len-- > 0 ) args[ len ] = arguments[ len + 1 ];\n  return (ref =\n  this.$i18n).n.apply(ref, [ value ].concat( args ))\n};\n\n/*\nvar mixin = {\n  beforeCreate: function\n  beforeCreate () {\n    var options = this.$options;\n    options.i18n = options.i18n || (options.__i18n ? {} : null);\n\n    if (options.i18n) {\n      if (options.i18n instanceof VueI18n) {\n        // init locale messages via custom blocks\n        if (options.__i18n) {\n          try {\n            var localeMessages = {};\n            options.__i18n.forEach(function\n            (resource) {\n              localeMessages = merge(localeMessages, JSON.parse(resource));\n            });\n            Object.keys(localeMessages).forEach(function (locale) {\n              options.i18n.mergeLocaleMessage(locale,\n              localeMessages[locale]);\n            });\n          } catch (e) {\n            if (process.env.NODE_ENV !== 'production') {\n              warn("Cannot parse\n              locale messages via custom blocks.", e);\n            }\n          }\n          this._i18n = options.i18n;\n          this._i18nWatcher = this._i18n.watchI18nData();\n          this._i18n.subscribeDataChanging(this);\n          this._subscribing = true;\n        } else if (isPlainObject(options.i18n)) {\n          // component local i18n\n          if\n          (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n            options.i18n.root = this.$root;\n            options.i18n.formatter = this.$root.$i18n.formatter;\n            options.i18n.fallbackLocale =\n            this.$root.$i18n.fallbackLocale;\n            options.i18n.silentTranslationWarn =\n            this.$root.$i18n.silentTranslationWarn;\n          }\n          // init locale messages via custom blocks\n          if\n          (options.__i18n) {\n            try {\n              var localeMessages$1 = {};\n              options.__i18n.forEach(function\n              (resource) {\n                localeMessages$1 = merge(localeMessages$1, JSON.parse(resource));\n              });\n              options.i18n.messages = localeMessages$1;\n            } catch (e) {\n              if (process.env.NODE_ENV !==\n              'production') {\n                warn("Cannot parse locale messages via custom blocks.", e);\n              }\n            }\n          }\n          this._i18n = new VueI18n(options.i18n);\n          this._i18nWatcher = this._i18n.watchI18nData();\n          this._i18n.subscribeDataChanging(this);\n          this._subscribing = true;\n          if (options.i18n.sync === undefined\n          || !options.i18n.sync) {\n            this._localeWatcher = this.$i18n.watchLocale();\n          }\n        } else {\n          if\n          (process.env.NODE_ENV !== 'production') {\n            warn("Cannot be interpreted 'i18n' option.");\n          }\n        }\n      } else if (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n        // root i18n\n        this._i18n = this.$root.$i18n;\n\n        this._i18n.subscribeDataChanging(this);\n        this._subscribing = true;\n      } else if (options.parent &&\n      options.parent.$i18n && options.parent.$i18n instanceof VueI18n) {\n        // parent i18n\n        this._i18n =\n        options.parent.$i18n;\n        this._i18n.subscribeDataChanging(this);\n        this._subscribing = true;\n      }\n    },\n\n    beforeDestroy: function beforeDestroy () {\n      if (!this._i18n) { return }\n      if (this._subscribing) {\n        this._i18n.unsubscribeDataChanging(this);\n        delete this._subscribing;\n      }\n      if (this._i18nWatcher) {\n        this._i18nWatcher();\n        delete this._i18nWatcher;\n      }\n      if (this._localeWatcher) {\n        this._localeWatcher();\n        delete this._localeWatcher;\n      }\n      this._i18n = null;\n    }\n  };*\n\nvar\n  component = {\n    name: 'i18n',\n    functional: true,\n    props: {\n      tag: {\n        type: String,\n        default: 'span'\n      },\n      path: {\n        type: String,\n        required: true\n      },\n      locale: {\n        type: String\n      },\n      places: {\n        type: [Array, Object]\n      },\n      render: function render (h,\n      ref) {\n        var props = ref.props;\n        var data = ref.data;\n        var children = ref.children;\n        var parent =\n        ref.parent;\n\n        var i18n = parent.$i18n;\n        children = (children || []).filter(function (child) {\n          return child.tag\n          || (child.text = child.text.trim())\n        });\n\n        if (!i18n) {\n          if (process.env.NODE_ENV !== 'production') {\n            warn('Cannot find VueI18n instance!');\n          }\n          return children\n        }\n\n        var path = props.path;\n        var locale =\n        props.locale;\n        var params = {};\n        var places = props.places || {};\n        var hasPlaces =

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Array.isArray(places)\n    ? places.length > 0\n    : Object.keys(places).length > 0;\n\n    var everyPlace =
children.every(function (child) {\n    if (child.data && child.data.attrs) {\n        var place = child.data.attrs.place;\n        return (typeof place !== 'undefined')
    }
    && place !== ""\n    });\n\n    if (process.env.NODE_ENV !== 'production' && hasPlaces &&
children.length > 0 && !everyPlace) {\n        warn('If places prop is set, all child elements must have place prop
set.);\n    }\n\n    if (Array.isArray(places)) {\n        places.forEach(function (el, i) {\n            params[i] = el;\n        });\n    } else {\n        Object.keys(places).forEach(function (key) {\n            params[key] = places[key];\n        });\n    }\n\n    children.forEach(function (child, i) {\n        var key = everyPlace\n            ? ("\" + (child.data.attrs.place))\n            : ("\" +
i);\n        params[key] = child;\n    });\n\n    return h(props.tag, data, i18n.i(path, locale, params))\n    });\n\n    /*
*\n\nfunction bind (el, binding, vnode) {\n    if (!assert(el, vnode)) { return }\n    t(el, binding,
vnode);\n}\n\nfunction update (el, binding, vnode, oldVNode) {\n    if (!assert(el, vnode)) { return }\n    var i18n =
vnode.context.$i18n;\n    if (localeEqual(el, vnode) &&\n        (looseEqual(binding.value, binding.oldValue) &&\n            looseEqual(el._localeMessage,
i18n.getLocaleMessage(i18n.locale)))) { return }\n    t(el, binding, vnode);\n}\n\nfunction unbind (el, binding,
vnode, oldVNode) {\n    var vm = vnode.context;\n    if (!vm) {\n        warn('Vue instance does not exists in VNode
context');\n        return\n    }\n    el.textContent = "";\n    el._vt = undefined;\n    delete el['_vt'];\n    el._locale = undefined;\n    delete el['_locale'];\n    el._localeMessage = undefined;\n    delete el['_localeMessage'];\n}\n\nfunction assert (el,
vnode) {\n    var vm = vnode.context;\n    if (!vm) {\n        warn('Vue instance doest not exists in VNode context');\n        return false\n    }\n\n    if (!vm.$i18n) {\n        warn('VueI18n instance does not exists in Vue instance');\n        return false\n    }\n\n    return true\n}\n\nfunction localeEqual (el, vnode) {\n    var vm = vnode.context;\n    return el._locale ===
vm.$i18n.locale\n}\n\nfunction t (el, binding, vnode) {\n    var ref$1, ref$2;\n\n    var value =
binding.value;\n\n    var ref = parseValue(value);\n    var path = ref.path;\n    var locale = ref.locale;\n    var args =
ref.args;\n    var choice = ref.choice;\n    if (!path && !locale && !args) {\n        warn('value type not supported');\n        return\n    }\n\n    if (!path) {\n        warn(`path` is required in v-t directive);\n        return\n    }\n\n    var vm =
vnode.context;\n    if (choice) {\n        el._vt = el.textContent = (ref$1 = vm.$i18n).tc.apply(ref$1, [ path, choice
].concat( makeParams(locale, args) ));\n    } else {\n        el._vt = el.textContent = (ref$2 = vm.$i18n).t.apply(ref$2, [
path ].concat( makeParams(locale, args) ));\n    }\n\n    el._locale = vm.$i18n.locale;\n    el._localeMessage =
vm.$i18n.getLocaleMessage(vm.$i18n.locale);\n}\n\nfunction parseValue (value) {\n    var path;\n    var locale;\n    var
args;\n    var choice;\n\n    if (typeof value === 'string') {\n        path = value;\n    } else if (isPlainObject(value)) {\n        path
= value.path;\n        locale = value.locale;\n        args = value.args;\n        choice =
value.choice;\n    }\n\n    return { path: path, locale: locale, args: args, choice: choice }\n}\n\nfunction makeParams
(locale, args) {\n    var params = [];\n\n    locale && params.push(locale);\n    if (args && (Array.isArray(args) ||
isPlainObject(args))) {\n        params.push(args);\n    }\n\n    return params\n}\n\nvar Vue;\n\nfunction install (_Vue) {\n
/* istanbul ignore if */\n    if (process.env.NODE_ENV !== 'production' && install.installed && _Vue === Vue) {\n        warn('already installed.);\n        return\n    }\n\n    install.installed = true;\n\n    Vue = _Vue;\n\n    var version = (Vue.version
&& Number(Vue.version.split('.')[0])) || -1;\n    /* istanbul ignore if */\n    if (process.env.NODE_ENV !==
'production' && version < 2) {\n        warn(("vue-i18n (" + (install.version) + ") need to use Vue 2.0 or later (Vue: \""
+ (Vue.version) + "\").");\n        return\n    }\n\n    extend(Vue);\n    Vue.mixin(mixin);\n    Vue.directive('t', { bind: bind,
update: update, unbind: unbind });\n\n    Vue.component(component.name,
component);\n\n    // use simple mergeStrategies to prevent i18n instance lose '__proto__'\n    var strats =
Vue.config.optionMergeStrategies;\n    strats.i18n = function (parentVal, childVal) {\n        return childVal ===
undefined\n            ? parentVal\n            : childVal\n    });\n\n    /*
*\n\nvar BaseFormatter = function BaseFormatter () {\n    this._caches = Object.create(null);\n}\n\nBaseFormatter.prototype.interpolate = function interpolate (message,
values) {\n    if (!values) {\n        return [message]\n    }\n\n    var tokens = this._caches[message];\n    if (!tokens) {\n        tokens = parse(message);\n        this._caches[message] = tokens;\n    }\n\n    return compile(tokens, values)\n}\n\n\nvar
RE_TOKEN_LIST_VALUE = /^(?:\d+);/\nvar RE_TOKEN_NAMED_VALUE = /^(?:\w+);/\n\nfunction parse
(format) {\n    var tokens = [];\n    var position = 0;\n    var text = "";\n    while (position < format.length) {\n        var char
= format[position++];\n        if (char === '{') {\n            if (text) {\n                tokens.push({ type: 'text',

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value: text });\n  }\n\n  text = ";\n  var sub = ";\n  char = format[position++];\n  while (char !==
undefined && char !== '}') {\n    sub += char;\n    char = format[position++];\n  }\n  var isClosed = char
=== '};\n\n  var type = RE_TOKEN_LIST_VALUE.test(sub)\n    ? 'list'\n      : isClosed &&
RE_TOKEN_NAMED_VALUE.test(sub)\n    ? 'named'\n      : 'unknown';\n  tokens.push({ value: sub, type:
type });\n  } else if (char === '%') {\n    // when found rails i18n syntax, skip text capture\n    if
(format[(position)] !== '{') {\n      text += char;\n    }\n  } else {\n    text += char;\n  }\n}\n\n text &&
tokens.push({ type: 'text', value: text });\n\n return tokens\n}\n\nfunction compile (tokens, values) {\n var compiled
= [];\n var index = 0;\n\n var mode = Array.isArray(values)\n ? 'list'\n   : isObject(values)\n ? 'named'\n   :
'unknown';\n if (mode === 'unknown') { return compiled }\n\n while (index < tokens.length) {\n var token = tokens[index];\n switch (token.type) {\n case 'text':\n compiled.push(token.value);\n break\n case 'list':\n compiled.push(values[parseInt(token.value, 10)]);\n
break\n case 'named':\n if (mode === 'named') {\n compiled.push((values)[token.value]);\n }
else {\n if (process.env.NODE_ENV !== 'production') {\n warn(("Type of token \" + (token.type) + \"\
and format of value \" + mode + \" don't match!")); \n }\n }\n break\n case 'unknown':\n if
(process.env.NODE_ENV !== 'production') {\n warn("Detect 'unknown' type of token!");\n }\n
break\n }\n index++;\n }\n\n return compiled\n}\n\n/*
*\n\n* Path parser\n* - Inspired:\n* Vue.js
Path parser\n*\n\n// actions\nvar APPEND = 0;\nvar PUSH = 1;\nvar INC_SUB_PATH_DEPTH = 2;\nvar
PUSH_SUB_PATH = 3;\n\n// states\nvar BEFORE_PATH
= 0;\nvar IN_PATH = 1;\nvar BEFORE_IDENT = 2;\nvar IN_IDENT = 3;\nvar IN_SUB_PATH = 4;\nvar
IN_SINGLE_QUOTE = 5;\nvar IN_DOUBLE_QUOTE = 6;\nvar AFTER_PATH = 7;\nvar ERROR = 8;\n\nvar
pathStateMachine = [];\n\npathStateMachine[BEFORE_PATH] = {\n 'ws': [BEFORE_PATH],\n 'ident':
[IN_IDENT, APPEND],\n '[': [IN_SUB_PATH],\n 'eof': [AFTER_PATH]\n};\n\npathStateMachine[IN_PATH] =
{\n 'ws': [IN_PATH],\n ' ': [BEFORE_IDENT],\n '[': [IN_SUB_PATH],\n 'eof':
[AFTER_PATH]\n};\n\npathStateMachine[BEFORE_IDENT] = {\n 'ws': [BEFORE_IDENT],\n 'ident':
[IN_IDENT, APPEND],\n '0': [IN_IDENT, APPEND],\n 'number': [IN_IDENT,
APPEND]\n};\n\npathStateMachine[IN_IDENT] = {\n 'ident': [IN_IDENT, APPEND],\n '0': [IN_IDENT,
APPEND],\n 'number': [IN_IDENT, APPEND],\n 'ws': [IN_PATH, PUSH],\n ' ': [BEFORE_IDENT, PUSH],\n
 '[': [IN_SUB_PATH, PUSH],\n 'eof': [AFTER_PATH, PUSH]\n};\n\npathStateMachine[IN_SUB_PATH] = {\n
'\"': [IN_SINGLE_QUOTE, APPEND],\n '\\': [IN_DOUBLE_QUOTE, APPEND],\n
 '[': [IN_SUB_PATH, INC_SUB_PATH_DEPTH],\n ']': [IN_PATH, PUSH_SUB_PATH],\n 'eof': ERROR,\n
'else': [IN_SUB_PATH, APPEND]\n};\n\npathStateMachine[IN_SINGLE_QUOTE] = {\n '\"': [IN_SUB_PATH,
APPEND],\n 'eof': ERROR,\n 'else': [IN_SINGLE_QUOTE,
APPEND]\n};\n\npathStateMachine[IN_DOUBLE_QUOTE] = {\n '\\': [IN_SUB_PATH, APPEND],\n 'eof':
ERROR,\n 'else': [IN_DOUBLE_QUOTE, APPEND]\n};\n\n**\n\n* Check if an expression is a literal value.\n
*\n\nvar literalValueRE = /^\\s*(?:true|false|-?[\\d.]+|[\\^]*|[\\^"]*)\\s?$/;\n\nfunction isLiteral (exp) {\n return
literalValueRE.test(exp)\n}\n\n**\n\n* Strip quotes from a string\n*\n\nfunction stripQuotes (str) {\n var a =
str.charCodeAt(0);\n var b = str.charCodeAt(str.length - 1);\n return a === b && (a === 0x22 || a === 0x27)\n ?
str.slice(1, -1)\n : str\n}\n\n**\n\n* Determine the type of a character in a keypath.\n*\n\nfunction
getPathCharType (ch) {\n if (ch === undefined || ch === null) { return 'eof' }\n\n var code
= ch.charCodeAt(0);\n\n switch (code) {\n case 0x5B: // [\n case 0x5D: // ]\n case 0x2E: // .\n case 0x22: //
"\n case 0x27: // '\n return ch\n\n case 0x5F: // _\n case 0x24: // $\n case 0x2D: // -\n return 'ident'\n\n
case 0x20: // Space\n case 0x09: // Tab\n case 0x0A: // Newline\n case 0x0D: // Return\n case 0xA0: // No-
break space\n case 0xFEFF: // Byte Order Mark\n case 0x2028: // Line Separator\n case 0x2029: //
Paragraph Separator\n return 'ws'\n }\n\n return 'ident'\n}\n\n**\n\n* Format a subPath, return its plain form if it
is\n*\n a literal string or number. Otherwise prepend the\n*\n dynamic indicator (*).\n*\n\nfunction formatSubPath
(path) {\n var trimmed = path.trim();\n // invalid leading 0\n if (path.charAt(0) === '0' && isNaN(path)) { return
false }\n\n return isLiteral(trimmed) ? stripQuotes(trimmed) : '*' + trimmed\n}\n\n**\n\n* Parse a string path into an
array of segments\n*\n\nfunction

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parse$1 (path) {\n var keys = [];\n var index = -1;\n var mode = BEFORE_PATH;\n var subPathDepth = 0;\n var
c;\n var key;\n var newChar;\n var type;\n var transition;\n var action;\n var typeMap;\n var actions = [];\n\n
actions[PUSH] = function () {\n if (key !== undefined) {\n keys.push(key);\n key = undefined;\n }\n
};\n\n actions[APPEND] = function () {\n if (key === undefined) {\n key = newChar;\n } else {\n key +=
newChar;\n }\n };\n\n actions[INC_SUB_PATH_DEPTH] = function () {\n actions[APPEND]();\n
subPathDepth++;\n };\n\n actions[PUSH_SUB_PATH] = function () {\n if (subPathDepth > 0) {\n
subPathDepth--;\n mode = IN_SUB_PATH;\n actions[APPEND]();\n } else {\n subPathDepth = 0;\n
key = formatSubPath(key);\n if (key === false) {\n return false\n } else {\n actions[PUSH]();\n
}\n }\n };\n\n function maybeUnescapeQuote () {\n var nextChar = path[index + 1];\n
if ((mode === IN_SINGLE_QUOTE && nextChar === '\"') ||\n (mode === IN_DOUBLE_QUOTE &&
nextChar === '\"')) {\n index++;\n newChar = '\\\\' + nextChar;\n actions[APPEND]();\n return true\n
}\n }\n\n while (mode !== null) {\n index++;\n c = path[index];\n if (c === '\\\\' &&
maybeUnescapeQuote()) {\n continue\n }\n\n type = getPathCharType(c);\n typeMap =
pathStateMachine[mode];\n transition = typeMap[type] || typeMap['else'] || ERROR;\n\n if (transition ===
ERROR) {\n return // parse error\n }\n\n mode = transition[0];\n action = actions[transition[1]];\n if
(action) {\n newChar = transition[2];\n newChar = newChar === undefined\n ? c\n : newChar;\n if
(action() === false) {\n return\n }\n }\n\n if (mode === AFTER_PATH) {\n return keys\n }\n
}\n}\n\n\n\n\n\nvar I18nPath = function I18nPath () {\n this._cache = Object.create(null);\n};\n\n/**\n *
External parse that check for a cache hit first\n */\nI18nPath.prototype.parsePath = function parsePath (path) {\n
var hit = this._cache[path];\n if (!hit) {\n hit = parse$1(path);\n if (hit) {\n this._cache[path] = hit;\n
}\n }\n return hit || [];\n};\n\n/**\n * Get path value from path string\n */\nI18nPath.prototype.getPathValue = function
getPathValue (obj, path) {\n if (!isObject(obj)) {\n return null\n }\n\n var paths = this.parsePath(path);\n if
(paths.length === 0) {\n return null\n } else {\n var length = paths.length;\n var last = obj;\n var i = 0;\n
while (i < length) {\n var value = last[paths[i]];\n if (value === undefined) {\n return null\n }\n last
= value;\n i++;\n }\n\n return last\n };\n};\n\n/* */\n\n\n\n\n\n\n\nvar numberFormatKeys = [\n 'style',\n
'currency',\n 'currencyDisplay',\n 'useGrouping',\n 'minimumIntegerDigits',\n 'minimumFractionDigits',\n
'maximumFractionDigits',\n 'minimumSignificantDigits',\n
'maximumSignificantDigits',\n 'localeMatcher',\n 'formatMatcher'];\n\nvar linkKeyMatcher = /(?:@(?:\.[a-z]+)?(?:\.[w\-\_].+|(\.[w\-\_].+|\\)))\/g;\nvar linkKeyPrefixMatcher = /^@(?:\.[a-z]+)?\/;\nvar bracketsMatcher = /[\(\)]\/g;\nvar formatters = {\n 'upper': function (str) { return str.toLocaleUpperCase(); },\n 'lower': function (str) { return str.toLocaleLowerCase(); }\n};\n\n\nvar VueI18n = function VueI18n (options) {\n var this$1 = this;\n if (
options === void 0 ) options = {};\n\n // Auto install if it is not done yet and `window` has `Vue`.\n // To allow
users to avoid auto-installation in some cases,\n // this code should be placed here. See #290\n /* istanbul ignore if
*/\n if (!Vue && typeof window !== 'undefined' && window.Vue) {\n install(window.Vue);\n }\n\n var locale =
options.locale || 'en-US';\n var fallbackLocale = options.fallbackLocale || 'en-US';\n var messages =
options.messages || {};\n var dateTimeFormats = options.dateTimeFormats
|| {};\n var numberFormats = options.numberFormats || {};\n\n this._vm = null;\n this._formatter =
options.formatter || new BaseFormatter();\n this._missing = options.missing || null;\n this._root = options.root ||
null;\n this._sync = options.sync === undefined ? true : !!options.sync;\n this._fallbackRoot = options.fallbackRoot
=== undefined\n ? true\n : !!options.fallbackRoot;\n this._silentTranslationWarn =
options.silentTranslationWarn === undefined\n ? false\n : !!options.silentTranslationWarn;\n
this._dateTimeFormatters = {};\n this._numberFormatters = {};\n this._path = new I18nPath();\n
this._dataListeners = [];\n this._exist = function (message, key) {\n if (!message || !key) {\n return false\n
}\n return !isNull(this$1._path.getPathValue(message, key));\n };\n\n this._initVM({\n locale: locale,\n
fallbackLocale: fallbackLocale,\n messages: messages,\n dateTimeFormats: dateTimeFormats,\n
numberFormats: numberFormats\n });\n};\n\n\nvar
prototypeAccessors = { vm: { configurable: true }, messages: { configurable: true }, dateTimeFormats: {
configurable: true }, numberFormats: { configurable: true }, locale: { configurable: true }, fallbackLocale: {

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configurable: true },missing: { configurable: true },formatter: { configurable: true },silentTranslationWarn: {
configurable: true } };
VueI18n.prototype._initVM = function _initVM (data) {
  var silent =
  Vue.config.silent;
  Vue.config.silent = true;
  this._vm = new Vue({ data: data });
  Vue.config.silent =
  silent;
};
VueI18n.prototype.subscribeDataChanging = function subscribeDataChanging (vm) {
  this._dataListeners.push(vm);
};
VueI18n.prototype.unsubscribeDataChanging = function
unsubscribeDataChanging (vm) {
  remove(this._dataListeners, vm);
};
VueI18n.prototype.watchI18nData =
function watchI18nData () {
  var self = this;
  return this._vm.$watch('$data', function () {
    var i =
    self._dataListeners.length;
    while (i--) {
      Vue.nextTick(function
      () {
        self._dataListeners[i] && self._dataListeners[i].$forceUpdate();
      });
    }
  }, { deep: true
  });
};
VueI18n.prototype.watchLocale = function watchLocale () {
  /* istanbul ignore if */
  if (!this._sync ||
  !this._root) { return null }
  var target = this._vm;
  return this._root.$i18n.vm.$watch('locale', function (val) {
    target.$set(target, 'locale', val);
    target.$forceUpdate();
  }, { immediate: true
  });
};
prototypeAccessors.vm.get = function () { return this._vm };
prototypeAccessors.messages.get =
function () { return looseClone(this._getMessages()) };
prototypeAccessors.dateTimeFormats.get = function () {
  return looseClone(this._getDateTimeFormats());
};
prototypeAccessors.numberFormats.get = function () {
  return looseClone(this._getNumberFormats());
};
prototypeAccessors.locale.get = function () { return this._vm.locale
};
prototypeAccessors.locale.set = function (locale) {
  this._vm.$set(this._vm, 'locale',
  locale);
};
prototypeAccessors.fallbackLocale.get = function () { return this._vm.fallbackLocale
};
prototypeAccessors.fallbackLocale.set = function (locale) {
  this._vm.$set(this._vm, 'fallbackLocale',
  locale);
};
prototypeAccessors.missing.get = function () { return this._missing
};
prototypeAccessors.missing.set = function (handler) { this._missing = handler;
};
prototypeAccessors.formatter.get = function () { return this._formatter };
prototypeAccessors.formatter.set =
function (formatter) { this._formatter = formatter; };
prototypeAccessors.silentTranslationWarn.get = function ()
{ return this._silentTranslationWarn };
prototypeAccessors.silentTranslationWarn.set = function (silent) {
  this._silentTranslationWarn = silent;
};
VueI18n.prototype._getMessages = function _getMessages () { return
this._vm.messages };
VueI18n.prototype._getDateTimeFormats = function _getDateTimeFormats () { return
this._vm.dateTimeFormats };
VueI18n.prototype._getNumberFormats =
function _getNumberFormats () { return this._vm.numberFormats };
VueI18n.prototype._warnDefault =
function _warnDefault (locale, key, result, vm, values) {
  if (!isNull(result)) { return result }
  if (this._missing)
  {
    var missingRet = this._missing.apply(null, [locale, key, vm, values]);
    if (typeof missingRet === 'string')
    {
      return missingRet
    }
  }
  else {
    if (process.env.NODE_ENV !== 'production' &&
    !this._silentTranslationWarn) {
      warn(
      "Cannot translate the value of keypath \"" + key + "\". \" +
      'Use the value of keypath as default.'
      );
    }
    return key
  }
};
VueI18n.prototype._isFallbackRoot =
function _isFallbackRoot (val) {
  return !val && !isNull(this._root) &&
  this._fallbackRoot
};
VueI18n.prototype._interpolate = function _interpolate (\n locale,\n message,\n key,\n host,\n interpolateMode,\n values,\n visitedLinkStack) {
  if (!message) { return null }
  var pathRet =
  this._path.getPathValue(message,
  key);
  if (Array.isArray(pathRet) || isPlainObject(pathRet)) { return pathRet }
  var ret;
  if (isNull(pathRet))
  {
    /* istanbul ignore else */
    if (isPlainObject(message)) {
      ret = message[key];
      if (typeof ret !==
      'string') {
        if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {
          warn(("Value of key \"" + key + "\" is not a string!"));
        }
        return null
      }
    }
    else {
      return null
    }
  }
  else {
    /* istanbul ignore else */
    if (typeof pathRet === 'string') {
      ret = pathRet;
    }
    else {
      if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {
        warn(("Value of key \"" +
        key + "\" is not a string!"));
      }
      return null
    }
  }
  // Check for the existence of links within the
  translated string
  if (ret.indexOf('@:') >= 0 || ret.indexOf('@.') >= 0) {
    ret = this._link(locale, message, ret,
    host,
    interpolateMode, values, visitedLinkStack);
  }
  return this._render(ret, interpolateMode,
  values);
};
VueI18n.prototype._link = function _link (\n locale,\n message,\n str,\n host,\n interpolateMode,\n

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values,\n visitedLinkStack\n) {\n  var this$1 = this;\n  var ret = str;\n  // Match all the links within the local\n  // We are going to replace each of\n  // them with its translation\n  var matches = ret.match(linkKeyMatcher);\n  for\n  (var idx in matches) {\n    // ie compatible: filter custom array\n    // prototype method\n    if\n    (!matches.hasOwnProperty(idx)) {\n      continue\n    }\n    var link = matches[idx];\n    var linkKeyPrefixMatches =\n    link.match(linkKeyPrefixMatcher);\n    var linkPrefix = linkKeyPrefixMatches[0];\n    var formatterName =\n    linkKeyPrefixMatches[1];\n    // Remove the leading @:, @.case: and the brackets\n    var linkPlaceholder =\n    link.replace(linkPrefix, "").replace(bracketsMatcher, "");\n    if (visitedLinkStack.includes(linkPlaceholder))\n    {\n      if (process.env.NODE_ENV !== 'production') {\n        warn(("Circular reference found. \\\"\\\" + link + \\\"\\\""\n        is already visited in the chain of \" + (visitedLinkStack.reverse().join(' <- '))));\n      }\n      return ret\n    }\n    visitedLinkStack.push(linkPlaceholder);\n    // Translate the link\n    var translated = this$1._interpolate(\n    locale, message, linkPlaceholder, host,\n    interpolateMode === 'raw' ? 'string' : interpolateMode,\n    interpolateMode === 'raw' ? undefined : values,\n    visitedLinkStack\n    );\n    if\n    (this$1._isFallbackRoot(translated)) {\n      if (process.env.NODE_ENV !== 'production' &&\n      !this$1._silentTranslationWarn) {\n        warn(("Fall back to translate the link placeholder \" + linkPlaceholder + \\\""\n        with root locale.\\\"));\n      }\n      /* istanbul ignore if */\n      if (!this$1._root) { throw Error('unexpected error') }\n      var root = this$1._root.$i18n;\n      translated = root._translate(\n        root._getMessages(),\n        root.locale, root.fallbackLocale,\n        linkPlaceholder, host, interpolateMode, values\n      );\n      translated =\n      this$1._warnDefault(\n        locale, linkPlaceholder, translated, host,\n        Array.isArray(values) ? values : [values]\n      );\n      if (formatters.hasOwnProperty(formatterName)) {\n        translated = formatters[formatterName](translated);\n      }\n      visitedLinkStack.pop();\n      // Replace the link with the translated\n      ret = !translated ? ret :\n      ret.replace(link, translated);\n    }\n    return ret\n  }\n  VueI18n.prototype._render = function _render (message,\n  interpolateMode, values) {\n    var ret = this._formatter.interpolate(message, values);\n    // if interpolateMode is\n    // **not** 'string' ('row'),\n    // // return the compiled data (e.g. ['foo', VNode, 'bar']) with formatter\n    return\n    interpolateMode === 'string' ? ret.join("") : ret\n  }\n  VueI18n.prototype._translate = function _translate (\n  messages,\n  locale,\n  fallback,\n  key,\n  host,\n  interpolateMode,\n  args\n) {\n  var res =\n  this._interpolate(locale, messages[locale], key, host, interpolateMode,\n  args, [key]);\n  if (!isNull(res)) { return res }\n  res = this._interpolate(fallback, messages[fallback], key, host,\n  interpolateMode, args, [key]);\n  if (!isNull(res)) {\n    if (process.env.NODE_ENV !== 'production' &&\n    !this._silentTranslationWarn) {\n      warn(("Fall back to translate the keypath \" + key + \\\" with \" + fallback + \\\""\n      locale.\\\"));\n    }\n    return res\n  } else {\n    return null\n  }\n  }\n  VueI18n.prototype._t = function _t (key,\n  _locale, messages, host) {\n    var ref;\n    var values = [], len = arguments.length - 4;\n    while (len-- > 0) values[\n    len] = arguments[ len + 4 ];\n    if (!key) { return "" }\n    var parsedArgs = parseArgs.apply(void 0, values);\n    var\n    locale = parsedArgs.locale || _locale;\n    var ret = this._translate(\n      messages, locale, this.fallbackLocale, key,\n      host, 'string', parsedArgs.params\n    );\n    if (this._isFallbackRoot(ret)) {\n      if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn)\n      {\n        warn(("Fall back to translate the keypath \" + key + \\\" with root locale.\\\"));\n      }\n      /* istanbul ignore if\n      */\n      if (!this._root) { throw Error('unexpected error') }\n      return (ref = this._root).$.apply(ref, [ key ].concat(\n      values\n      ))\n    } else {\n      return this._warnDefault(locale, key, ret, host, values)\n    }\n  }\n  VueI18n.prototype.t =\n  function t (key) {\n    var ref;\n    var values = [], len = arguments.length - 1;\n    while (len-- > 0) values[\n    len] = arguments[ len + 1 ];\n    return (ref = this)._t.apply(ref, [ key, this.locale, this._getMessages(), null\n    ].concat(\n    values\n    ))\n  }\n  VueI18n.prototype._i = function _i (key, locale, messages, host, values) {\n    var ret =\n    this._translate(messages, locale, this.fallbackLocale, key, host, 'raw', values);\n    if (this._isFallbackRoot(ret)) {\n      if\n      (process.env.NODE_ENV !== 'production' &&\n      !this._silentTranslationWarn) {\n        warn(("Fall back to interpolate the keypath \" + key + \\\" with root\n        locale.\\\"));\n      }\n      if (!this._root) { throw Error('unexpected error') }\n      return this._root.$i18n.i(key, locale,\n      values\n      )\n    } else {\n      return this._warnDefault(locale, key, ret, host, [values])\n    }\n  }\n  VueI18n.prototype.i =\n  function i (key, locale, values) {\n    /* istanbul ignore if */\n    if (!key) { return "" }\n    if (typeof locale !== 'string')\n    {\n      locale = this.locale;\n    }\n    return this._i(key, locale, this._getMessages(), null,\n
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values)\n};\n\nVueI18n.prototype._tc = function _tc (\n key,\n _locale,\n messages,\n host,\n choice)\n {\n var\n ref;\n var values = [], len = arguments.length - 5;\n while ( len-- > 0 ) values[ len ] = arguments[ len + 5 ];\n if\n (!key) { return " }\n if (choice === undefined) {\n choice = 1;\n }\n var predefined = { 'count': choice, 'n':\n choice };\n var parsedArgs = parseArgs.apply(void 0, values);\n\n parsedArgs.params = Object.assign(predefined, parsedArgs.params);\n values = parsedArgs.locale === null ?\n [parsedArgs.params] : [parsedArgs.locale, parsedArgs.params];\n return this.fetchChoice((ref = this)._t.apply(ref, [\n key, _locale, messages, host ].concat( values )), choice)\n};\n\nVueI18n.prototype.fetchChoice = function\nfetchChoice (message, choice) {\n /* istanbul ignore if */\n if (!message && typeof message !== 'string') { return\n null }\n var choices = message.split('|');\n choice = this.getChoiceIndex(choice, choices.length);\n if\n (!choices[choice]) { return message }\n return choices[choice].trim()\n};\n\n/*\n * @param choice {number} a\n choice index given by the input to $tc: `$(path.to.rule, choiceIndex)`\n * @param choicesLength {number} an\n overall amount of available choices\n * @returns a final choice index\n*/\nVueI18n.prototype.getChoiceIndex =\nfunction getChoiceIndex (choice, choicesLength) {\n choice = Math.abs(choice);\n\n if (choicesLength ===\n 2) {\n return choice\n ? choice > 1\n ? 1\n : 0\n : 1\n }\n\n return choice ? Math.min(choice, 2) :\n 0\n};\n\nVueI18n.prototype.tc = function tc (key, choice) {\n var ref;\n\n var values = [], len = arguments.length\n - 2;\n while ( len-- > 0 ) values[ len ] = arguments[ len + 2 ];\n return (ref = this)._tc.apply(ref, [ key, this.locale,\n this._getMessages(), null, choice ].concat( values ))\n};\n\nVueI18n.prototype._te = function _te (key, locale,\n messages) {\n var args = [], len = arguments.length - 3;\n while ( len-- > 0 ) args[ len ] = arguments[ len + 3\n ];\n\n var _locale = parseArgs.apply(void 0, args).locale || locale;\n return this._exist(messages[_locale],\n key)\n};\n\nVueI18n.prototype.te = function te (key, locale) {\n return this._te(key, this.locale, this._getMessages(),\n locale)\n};\n\nVueI18n.prototype.getLocaleMessage = function getLocaleMessage (locale) {\n return\n looseClone(this._vm.messages[locale] || {})\n};\n\nVueI18n.prototype.setLocaleMessage\n = function setLocaleMessage (locale, message) {\n this._vm.$set(this._vm.messages, locale,\n message);\n};\n\nVueI18n.prototype.mergeLocaleMessage = function mergeLocaleMessage (locale, message) {\n\n this._vm.$set(this._vm.messages, locale, merge(this._vm.messages[locale] || {},\n message));\n};\n\nVueI18n.prototype.getDateTimeFormat = function getDateTimeFormat (locale) {\n return\n looseClone(this._vm.dateTimeFormats[locale] || {})\n};\n\nVueI18n.prototype.setDateTimeFormat = function\nsetDateTimeFormat (locale, format) {\n this._vm.$set(this._vm.dateTimeFormats, locale,\n format);\n};\n\nVueI18n.prototype.mergeDateTimeFormat = function mergeDateTimeFormat (locale, format) {\n\n this._vm.$set(this._vm.dateTimeFormats, locale, merge(this._vm.dateTimeFormats[locale] || {},\n format));\n};\n\nVueI18n.prototype._localizeDateTime = function _localizeDateTime (\n value,\n locale,\n fallback,\n dateTimeFormats,\n key)\n {\n var _locale = locale;\n var formats = dateTimeFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n if (process.env.NODE_ENV !== 'production')\n {\n warn(("Fall back to \" + fallback + \" datetime formats from \" + locale + \" datetime formats.\"));\n }\n\n _locale = fallback;\n formats = dateTimeFormats[_locale];\n }\n\n if (isNull(formats) || isNull(formats[key])) {\n return null\n } else {\n var format = formats[key];\n var id = _locale + \"_\" + key;\n var formatter =\n this._dateTimeFormatters[id];\n if (!formatter) {\n formatter = this._dateTimeFormatters[id] = new\n Intl.DateTimeFormat(_locale, format);\n }\n return formatter.format(value)\n }\n};\n\nVueI18n.prototype._d =\nfunction _d (value, locale, key) {\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' &&\n !VueI18n.availabilities.dateTimeFormat) {\n warn('Cannot format a Date value due to not supported\n Intl.DateTimeFormat.);\n return "\n }\n\n if (!key) {\n\n return new Intl.DateTimeFormat(locale).format(value)\n }\n\n var ret =\n this._localizeDateTime(value,\n locale, this.fallbackLocale, this._getDateTimeFormats(), key);\n\n if (this._isFallbackRoot(ret)) {\n if\n (process.env.NODE_ENV !== 'production') {\n warn(("Fall back to datetime localization of root: key \" + key +\n \"\".));\n }\n\n /* istanbul ignore if */\n if (!this._root) { throw Error('unexpected error') }\n return\n this._root.$i18n.d(value, key, locale)\n } else {\n return ret || "\n }\n};\n\nVueI18n.prototype.d = function d\n(value) {\n var args = [], len = arguments.length - 1;\n while ( len-- > 0 ) args[ len ] = arguments[ len + 1 ];\n\n var locale = this.locale;\n var key = null;\n\n if (args.length === 1) {\n if (typeof args[0] === 'string') {\n key

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= args[0];\n  } else if (isObject(args[0])) {\n    if (args[0].locale) {\n      locale = args[0].locale;\n    }\n    if (args[0].key) {\n      key = args[0].key;\n    }\n  }\n } else if (args.length === 2) {\n  if (typeof args[0] === 'string') {\n    key = args[0];\n  }\n  if (typeof args[1] === 'string') {\n    locale = args[1];\n  }\n }\n\n return this._d(value, locale, key);\n};\n\nVueI18n.prototype.getNumberFormat = function getNumberFormat (locale) {\n  return looseClone(this._vm.numberFormats[locale] || {});\n};\n\nVueI18n.prototype.setNumberFormat = function setNumberFormat (locale, format) {\n  this._vm.$set(this._vm.numberFormats, locale, format);\n};\n\nVueI18n.prototype.mergeNumberFormat = function mergeNumberFormat (locale, format) {\n  this._vm.$set(this._vm.numberFormats, locale, merge(this._vm.numberFormats[locale] || {}, format));\n};\n\nVueI18n.prototype._localizeNumber = function _localizeNumber (\n  value,\n  locale,\n  fallback,\n  numberFormats,\n  key,\n  options\n) {\n  var _locale = locale;\n  var formats = numberFormats[_locale];\n\n  // fallback locale\n  if (isNull(formats) || isNull(formats[key])) {\n    if (process.env.NODE_ENV !== 'production') {\n      warn(("Fall back to \"" + fallback + "\" number formats from \"" + locale + "\" number formats."));\n    }\n    _locale = fallback;\n    formats = numberFormats[_locale];\n  }\n\n  if (isNull(formats) || isNull(formats[key])) {\n    return null\n  } else {\n    var format = formats[key];\n    var formatter;\n    if (options) {\n      // If options specified - create one time number formatter\n      formatter = new Intl.NumberFormat(_locale, Object.assign({}, format, options));\n    } else {\n      var id = _locale + \"__\" + key;\n      formatter = this._numberFormatters[id];\n      if (!formatter) {\n        formatter = this._numberFormatters[id] = new Intl.NumberFormat(_locale, format);\n      }\n    }\n    return formatter.format(value)\n  }\n};\n\nVueI18n.prototype._n = function _n (value, locale, key, options) {\n  /* istanbul ignore if */\n  if (!VueI18n.availabilities.numberFormat) {\n    if (process.env.NODE_ENV !== 'production') {\n      warn('Cannot format a Number value due to not supported Intl.NumberFormat.);\n    }\n    return \"\n  }\n\n  if (!key) {\n    var nf = 'options ? new Intl.NumberFormat(locale) : new Intl.NumberFormat(locale, options);\n    return nf.format(value)\n  }\n\n  var ret =\n    this._localizeNumber(value, locale, this.fallbackLocale, this._getNumberFormats(), key, options);\n  if (this._isFallbackRoot(ret)) {\n    if (process.env.NODE_ENV !== 'production') {\n      warn(("Fall back to number localization of root: key \"" + key + "\"."));\n    }\n    /* istanbul ignore if */\n    if (!this._root) {\n      throw Error('unexpected error')\n    }\n    return this._root.$i18n.n(value, Object.assign({}, { key: key, locale: locale }, options))\n  } else {\n    return ret || \"\n  }\n};\n\nVueI18n.prototype.n = function n (value) {\n  var args = [], len = arguments.length - 1;\n  while ( len-- > 0 ) args[ len ] = arguments[ len + 1 ];\n\n  var locale = this.locale;\n  var key = null;\n\n  var options = null;\n\n  if (args.length === 1) {\n    if (typeof args[0] === 'string') {\n      key = args[0];\n    } else if (isObject(args[0])) {\n      if (args[0].locale) {\n        locale = args[0].locale;\n      }\n      if (args[0].key) {\n        key = args[0].key;\n      }\n    }\n    // Filter out number format options only\n    options = Object.keys(args[0]).reduce(function (acc, key) {\n      var obj;\n      if (numberFormatKeys.includes(key)) {\n        return Object.assign({}, acc, ( obj = { }, obj[key] = args[0][key], obj ));\n      }\n      return acc\n    }, null);\n  }\n\n  } else if (args.length === 2) {\n    if (typeof args[0] === 'string') {\n      key = args[0];\n    }\n    if (typeof args[1] === 'string') {\n      locale = args[1];\n    }\n  }\n\n  return this._n(value, locale, key, options);\n};\n\nObject.defineProperties( VueI18n.prototype, prototypeAccessors );\n\nVueI18n.availabilities = {\n  dateTimeFormat: canUseDateTimeFormat,\n  numberFormat: canUseNumberFormat\n};\n\nVueI18n.install = install;\n\nVueI18n.version = '8.4.0';\n\n\nexport default VueI18n;\n\n\nimport Vue from 'vue'\nimport VueI18n from 'vue-i18n'\n\nVue.use(VueI18n)\n\nfunction loadLocaleMessages () {\n  const locales = require.context('./locales', true, /[A-Za-z0-9-_,\\s]+\\.json$/i)\n  const messages = {}\n  locales.keys().forEach(key => {\n    const matched = key.match(/([A-Za-z0-9-_]+)\\.\\/i)\n    if (matched && matched.length > 1) {\n      const locale = matched[1]\n      messages[locale] = locales(key)\n    }\n  })\n  return messages\n}\n\nexport default new VueI18n({\n  locale: process.env.VUE_APP_I18N_LOCALE || 'en',\n  fallbackLocale: process.env.VUE_APP_I18N_FALLBACK_LOCALE || 'en',\n  messages: loadLocaleMessages()\n})\n\nvar render = function () {\n  var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _vm._m(0)\n}\n\nvar staticRenderFns = [function () {\n  var _vm=this;var

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_h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:"content-
placeholder"},[_c('div',{staticClass:"content-placeholder__wrapper",style:{
  backgroundColor: _vm.size }},_vm._l(_vm.formattedRows),function(row,r){return
  _c('div',{key:r,staticClass:"content-placeholder__wrapper__row",style:{height:
  row.height}}),_vm._l(row.bboxes,function(box,b){return
  _c('div',{key:b,style:(box.style)},[(box.subClass)?_c('div',{class:box.subClass}):_vm._e()])])])])\n\nexport {
  render, staticRenderFns }", "const DEFAULT_ROWS = [\n { height: '1em', boxes: [[0, '50%'], ['5%', '30%'],
  ['5%', '10%']] \n } \n ] \n\nexport function isFlexBasis (str) {\n return Number(str).toString() ===
  str.toString()\n}\n\nexport function isWidth (str) {\n const cssSuffix = ['px', '%', 'em', 'rem']\n let checkState =
  false\n cssSuffix.forEach(suffix => {\n if (Number(str.split(suffix)[0]) &&\n str.split(suffix)[1] === " " &&\n
  str.split(suffix).length === 2) {\n checkState = true\n }\n })\n return checkState\n}\n\nexport function
  getBoxStyle
  (left, width, isLast, subClass = 'box') {\n const arr = []\n if (left !== 0) {\n if (isFlexBasis(left)) {\n
  arr.push({style: `flex-grow: ${left}; flex-shrink: 0; flex-basis: 0;`, subClass})\n } else if (isWidth(left)) {\n
  arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${left};`, subClass})\n }\n }\n if (isFlexBasis(width))
  {\n arr.push({style: `flex-grow: ${width}; flex-shrink: 0; flex-basis: 0;`})\n } else if (isWidth(width)) {\n
  arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${width};`})\n }\n if (isLast) {\n arr.push({style: 'flex-
  grow: 1; flex-shrink: 0; flex-basis: 0;', subClass})\n }\n return arr\n}\n\nexport function formatRows (rows =
  DEFAULT_ROWS, subClass = 'box') {\n const rowArr = []\n rows.forEach(row => {\n let boxArr = []\n const
  rowObj = {}\n // Add height\n rowObj.height = row.height\n // Add style\n row.bboxes.forEach((box, index)
  => {\n const isLast = index === row.bboxes.length
  - 1\n boxArr = boxArr.concat(getBoxStyle(box[0], box[1], isLast, subClass))\n })\n rowObj.bboxes =
  boxArr\n rowArr.push(rowObj)\n })\n return rowArr\n}\n\nexport default {\n isFlexBasis,\n isWidth,\n
  getBoxStyle,\n formatRows\n}\n", "<template>\n <div class=\"content-placeholder\" v-once>\n <div
  class=\"content-placeholder__wrapper\" :style=\"{ backgroundColor: size }\">\n <div class=\"content-
  placeholder__wrapper__row\" :style=\"{ height: row.height }\" v-for=\"(row, r) in formattedRows\" :key=\"r\">\n
  <div :style=\"box.style\" v-for=\"(box, b) in row.bboxes\" :key=\"b\">\n <div v-if=\"box.subClass\"
  :class=\"box.subClass\"></div>\n </div>\n </div>\n </div>\n </div>\n</template>\n\n<script>\nimport {
  formatRows } from './utils/placeholder.js'\n\n/**\n * A component to fill empty spaces with animated placeholders
  until content is loaded.\n */\nexport default {\n name: 'ContentPlaceholder',\n props: {\n /**\n * An array
  of lines describing a series of cell sizes and margin sizes.\n */\n rows: {\n type: Array\n },\n /**\n *
  The size of the background gradient with the elapsing effect.\n */\n size: {\n type: String,\n default:
  '250%\n } \n },\n computed: {\n formattedRows () {\n return formatRows(this.rows, 'content-
  placeholder__wrapper__row__box')\n } \n } \n }\n</script>\n\n<style scoped lang=\"scss\">\n@import
  './styles/lib';\n\n@keyframes placeHolderShimmer{\n 0%{\n background-position: 100% 0\n } \n 100%{\n
  background-position: -100% 0\n } \n } \n\n.content-placeholder {\n overflow: hidden;\n\n &__wrapper {\n
  animation-duration: 1s;\n animation-fill-mode: forwards;\n animation-iteration-count: infinite;\n animation-
  name: placeHolderShimmer;\n animation-timing-function: linear;\n background: #f6f7f8;\n background:
  linear-gradient(to right, #eeeeee 8%, #dddddd 18%, #eeeeee 33%);\n position: relative;\n\n &__row
  {\n width: 100%;\n box-sizing: border-box;\n display: flex;\n flex: 0 1 auto;\n flex-direction: row;\n
  flex-wrap: wrap;\n\n &__box {\n box-sizing: border-box;\n position: relative;\n height: 100%;\n
  margin-bottom: 0;\n background-color: white;\n overflow: hidden;\n } \n } \n
  } \n } \n</style>\n", "import mod from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-
  0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
  loader/dist/cjs.js??ref--0!../node_modules/vue-loader/lib/index.js??vue-loader-
  options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-
  !../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
  loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-

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control\",attrs:{\"name\": \"amount\", \"type\": \"number\", \"min\": \"0\"},domProps:{\"value\": (_vm.amount)},on:{\"change\": function($event){_vm.amountIsPristine = false}, \"input\": function($event){if($event.target.composing){return; }_vm.amount=$event.target.value } })),_c('span',{staticClass: \"donate-form__payment__buttons\"},[_c('button',{staticClass: \"btn btn-sm\",class: { 'btn-primary': _vm.installmentPeriod === 'monthly' },attrs:{\"type\": \"button\"},on:{\"click\": function($event){_vm.installmentPeriod = 'monthly' } }},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.frequency.monthly')))+\"\\n \\")]),_c('button',{staticClass: \"btn btn-sm\",class: { 'btn-primary': _vm.installmentPeriod === 'yearly' },attrs:{\"type\": \"button\"},on:{\"click\": function($event){_vm.installmentPeriod = 'yearly' } }},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.frequency.yearly')))+\"\\n \\")]),_c('button',{staticClass: \"btn btn-sm\",class: { 'btn-primary': _vm.installmentPeriod === null },attrs:{\"type\": \"button\"},on:{\"click\": function($event){_vm.installmentPeriod = null } }},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.frequency.onetime')))+\"\\n \\")]])))]),(_vm.changeThe)?_c('p',{staticClass: \"mt-2\",domProps:{\"innerHTML\": _vm._s(_vm.$t('donate-form.result.sentence', { target: _vm.changeThe })))}:_vm._e()),_c('div',{staticClass: \"mt-4\"},[_c('input',{attrs:{\"name\": \"org_id\", \"value\": \"icij\", \"type\": \"hidden\" }},_c('input',{directives:[{ name: \"model\",rawName: \"v-model\",value: (_vm.installmentPeriod),expression: \"installmentPeriod\"}],attrs:{\"name\": \"installmentPeriod\", \"type\": \"hidden\"},domProps:{\"value\": (_vm.installmentPeriod)},on:{\"input\": function($event){if($event.target.composing){ return; }_vm.installmentPeriod=$event.target.value } } })),_c('button',{staticClass: \"btn btn-primary rounded-pill text-uppercase font-weight-bold\",attrs:{\"type\": \"submit\" }},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.submit')))+\"\\n \\")]),_c('a',{staticClass: \"donate-form__payment__image\",attrs:{\"target\": \"_blank\", \"href\": \"https://icij.org/donate\" } }))])),_c('div',{staticClass: \"donate-form__insider\"},[_c('h2',{staticClass: \"donate-form__insider__title\"},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.benefits.heading')))+\"\\n \\")]),_c('p',[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.benefits.introduction')))+\"\\n \\")]),_c('div',{staticClass: \"donate-form__insider__modal__container row\"},[_c('div',{staticClass: \"col\"},[_c('h3',{staticClass: \"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.heading')))+\"\\n \\")]),_c('div',{staticClass: \"Article\"},[_c('div',[_c('p',{staticClass: \"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.highlight')))+\"\\n \\")]),_c('ul',{staticClass: \"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.conversation.list')),function(t){return _c('li',{staticClass: \"donate-form__insider__list-item\"},[_vm._v(\"\\n \\"+_vm._s(t)+\"\\n \\")])})]))])),_c('div',{staticClass: \"col\"},[_c('h3',{staticClass: \"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.heading')))+\"\\n \\")]),_c('div',{staticClass: \"Article\"},[_c('div',[_c('p',{staticClass: \"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.highlight')))+\"\\n \\")]),_c('ul',{staticClass: \"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.rules.list')),function(t){return _c('li',{staticClass: \"donate-form__insider__list-item\"},[_vm._v(\"\\n \\"+_vm._s(t)+\"\\n \\")])})]))]))])),_c('div',{staticClass: \"col\"},[_c('h3',{staticClass: \"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n \\"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.heading')))+\"\\n \\")]),_c('div',{staticClass: \"Article\"},[_c('div',[_c('p',{staticClass: \"donate-form__insider__highlight text-icij font-
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weight-bold\"},{_vm._v(\"\\n
    \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.highlight'))+\"\\n
    \"))),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-
form.benefits.impacts.world.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-
item\"},{_vm._v(\"\\n
    \"+_vm._s(t)+\"\\n
    \")))})))]),_c('hr',{staticClass:\"donate-
form__insider__separator\"}),_c('div',{staticClass:\"donate-form__insider__more text-
center\"},{_c('a',{staticClass:\"btn btn-primary rounded-pill text-uppercase font-weight-bold py-
2\",attrs:{\"target\": \"_blank\", \"href\": \"https://icij.org/donate\"}},{_vm._v(\"\\n
    \"+_vm._s(_vm.$t('donate-
form.benefits.more'))+\"\\n
    \")))})))]),2)}\nvar
staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('span',{staticClass:\"input-group-prepend\"},{_c('span',{staticClass:\"input-group-
text\"},{_vm._v(\"$\"))})]}\n\nexport { render, staticRenderFns };\"<template>\n <div class=\"donate-form
container-fluid py-2\">\n <h2 class=\"text-uppercase font-weight-bold text-primary h5\" v-if=\"!noTitle\">\n {{
$t('donate-form.support') }}\n </h2>\n <!-- @slot Description of the form (bellow the title). -->\n <slot
name=\"introduction\">\n <p v-html=\"$t('donate-form.introduction')\"></p>\n </slot>\n <div class=\"donate-
form__payment mb-4\">\n <form action=\"//checkout.fundjournalism.org/memberform\" method=\"get\"
target=\"_blank\" class=\"donate-form__payment__form bg-light p-4\">\n <h3 class=\"donate-
form__payment__title h5 mb-4\">\n <strong>\n {{ $t('donate-form.join-heading') }}\n
</strong>\n
</h3>\n <div>\n <span>{{ $t('donate-form.label') }}&nbsp;</span>\n <label
class=\"donate-form__payment__unit input-group input-group-sm d-inline-flex\">\n <span class=\"input-
group-prepend\">\n <span class=\"input-group-text\">$</span>\n </span>\n <input
class=\"donate-form__payment__input form-control\" name=\"amount\" v-model=\"amount\"
@change=\"amountIsPristine = false\" type=\"number\" min=\"0\">\n </label>\n <span
class=\"donate-form__payment__buttons\">\n <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-
primary': installmentPeriod === 'monthly' }\" @click=\"installmentPeriod = 'monthly'\">\n {{ $t('donate-
form.frequency.monthly') }}\n </button>\n <button type=\"button\" class=\"btn btn-sm\" :class=\"{
'btn-primary': installmentPeriod === 'yearly' }\" @click=\"installmentPeriod = 'yearly'\">\n
{{ $t('donate-form.frequency.yearly') }}\n </button>\n <button type=\"button\" class=\"btn btn-
sm\" :class=\"{ 'btn-primary': installmentPeriod === null }\" @click=\"installmentPeriod = null\">\n {{
$t('donate-form.frequency.onetime') }}\n </button>\n </span>\n </div>\n <p v-
if=\"changeThe\" class=\"mt-2\" v-html=\"$t('donate-form.result.sentence', { target: changeThe })\"></p>\n
<div class=\"mt-4\">\n <input name=\"org_id\" value=\"icij\" type=\"hidden\">\n <input
name=\"installmentPeriod\" v-model=\"installmentPeriod\" type=\"hidden\">\n <button type=\"submit\"
class=\"btn btn-primary rounded-pill text-uppercase font-weight-bold\">\n {{ $t('donate-form.submit') }}\n
</button>\n <a target=\"_blank\" href=\"https://icij.org/donate\" class=\"donate-
form__payment__image\"></a>\n </div>\n </form>\n </div>\n
<div class=\"donate-form__insider\">\n <h2 class=\"donate-form__insider__title\">\n {{ $t('donate-
form.benefits.heading') }}\n </h2>\n <p>\n {{ $t('donate-form.benefits.introduction') }}\n </p>\n
<div class=\"donate-form__insider__modal__container row\">\n <div class=\"col\">\n <h3
class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n {{
$t('donate-form.benefits.impacts.conversation.heading') }}\n </h3>\n <div class=\"Article\">\n
<div>\n <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n
{{ $t('donate-form.benefits.impacts.conversation.highlight') }}\n </p>\n <ul
class=\"donate-form__insider__list\">\n <li class=\"donate-form__insider__list-item\" v-for=\"t in
$t('donate-form.benefits.impacts.conversation.list')\">\n
{{ t }}\n </li>\n </ul>\n </div>\n </div>\n
</div>\n <div class=\"col\">\n <h3 class=\"donate-form__insider__subtitle text-uppercase font-
weight-bold text-primary h5\">\n {{ $t('donate-form.benefits.impacts.rules.heading') }}\n </h3>\n

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<div class="Article">\n          <div>\n          <p class="donate-form__insider__highlight text-
icij font-weight-bold">\n          {{ $t('donate-form.benefits.impacts.rules.highlight') }}\n
</p>\n          <ul class="donate-form__insider__list">\n          <li class="donate-
form__insider__list-item" v-for="t in $t('donate-form.benefits.impacts.rules.list')">\n          {{ t }}\n
</li>\n          </ul>\n          </div>\n          <div class="col">\n          <h3 class="donate-form__insider__subtitle
text-uppercase font-weight-bold text-primary h5">\n          {{ $t('donate-form.benefits.impacts.world.heading')
}}\n          </h3>\n          <div class="Article">\n          <div>\n          <p class="donate-
form__insider__highlight text-icij font-weight-bold">\n          {{ $t('donate-
form.benefits.impacts.world.highlight') }}\n          </p>\n          <ul class="donate-
form__insider__list">\n          <li class="donate-form__insider__list-item" v-for="t in $t('donate-
form.benefits.impacts.world.list')">\n          {{ t }}\n          </li>\n          </ul>\n
</div>\n          </div>\n          </div>\n          </div>\n          <hr class="donate-form__insider__separator">\n          <div
class="donate-form__insider__more
text-center">\n          <a target="_blank" href="https://icij.org/donate" class="btn btn-primary rounded-pill text-
uppercase font-weight-bold py-2">\n          {{ $t('donate-form.benefits.more') }}\n          </a>\n          </div>\n
</div>\n </div>\n</template>\n<script>\n import i18n from '@/i18n'\n import keys from 'lodash/keys'\n import
map from 'lodash/map'\n import sortBy from 'lodash/sortBy'\n import forEach from 'lodash/forEach'\n import
config from './config'\n /**\n * A form to encourage donations. We usually put this form inside a modal\n */\n
export default {\n  i18n,\n  name: 'DonateForm',\n  props: {\n    /**\n     * Title of the form.\n     */\n    noTitle: {\n      type: Boolean\n    },\n    /**\n     * Description of the form (bellow the title).\n     */\n    introduction: {\n      type: String,\n      default: () => config.get('donate-form.introduction')\n    },\n    data()\n  },\n  return {\n
    amount: 15,\n    // True if the amount wasn't changed by the user yet\n    amountIsPristine: true,\n    installmentPeriod: 'monthly',\n    labelForChange: {\n      'monthly': {\n        3: this.$t('donate-
form.result.conversation'),\n        15: this.$t('donate-form.result.rules'),\n        50: this.$t('donate-
form.result.world')\n      },\n      'yearly': {\n        35: this.$t('donate-form.result.conversation'),\n        180:
this.$t('donate-form.result.rules'),\n        600: this.$t('donate-form.result.world')\n      }\n    },\n    watch: {\n      installmentPeriod (installmentPeriod) {\n        if (!this.amountIsPristine) {\n          return\n        }\n        if (installmentPeriod === 'monthly') {\n          this.$set(this, 'amount', 15)\n        } else {\n          this.$set(this,
'amount', 100)\n        }\n      },\n      computed: {\n        changeThe () {\n          const ranges =
this.labelForChange[this.installmentPeriod\n        || 'yearly'];\n          // Final label\n          let label = null;\n          forEach(sortBy(map(keys(ranges), Number)), amount
=> {\n            label = this.amount >= amount ? ranges[amount] : label;\n          });\n          return label;\n        }\n      }\n    }\n  }\n</script>\n<style lang="scss">\n @import './styles/lib.scss';\n .donate-form {\n  font-size: 0.9rem;\n\n
&__payment {\n\n  & &__unit {\n    width: 120px;\n    margin-right: $spacer;\n\n    @media screen and
(max-width: $modal-lg) {\n      width: 100%;\n      flex: 0 0 100%;\n    }\n  }\n\n  &__insider {\n\n    &__list {\n      padding-left: 20px;\n\n      &-item {\n        position: relative;\n        margin: 3px 0;\n        list-
style: none;\n\n        &:before {\n          content: "\\2713";\n          position: absolute;\n          left: -16px;\n
          font-size: 14px;\n          font-weight: 700;\n          color: #333;\n
          font-family: $font-family-sans-serif;\n        }\n      }\n\n      &__modal__container .col {\n
        @media screen and (max-width: $modal-lg) {\n          width: 100%;\n          flex: 0 0 100%;\n        }\n      }\n    }\n  }\n</style>\n", "import mod from \'-!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=script&lang=js&'; export default mod; export * from \'-
!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-

```

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0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=script&lang=js&"","import { render, staticRenderFns } from
\"./DonateForm.vue?vue&type=template&id=4fe5468d&\"\\nimport
script from \"./DonateForm.vue?vue&type=script&lang=js&\"\\nexport * from
\"./DonateForm.vue?vue&type=script&lang=js&\"\\nimport style0 from
\"./DonateForm.vue?vue&type=style&index=0&lang=scss&\"\\n\\n/* normalize component */\\nimport normalizer
from \"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar component = normalizer(\\n
script,\\n render,\\n staticRenderFns,\\n false,\\n null,\\n null,\\n null\\n \\n)\\n\\ncomponent.options.__file =
\"./DonateForm.vue\"\\nexport default component.exports\", \"var render = function () { var _vm=this;var
_h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{ staticClass:'embeddable-footer p-2 text-
nowrap'}),[_c('a',{ staticClass:'text-white embeddable-
footer__brand',attrs:{'href':_vm.homeUrl,'target':\"_blank\"}},[_c('img',{ staticClass:'mr-
2',attrs:{'src':require(\"../assets/images/icij-white@2x.png\"),'height':\"20\"}}),_vm._v(\\n\\n
'+_vm._s(_vm.title)+'\\n \\n'))],_c('div',{ staticClass:'embeddable-footer__lead
small text-truncate\\n',domProps:{'innerHTML':_vm._s(_vm.lead)}}),_c('button',{ staticClass:'btn btn-link text-
white btn-sm py-0 embeddable-footer__share-btn',class:{ active: _vm.showShareOptions
},on:{'click':function($event){_vm.showShareOptions =
!_vm.showShareOptions}}},[_c('fa',{ attrs:{'icon':\"share-alt\"}}),_c('span',{ staticClass:'sr-
only'}),[_vm._v(_vm._s(_vm.$t('embeddable-footer.share')))]),1),(_vm.showShareOptions)?_c('sharing-
options',{ attrs:{'values':_vm.sharingOptionsValues,\"direction\":'column-reverse'},'iframe-min-
height':_vm.iframeMinHeight,\"iframe-min-width':_vm.iframeMinWidth}}):_vm._e(),1)\\n\\nvar staticRenderFns
= []\\n\\nexport { render, staticRenderFns }\", \"/**\\n * @this {Promise}\\n *\\nfunction finallyConstructor(callback) {\\n
var constructor = this.constructor;\\n return this.then(\\n function(value) {\\n return
constructor.resolve(callback()).then(function() {\\n return value;\\n });\\n
},\\n function(reason) {\\n return constructor.resolve(callback()).then(function() {\\n return
constructor.reject(reason);\\n });\\n }\\n );\\n }\\n\\nexport default finallyConstructor;\\n\", \"import promiseFinally
from './finally';\\n\\n// Store setTimeout reference so promise-polyfill will be unaffected by\\n// other code modifying
setTimeout (like sinon.useFakeTimers())\\nvar setTimeoutFunc = setTimeout;\\n\\nfunction noop() { }\\n\\n// Polyfill for
Function.prototype.bind\\nfunction bind(fn, thisArg) {\\n return function() {\\n fn.apply(thisArg, arguments);\\n
};\\n}\\n\\n/**\\n * @constructor * @param {Function} fn\\n *\\nfunction Promise(fn) {\\n if (!(this instanceof
Promise))\\n throw new TypeError('Promises must be constructed via new');\\n if (typeof fn !== 'function') throw
new TypeError('not a function');\\n /** @type {!number} */\\n this._state = 0;\\n /** @type {!boolean} */\\n
this._handled = false;\\n /** @type {Promise|undefined} */\\n this._value = undefined;\\n
/** @type {!Array<!Function>} */\\n this._deferreds = [];\\n\\n doResolve(fn, this);\\n}\\n\\nfunction handle(self,
deferred) {\\n while (self._state === 3) {\\n self = self._value;\\n }\\n if (self._state === 0) {\\n
self._deferreds.push(deferred);\\n return;\\n }\\n self._handled = true;\\n Promise._immediateFn(function() {\\n var
cb = self._state === 1 ? deferred.onFulfilled : deferred.onRejected;\\n if (cb === null) {\\n (self._state === 1 ?
resolve : reject)(deferred.promise, self._value);\\n return;\\n }\\n var ret;\\n try {\\n ret = cb(self._value);\\n
} catch (e) {\\n reject(deferred.promise, e);\\n return;\\n }\\n resolve(deferred.promise, ret);\\n
});\\n}\\n\\nfunction resolve(self, newValue) {\\n try {\\n // Promise Resolution Procedure:
https://github.com/promises-aplus/promises-spec#the-promise-resolution-procedure\\n if (newValue === self)\\n
throw new TypeError('A promise cannot be resolved with itself.');
```

```

if (!self._handled) {
  Promise._unhandledRejectionFn(self._value);
}
for (var i = 0, len = self._deferreds.length; i < len; i++) {
  handle(self, self._deferreds[i]);
  self._deferreds = null;
}

@constructor
function Handler(onFulfilled, onRejected, promise) {
  this.onFulfilled = typeof onFulfilled === 'function' ?
  onFulfilled : null;
  this.onRejected = typeof onRejected === 'function' ? onRejected : null;
  this.promise = promise;
}

* Take a potentially misbehaving resolver function and make sure
* onFulfilled and onRejected are only called once.
* Makes no guarantees about asynchrony.
function doResolve(fn, self) {
  var done = false;
  try {
    fn(function(value) {
      if (done) return;
      done = true;
      resolve(self, value);
    }, function(reason) {
      if (done) return;
      done = true;
      reject(self, reason);
    });
  } catch (ex) {
    if (done) return;
    done = true;
    reject(self, ex);
  }
}

Promise.prototype['catch'] = function(onRejected) {
  return this.then(null, onRejected);
};

Promise.prototype.then = function(onFulfilled, onRejected) {
  // @ts-ignore
  var prom = new this.constructor(noop);
  handle(this, new Handler(onFulfilled, onRejected, prom));
  return prom;
};

Promise.prototype['finally'] = promiseFinally;

Promise.all = function(arr) {
  return new Promise(function(resolve, reject) {
    if (!arr || typeof arr.length === 'undefined')
      throw new TypeError('Promise.all accepts an array');
    var args = Array.prototype.slice.call(arr);
    if (args.length === 0)
      return resolve([]);
    var remaining = args.length;
    function res(i, val) {
      try {
        if (val && (typeof val === 'object' || typeof val === 'function')) {
          var then = val.then;
          if (typeof then === 'function') {
            then.call(
              val,
              function(val) {
                res(i, val);
              },
              reject
            );
            return;
          }
        }
        args[i] = val;
        if (--remaining === 0) {
          resolve(args);
        }
      } catch (ex) {
        reject(ex);
      }
    }
    for (var i = 0; i < args.length; i++) {
      res(i, args[i]);
    }
  });
};

Promise.resolve = function(value) {
  if (value && typeof value === 'object' && value.constructor === Promise) {
    return value;
  }
  return new Promise(function(resolve) {
    resolve(value);
  });
};

Promise.reject = function(value) {
  return new Promise(function(resolve, reject) {
    reject(value);
  });
};

Promise.race = function(values) {
  return new Promise(function(resolve, reject) {
    for (var i = 0, len = values.length; i < len; i++) {
      values[i].then(resolve, reject);
    }
  });
};

// Use polyfill for setImmediate for performance gains
Promise._immediateFn = (typeof setImmediate === 'function' &&
function(fn) {
  setImmediate(fn);
}) || function(fn) {
  setTimeoutFunc(fn, 0);
};

Promise._unhandledRejectionFn = function _unhandledRejectionFn(err) {
  if (typeof console !== 'undefined' && console) {
    console.warn('Possible Unhandled Promise Rejection:', err); //
  }
}

export default Promise;

import memoize from 'lodash/memoize';
import flatten from 'lodash/flatten';
import Promise from 'promise-polyfill';

export const injectAsset = memoize(function(file) {
  return new Promise(resolve => {
    const parent = document.querySelector('body') || document.querySelector('head');
    const parts = file.split('.');
    const ext = parts[parts.length - 1].toLowerCase();
    switch (ext) {
      case 'js':
        var script = document.createElement('script');
        script.setAttribute('type', 'text/javascript');
        script.onload = resolve;
        parent.appendChild(script);
        script.setAttribute('src', file);
        break;
      case 'css':
        var css = document.createElement('link');
        css.setAttribute('rel', 'stylesheet');
        css.setAttribute('type', 'text/css');
        css.onload = resolve;
        parent.appendChild(css);
        css.setAttribute('href', file);
        break;
    }
  });
});

export const injectAssets = function() {
  const files = flatten(arguments);
  return new Promise(resolve => {
    var filesLoaded = 0;
    var allFilesLoaded = function() {
      if (++filesLoaded === files.length) {
        resolve();
      }
    };
    for (var i = 0; i < files.length; i++) {
      injectAsset(files[i]).then(allFilesLoaded);
    }
  });
};

import every from 'lodash/every';
import { injectAssets } from './assets';

// Will hold the pym instance once
var pymChild = null;

// URL parameters generated by Pym
const pymParams = ['initialWidth', 'childId', 'parentUrl', 'parentTitle'];

export default class IframeResizer {
  constructor() {
    this.initializer = injectAssets('//pym.nprapps.org/pym.v1.min.js').then(() => {
      pymChild = pymChild || new window.pym.Child({ polling: 300

```

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    })\n    return pymChild\n  })\n  return this.initializer\n  }\n  sendHeight () {\n    this.initializer.then(pymChild =>\n    pymChild.sendHeight())\n  }\n  static create () {\n    return new IframeResizer()\n  }\n  static template(url, id = 'icij-'\n  + Date.now().toString(32)) {\n    return [\n      `<script type="text/javascript"\n      src="https://pym.nprapps.org/pym.v1.min.js"></script>`,\n      `<div id="\${id}"></div>`,\n      `<script>`,\n      `var icijIframe = new pym.Parent("\${id}", "\${IframeResizer.deletePymParams(url)}", {})`,\n      `</script>`,\n      ],join("\\n")\n  }\n  static deletePymParams(href = window.location.href) {\n    const url = new URL(href);\n    // Remove all unwanted param\n    for (let param of pymParams) url.searchParams.delete(param);\n    // Rebuild the URL\n    return url.href\n  }\n  static isEmbedded (href = window.location.href) {\n    const url = new URL(href);\n    return every(pymParams, param => url.searchParams.has(param))\n  }\n  "var\n  render = function () {\n    var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return\n    _c('div',{staticClass:"sharing-options",style:(_vm.style)},[_c('social-\n    sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var\n    _c=_vm._self._c||_h;return _c('network',{staticClass:"sharing-\n    options__link",attrs:{\\"network\\":\\"twitter\\"}},[_c('fa',{attrs:{\\"icon\\":\\"fab\\", 'twitter'}})},_c('span',{staticClass:"sr-\n    only\\"},[_vm._v("Share on Twitter\\")]),1)},staticRenderFns:[]]}),'social-\n    sharing',_vm.valuesFor('twitter'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var\n    _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:"sharing-\n    options__link",attrs:{\\"network\\":\\"facebook\\"}},[_c('fa',{attrs:{\\"icon\\":\\"fab\\",\n    'facebook'}})},_c('span',{staticClass:"sr-only\\"},[_vm._v("Share on\n    Facebook\\")]),1)},staticRenderFns:[]]}),'social-sharing',_vm.valuesFor('facebook'),false)),_c('social-\n    sharing',_vm._b({inlineTemplate:{render:function(){var\n    _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:"sharing-\n    options__link",attrs:{\\"network\\":\\"linkedin\\"}},[_c('fa',{attrs:{\\"icon\\":\\"fab\\",\n    'linkedin'}})},_c('span',{staticClass:"sr-only\\"},[_vm._v("Share on LinkedIn\\")]),1)},staticRenderFns:[]]}),'social-\n    sharing',_vm.valuesFor('linkedin'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var\n    _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:"sharing-\n    options__link",attrs:{\\"network\\":\\"email\\"}},[_c('fa',{attrs:{\\"icon\\":\\"envelope\\"}})},_c('span',{staticClass:"sr-\n    only\\"},[_vm._v("Share by email\\")]),1)},staticRenderFns:[]]}),'social-\n    sharing',_vm.valuesFor('email'),false)),_c('div',{directives:[{name:"show",rawName:"v-\n    show",value:(!_vm.noEmbed),expression:"!noEmbed"}],staticClass:"sharing-\n    options__link"},[_c('a',{on:{\\"click\\":_vm.showEmbedForm}},[_c('fa',{attrs:{\\"icon\\":\\"code\\"}})},_c('span',{static\n    Class:"sr-only\\"},[_vm._v("Embed\\")]),1)),_c('b-modal',{ref:"embedForm",staticClass:"text-\n    dark",attrs:{\\"hide-footer\\":\\"\\",\\"title\\":\\"Embed\n    on your website\\"}},[_c('embed-form',{attrs:{\\"no-title\\":\\"\\",\\"no-preview\\":\\"\\",\\"min-\n    height\\":_vm.iframeMinHeight,"min-width\\":_vm.iframeMinWidth}}),1),1)]\n  }nvar staticRenderFns = []\n  }nexport\n  { render, staticRenderFns },"var __assign=function(){return(__assign=Object.assign||function(e){for(var\n  a,s=1,t=arguments.length;s<t;s++)for(var r in\n  a=arguments[s])Object.prototype.hasOwnProperty.call(a,r)&&(e[r]=a[r]);return e}).apply(this,arguments)};function\n  mergeData(){for(var e,a,s={},t=arguments.length;t--;)for(var\n  r=0,c=Object.keys(arguments[t]);r<c.length;r++)switch(e=c[r]){case"style":case"style":case"directives":Array.i\n  sArray(s[e])||(s[e]=[]),s[e]=s[e].concat(arguments[t][e]);break;case"staticClass":if(!arguments[t][e])break;void\n  0===s[e]&&(s[e]=""),s[e]&&(s[e]+= "\n  \"),s[e]+=arguments[t][e].trim();break;case"on":case"nativeOn":s[e]||(s[e]={});for(var\n  n=0,o=Object.keys(arguments[t][e]);n<o.length;n++)a=o[n],s[e][a]?s[e][a]=[]:s[e][a]=arguments[t][e][a]:\n  s[e][a]=arguments[t][e][a];break;case"attrs":case"props":case"domProps":case"scopedSlots":case"staticStyle"\n  ":case"hook":case"transition":s[e]||(s[e]={}),s[e]=__assign({},arguments[t][e],s[e]);break;case"slot":case"key"\n  ":case"ref":case>tag":case"show":case"keepAlive":default:s[e]||(s[e]=arguments[t][e])}return\n  s}export{mergeData};\n  // sourceMappingURL=lib.esm.js.map\n  "/*\n  * Aliasing Object[method] allows the

```



```

minifier to shorten methods to a single character variable,\n * as well as giving BV a chance to inject polyfills.\n *
As long as we avoid\n * - import * as Object from \"utils/object\"\n * all unused exports should be removed by tree-
shaking.\n *\n\n// @link https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Object/assign\n\nif (typeof Object.assign !==
'function') {\n  Object.assign = function (target, varArgs) {\n    // .length of function is 2\n    if (target == null) {\n
// TypeError if undefined or null\n    throw new TypeError('Cannot convert undefined or null to object');\n    }\n    var to = Object(target);\n    for (var index = 1; index < arguments.length; index++) {\n    var nextSource =
arguments[index];\n    if (nextSource != null) {\n    // Skip over if undefined or null\n    for (var nextKey in
nextSource) {\n    // Avoid bugs when hasOwnProperty is shadowed\n    if
(Object.prototype.hasOwnProperty.call(nextSource, nextKey)) {\n    to[nextKey] = nextSource[nextKey];\n    }\n    }\n    }\n    return to;\n  };}\n\n\n// @link https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n\nif (!Object.is) {\n  Object.is = function (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    // eslint-
disable-next-line no-self-compare\n    return x !== x && y !== y;\n    }\n  };}\n\n\nexport var assign =
Object.assign;\nexport var getOwnPropertyNames = Object.getOwnPropertyNames;\nexport var keys =
Object.keys;\nexport var defineProperties = Object.defineProperties;\nexport var defineProperty =
Object.defineProperty;\nexport var freeze = Object.freeze;\nexport var getOwnPropertyDescriptor =
Object.getOwnPropertyDescriptor;\nexport var getOwnPropertySymbols =
Object.getOwnPropertySymbols;\nexport var getPrototypeOf = Object.getPrototypeOf;\nexport var create =
Object.create;\nexport var isFrozen = Object.isFrozen;\nexport var is = Object.is;\n\nexport function
readonlyDescriptor() {\n  return { enumerable: true, configurable: false, writable: false };}\n\n\n// Production steps of
ECMA-262, Edition 6, 22.1.2.1\n\n// es6-ified by @alexsasharegan\n\nif (!Array.from) {\n  Array.from = function () {\n    var toStr = Object.prototype.toString;\n    var isCallable = function
isCallable(fn) {\n    return typeof fn === 'function' || toStr.call(fn) === '[object Function]';\n    }; \n    var toInteger =
function toInteger(value) {\n    var number = Number(value);\n    if (isNaN(number)) {\n    return 0;\n    }\n    if (number === 0 || !isFinite(number)) {\n    return number;\n    }\n    return (number > 0 ? 1 : -1) *
Math.floor(Math.abs(number));\n    }; \n    var maxSafeInteger = Math.pow(2, 53) - 1;\n    var toLength = function
toLength(value) {\n    return Math.min(Math.max(toInteger(value), 0), maxSafeInteger);\n    }; \n    // The length
property of the from method is 1.\n    return function from(arrayLike /*, mapFn, thisArg */) {\n    // 1. Let C be the
this value.\n    var C = this;\n    // 2. Let items be ToObject(arrayLike).\n    var items = Object(arrayLike);\n    // 3. ReturnIfAbrupt(items).\n    if (arrayLike
== null) {\n    throw new TypeError('Array.from requires an array-like object - not null or undefined');\n    }\n    // 4. If mapfn is undefined, then let mapping be false.\n    var mapFn = arguments.length > 1 ? arguments[1] :
void undefined;\n    var T = void 0;\n    if (typeof mapFn !== 'undefined') {\n    // 5. else\n    // 5. a If
IsCallable(mapfn) is false, throw a TypeError exception.\n    if (!isCallable(mapFn)) {\n    throw new
TypeError('Array.from: when provided, the second argument must be a function');\n    }\n    // 5. b. If thisArg
was supplied, let T be thisArg; else let T be undefined.\n    if (arguments.length > 2) {\n    T = arguments[2];\n    }\n    }\n    // 10. Let lenValue be Get(items, \"length\").\n    // 11. Let len be ToLength(lenValue).\n    var
len = toLength(items.length);\n    // 13. If IsConstructor(C) is true, then\n    // 13. a. Let A be the result of calling
the [[Construct]]
internal method\n    // of C with an argument list containing the single item len.\n    // 14. a. Else, Let A be
ArrayCreate(len).\n    var A = isCallable(C) ? Object(new C(len)) : new Array(len);\n    // 16. Let k be 0.\n    var k = 0;\n    // 17. Repeat, while k < len... (also steps a - h)\n    var kValue = void 0;\n    while (k < len) {\n    kValue = items[k];\n    if (mapFn) {\n    A[k] = typeof T === 'undefined' ? mapFn(kValue, k) : mapFn.call(T,
kValue, k);\n    } else {\n    A[k] = kValue;\n    }\n    k += 1;\n    }\n    // 18. Let putStatus be Put(A,
\"length\", len, true).\n    A.length = len;\n    // 20. Return A.\n    return A;\n  }; \n  }();\n\n\n\n//
https://tc39.github.io/ecma262/#sec-array.prototype.find\n\nif (!Array.prototype.find) {\n  //

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eslint-disable-next-line no-extend-native\n Object.defineProperty(Array.prototype, 'find', {\n  value: function
value(predicate) {\n  //
  1. Let O be ? ToObject(this value).\n   if (this == null) {\n     throw new TypeError("\"this\" is null or not
defined");\n   }\n   var o = Object(this);\n   // 2. Let len be ? ToLength(? Get(O, \"length\")).\n   var len =
o.length >>> 0;\n   // 3. If IsCallable(predicate) is false, throw a TypeError exception.\n   if (typeof predicate
!== 'function') {\n     throw new TypeError('predicate must be a function');\n   }\n   // 4. If thisArg was
supplied, let T be thisArg; else let T be undefined.\n   var thisArg = arguments[1];\n   // 5. Let k be 0.\n   var
k = 0;\n   // 6. Repeat, while k < len\n   while (k < len) {\n     // a. Let Pk be ! ToString(k).\n     // b. Let
kValue be ? Get(O, Pk).\n     // c. Let testResult be ToBoolean(? Call(predicate, T, « kValue, k, O »)).\n     // d. If
testResult is true, return kValue.\n     var kValue = o[k];\n     if (predicate.call(thisArg, kValue, k, o)) {\n
return
kValue;\n   }\n   // e. Increase k by 1.\n   k++;\n   }\n   // 7. Return undefined.\n   return
undefined;\n };\n\nif (!Array.isArray) {\n  Array.isArray = function (arg) {\n    return
Object.prototype.toString.call(arg) === '[object Array]';\n  };\n}\n\n// Static\nexport var from = Array.from;\nexport
var isArray = Array.isArray;\n\n// Instance\nexport var arrayIncludes = function arrayIncludes(array, value) {\n
return array.indexOf(value) !== -1;\n};\nexport var arrayFind = function arrayFind(array, fn, thisArg) {\n
return array.find(fn, thisArg);\n};\nexport function concat() {\n  return Array.prototype.concat.apply([],
arguments);\n}\n\nexport default function identity(x) {\n  return x;\n}\n\nimport { keys } from './object';\nimport {
isArray } from './array';\nimport identity from './identity';\n\n/**\n * Given an array of properties or an object of
property keys,\n * plucks all the values off the target object.\n * @param {{}|string[]} keysToPluck\n
* @param {{{}} objToPluck\n * @param {Function} transformFn\n * @return {{{}}\n * \nexport default function
pluckProps(keysToPluck, objToPluck) {\n  var transformFn = arguments.length > 2 && arguments[2] !==
undefined ? arguments[2] : identity;\n  return (isArray(keysToPluck) ? keysToPluck.slice() :
keys(keysToPluck)).reduce(function (memo, prop) {\n    // eslint-disable-next-line no-sequences\n    return
memo[transformFn(prop)] = objToPluck[prop], memo;\n  }, {});\n}\n\nimport { from as arrayFrom } from
'./array';\n\n// Determine if an element is an HTML Element\nexport var isElement = function isElement(el) {\n
return el && el.nodeType === Node.ELEMENT_NODE;\n};\n\n// Determine if an HTML element is visible -
Faster than CSS check\nexport var isVisible = function isVisible(el) {\n  return isElement(el) &&
document.body.contains(el) && el.getBoundingClientRect().height > 0 && el.getBoundingClientRect().width >
0;\n};\n\n// Determine if an element is disabled\nexport var isDisabled
= function isDisabled(el) {\n  return !isElement(el) || el.disabled || el.classList.contains('disabled') ||
Boolean(el.getAttribute('disabled'));\n};\n\n// Cause/wait-for an element to reflow it's content (adjusting it's
height/width)\nexport var reflow = function reflow(el) {\n  // requesting an elements offsetHeight will trigger a reflow
of the element content\n  return isElement(el) && el.offsetHeight;\n};\n\n// Select all elements matching selector.
Returns [] if none found\nexport var selectAll = function selectAll(selector, root) {\n  if (!isElement(root)) {\n
root = document;\n  }\n  return arrayFrom(root.querySelectorAll(selector));\n};\n\n// Select a single element, returns null
if not found\nexport var select = function select(selector, root) {\n  if (!isElement(root)) {\n    root = document;\n
  }\n  return root.querySelector(selector) || null;\n};\n\n// Determine if an element matches a selector\nexport var
matches = function matches(el, selector) {\n  if (!isElement(el))\n    {\n  return false;\n  }\n}\n\n// https://developer.mozilla.org/en-US/docs/Web/API/Element/matches#Polyfill\n //
Prefer native implementations over polyfill function\n  var proto = Element.prototype;\n  var Matches =
proto.matches || proto.matchesSelector || proto.mozMatchesSelector || proto.msMatchesSelector ||
proto.oMatchesSelector || proto.webkitMatchesSelector ||\n  /* istanbul ignore next */\n  function (sel) {\n    var
element = this;\n    var m = selectAll(sel, element.document || element.ownerDocument);\n    var i = m.length;\n
// eslint-disable-next-line no-empty\n    while (--i >= 0 && m.item(i) !== element) {\n    }\n    return i > -1;\n  };\n\n  return
Matches.call(el, selector);\n};\n\n// Finds closest element matching selector. Returns null if not found\nexport var
closest = function closest(selector, root) {\n  if (!isElement(root)) {\n    return null;\n  }\n}\n\n //
https://developer.mozilla.org/en-US/docs/Web/API/Element/closest\n // Since we dont support IE < 10,

```

```

we can use the "Matches" version of the polyfill for speed
// Prefer native implementation over polyfill
function
var Closest = Element.prototype.closest || /* istanbul ignore next */ function (sel) {
var element = this;
if (!document.documentElement.contains(element)) {
return null;
}
do {
// Use our "patched" matches function
if (matches(element, sel)) {
return element;
}
element = element.parentElement;
} while (element !== null);
return null;
};

var el = Closest.call(root, selector);
// Emulate jQuery closest and return null if match is the passed in element (root)
return el === root ? null : el;
};

// Get an element given an ID
export var getById = function getById(id) {
return document.getElementById(/^#/.test(id) ? id.slice(1) : id) || null;
};

// Add a class to an element
export var addClass = function addClass(el, className) {
if (className && isElement(el)) {
el.classList.add(className);
}
};

// Remove a class from an element
export var removeClass = function removeClass(el, className) {
if (className && isElement(el)) {
el.classList.remove(className);
}
};

// Test if an element has a class
export var hasClass = function hasClass(el, className) {
if (className && isElement(el)) {
return el.classList.contains(className);
}
return false;
};

// Set an attribute on an element
export var setAttr = function setAttr(el, attr, value) {
if (attr && isElement(el)) {
el.setAttribute(attr, value);
}
};

// Remove an attribute from an element
export var removeAttr = function removeAttr(el, attr) {
if (attr && isElement(el)) {
el.removeAttribute(attr);
}
};

// Get an attribute value from an element (returns null if not found)
export var getAttr = function getAttr(el, attr) {
if (attr && isElement(el)) {
return el.getAttribute(attr);
}
return null;
};

// Determine if an attribute exists on an element (returns true or false, or null if element not found)
export var hasAttr = function hasAttr(el, attr) {
if (attr && isElement(el)) {
return el.hasAttribute(attr);
}
return null;
};

// Return the Bounding Client Rect of an element. Returns null if not an element
export var getBCR = function getBCR(el) {
return isElement(el) ? el.getBoundingClientRect() : null;
};

// Get computed style object for an element
export var getCS = function getCS(el) {
return isElement(el) ? window.getComputedStyle(el) : {};
};

// Return an element's offset wrt document element
https://j11y.io/jquery/#v=git&fn=jQuery.fn.offset
export var offset = function offset(el) {
if (isElement(el)) {
if (!el.getClientRects().length) {
return { top: 0, left: 0 };
}
var bcr = getBCR(el);
var win = el.ownerDocument.defaultView;
return {
top: bcr.top + win.pageYOffset,
left: bcr.left + win.pageXOffset
};
}
};

// Return an element's offset wrt to its offsetParent
https://j11y.io/jquery/#v=git&fn=jQuery.fn.position
export var position = function position(el) {
if (!isElement(el)) {
return;
}
var parentOffset = { top: 0, left: 0 };
var offsetSelf = void 0;
var offsetParent = void 0;
if (getCS(el).position === 'fixed') {
offsetSelf = getBCR(el);
} else {
offsetSelf = offset(el);
var doc = el.ownerDocument;
offsetParent = el.offsetParent || doc.documentElement;
while (offsetParent && (offsetParent === doc.body || offsetParent === doc.documentElement) && getCS(offsetParent).position === 'static') {
offsetParent = offsetParent.parentNode;
}
if (offsetParent && offsetParent !== el && offsetParent.nodeType === Node.ELEMENT_NODE) {
parentOffset = offset(offsetParent);
parentOffset.top += parseFloat(getCS(offsetParent).borderTopWidth);
parentOffset.left += parseFloat(getCS(offsetParent).borderLeftWidth);
}
}
return {
top: offsetSelf.top - parentOffset.top - parseFloat(getCS(el).marginTop),
left: offsetSelf.left - parentOffset.left - parseFloat(getCS(el).marginLeft)
};
};

// Attach an event listener to an element
export var eventOn = function eventOn(el, evtName, handler) {
if (el && el.addEventListener) {
el.addEventListener(evtName, handler);
}
};

// Remove an event listener from an element
export var eventOff = function eventOff(el, evtName, handler) {
if (el && el.removeEventListener) {
el.removeEventListener(evtName, handler);
}
};

";
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; };

import { assign, keys } from '../utils/object';
import { arrayIncludes, concat } from '../utils/array';
import

```

{ mergeData } from 'vue-functional-data-merge';

\* The Link component is used in many other BV components.

\* As such, sharing its props makes supporting all its features easier.

\* However, some components need to modify the defaults for their own purpose.

\* Prefer sharing a fresh copy of the props to ensure mutations

\* do not affect other component references to the props.

\* <https://github.com/vuejs/vue-router/blob/dev/src/components/link.js>

```

@return {}
export function propsFactory() {
  return {
    href: {
      type: String,
      default: null
    },
    rel: {
      type: String,
      default: null
    },
    target: {
      type: String,
      default: '_self'
    },
    active: {
      type: Boolean,
      default: false
    },
    activeClass: {
      type: String,
      default: 'active'
    },
    append: {
      type: Boolean,
      default: false
    },
    disabled: {
      type: Boolean,
      default: false
    },
    event: {
      type: [String, Array],
      default: 'click'
    },
    exact: {
      type: Boolean,
      default: false
    },
    exactActiveClass: {
      type: String,
      default: 'active'
    },
    replace: {
      type: Boolean,
      default: false
    },
    routerTag: {
      type: String,
      default: 'a'
    },
    to: {
      type: [String, Object],
      default: null
    }
  };
}

export var props = propsFactory();
export function pickLinkProps(propsToPick) {
  var freshLinkProps = propsFactory();
  // Normalize everything to array.
  propsToPick = concat(propsToPick);
  return keys(freshLinkProps).reduce(function (memo, prop) {
    if (arrayIncludes(propsToPick, prop)) {
      memo[prop] = freshLinkProps[prop];
    }
    return memo;
  }, {});
}

export function omitLinkProps(propsToOmit) {
  var freshLinkProps = propsFactory();
  // Normalize everything to array.
  propsToOmit = concat(propsToOmit);
  return keys(props).reduce(function (memo, prop) {
    if (!arrayIncludes(propsToOmit, prop)) {
      memo[prop] = freshLinkProps[prop];
    }
    return memo;
  }, {});
}

export var computed = {
  linkProps: function linkProps() {
    var linkProps = {};
    var propKeys = keys(props);
    for (var i = 0; i < propKeys.length; i++) {
      var prop = propKeys[i];
      // Computed Vue getters are bound to the instance.
      linkProps[prop] = this[prop];
    }
    return linkProps;
  },
  function computeTag(props, parent) {
    return Boolean(parent.$router) && props.to && !props.disabled ? 'router-link' : 'a';
  },
  function computeHref(_ref, tag) {
    var disabled = _ref.disabled,
        href = _ref.href,
        to = _ref.to;
    // We've already checked the parent.$router in computeTag,
    // so router-link means live router.
    // When deferring to Vue Router's router-link,
    // don't use the href attr at all.
    // Must return undefined for router-link to populate href.
    if (tag === 'router-link') return void 0;
    // If href explicitly provided
    if (href) return href;
    // Reconstruct href when `to` used, but no router
    if (to) {
      // Fallback to `to` prop (if `to` is a string)
      if (typeof to === 'string') return to;
      // Fallback to `to.path` prop (if `to` is an object)
      if ((typeof to === 'undefined' ? 'undefined' : typeof(to)) === 'object' && typeof to.path === 'string') return to.path;
    }
    // If nothing is provided use '#'
    return '#';
  },
  function computeRel(_ref2) {
    var target = _ref2.target,
        rel = _ref2.rel;
    if (target === '_blank' && rel === null) {
      return 'noopener';
    }
    return rel || null;
  },
  function clickHandlerFactory(_ref3) {
    var disabled = _ref3.disabled,
        tag = _ref3.tag,
        href = _ref3.href,
        suppliedHandler = _ref3.suppliedHandler,
        parent = _ref3.parent;
    var isRouterLink = tag === 'router-link';

    return function onClick(e) {
      if (disabled && e instanceof Event) {
        // Stop event from bubbling up.
        e.stopPropagation();
        // Kill the event loop attached to this specific EventTarget.
        e.stopImmediatePropagation();
      } else {
        parent.$root.$emit('clicked::link', e);
        if (isRouterLink && e.target.__vue__) {
          e.target.__vue__.$emit('click', e);
        }
        if (typeof suppliedHandler === 'function') {
          suppliedHandler.apply(undefined, arguments);
        }
        if (!isRouterLink && href === '#' || disabled) {
          // Stop scroll-to-top behavior or navigation.
          e.preventDefault();
        }
      }
    };
  },
  default {
    functional: true,
    props: propsFactory(),
    render: function render(h, _ref4) {
      var props = _ref4.props,
          data = _ref4.data,
          parent = _ref4.parent,
          children = _ref4.children;
      var tag = computeTag(props, parent);
      var rel = computeRel(props);
      var href = computeHref(props, tag);
      var eventType = tag === 'router-link' ? 'nativeOn' : 'on';
      var suppliedHandler = (data[eventType] || {}).click;
      var handlers = {
        click: clickHandlerFactory({
          tag: tag,
          href: href,
          disabled: props.disabled,
          suppliedHandler: suppliedHandler,
          parent: parent
        })
      };
      var componentData =

```

```

mergeData(data, {\n  class: [props.active ? props.exact ? props.exactActiveClass : props.activeClass : null, {\n
disabled: props.disabled }],\n  attrs: {\n    rel: rel,\n    href: href,\n    target: props.target,\n    tabindex:
props.disabled ? '-1' : data.attrs ? data.attrs.tabindex : null,\n    'aria-disabled': tag === 'a' && props.disabled ?
'true' : null\n  },\n  props: assign(props, { tag: props.routerTag })\n });\n\n // If href prop exists on router-
link (even undefined or null) it fails working on SSR\n  if (!componentData.attrs.href) {\n    delete
componentData.attrs.href;\n  }\n\n // We want to overwrite
any click handler since our callback\n // will invoke the supplied handler if !props.disabled\n
componentData[eventType] = assign(componentData[eventType] || {}, handlers);\n\n  return h(tag,
componentData, children);\n };\n";\n\nfunction _defineProperty(obj, key, value) { if (key in obj) {\n
Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else {\n
obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\nimport pluckProps
from './../utils/pluck-props';\nimport { concat } from './../utils/array';\nimport { assign, keys } from
'./../utils/object';\nimport { addClass, removeClass } from './../utils/dom';\nimport Link, { propsFactory as
linkPropsFactory } from './link/link';\n\nvar btnProps = {\n  block: {\n    type: Boolean,\n    default: false\n },\n
disabled: {\n    type: Boolean,\n    default: false\n },\n  size: {\n    type: String,\n    default: null\n },\n  variant: {\n
    type: String,\n    default: null\n },\n  type: {\n    type: String,\n    default: 'button'\n },\n  pressed: {\n // tri-state
prop: true, false or null\n // => on, off, not a toggle\n    type: Boolean,\n    default: null\n }\n};\n\nvar linkProps =
linkPropsFactory();\ndelete linkProps.href.default;\ndelete linkProps.to.default;\nvar linkPropKeys =
keys(linkProps);\n\nexport var props = assign(linkProps, btnProps);\n\nfunction handleFocus(evt) {\n  if (evt.type
=== 'focusin') {\n    addClass(evt.target, 'focus');\n  } else if (evt.type === 'focusout') {\n    removeClass(evt.target,
'focus');\n  }\n}\n\nexport default {\n  functional: true,\n  props: props,\n  render: function render(h, _ref) {\n    var
_ref2;\n    var props = _ref.props,\n    data = _ref.data,\n    listeners = _ref.listeners,\n    children =
_ref.children;\n    var isLink = Boolean(props.href || props.to);\n    var isToggle = typeof props.pressed ===
'boolean';\n    var on = {\n      click: function
click(e) {\n        if (props.disabled && e instanceof Event) {\n          e.stopPropagation();\n
e.preventDefault();\n        } else if (isToggle) {\n          // Concat will normalize the value to an array\n          //
without double wrapping an array value in an array.\n          concat(listeners['update:pressed']).forEach(function (fn)
{\n            if (typeof fn === 'function') {\n              fn(!props.pressed);\n            }\n          });\n        }\n
        if (isToggle) {\n          on.focusin = handleFocus;\n          on.focusout = handleFocus;\n        }\n        var componentData =
{\n          staticClass: 'btn',\n          class: [props.variant ? 'btn-' + props.variant : 'btn-secondary', (_ref2 = {}),
_defineProperty(_ref2, 'btn-' + props.size, Boolean(props.size)), _defineProperty(_ref2, 'btn-block', props.block),
_defineProperty(_ref2, 'disabled', props.disabled), _defineProperty(_ref2, 'active', props.pressed), _ref2)],\n
        props: isLink ? pluckProps(linkPropKeys,
        props) : null,\n        attrs: {\n          type: isLink ? null : props.type,\n          disabled: isLink ? null : props.disabled,\n
// Data attribute not used for js logic,\n          // but only for BS4 style selectors.\n          'data-toggle': isToggle ? 'button'
: null,\n          'aria-pressed': isToggle ? String(props.pressed) : null,\n          // Tab index is used when the component
becomes a link.\n          // Links are tabable, but don't allow disabled,\n          // so we mimic that functionality by
disabling tabbing.\n          tabindex: props.disabled && isLink ? '-1' : data.attrs ? data.attrs['tabindex'] : null\n        },\n
        on: on\n      };\n    return h(isLink ? Link : 'button', mergeData(data, componentData), children);\n
  }\n};\n";\n\nfunction _defineProperty(obj, key, value) { if (key in obj) {\n
Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else {\n
obj[key] = value; } return obj; }\n\nimport {
mergeData } from
'vue-functional-data-merge';\n\nvar props = {\n  disabled: {\n    type: Boolean,\n    default: false\n },\n  ariaLabel:
{\n    type: String,\n    default: 'Close'\n },\n  textVariant: {\n    type: String,\n    default: null\n }\n};\n\nexport
default {\n  functional: true,\n  props: props,\n  render: function render(h, _ref) {\n    var props = _ref.props,\n
data = _ref.data,\n    listeners = _ref.listeners,\n    slots = _ref.slots;\n    var componentData = {\n
staticClass: 'close',\n    class: _defineProperty({}, 'text-' + props.textVariant, props.textVariant),\n    attrs: {\n
type: 'button',\n    disabled: props.disabled,\n    'aria-label': props.ariaLabel ? String(props.ariaLabel) : null\n

```

```

},\n  on: {\n    click: function click(e) {\n      // Ensure click on button HTML content is also disabled\n      if (props.disabled && e instanceof Event) {\n        e.stopPropagation();\n        e.preventDefault();\n      }\n    }\n  }\n  // Careful not to override the slot with innerHTML\n  };if (!slots().default) {\n    componentData.domProps = { innerHTML: '&times;' };}\n  return h('button', mergeData(data,\n    componentData), slots().default);\n  };\n  /*\n  * SSR Safe Client Side ID attribute generation\n  * */\n  \n  export default {\n    props: {\n      id: {\n        type: String,\n        default: null\n      }\n    },\n    methods: {\n      safeId: function\n      safeId() {\n        var suffix = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';\n        var id =\n        this.id || this.localId_ || null;\n        if (!id) {\n          return null;\n        }\n        suffix = String(suffix).replace(/\\s+/, '_');\n        return suffix ? id + '_' + suffix : id;\n      }\n    },\n    computed: {\n      localId_: function localId_() {\n        if\n        (!this.$isServer && !this.id && typeof this._uid !== 'undefined') {\n          return '__BVID__' + this._uid;\n        }\n      }\n    }\n  };","function _toConsumableArray(arr)\n  { if (Array.isArray(arr)) { for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) { arr2[i] = arr[i]; } return arr2;\n  } else { return Array.from(arr); } }\n  \n  import { isArray } from './utils/array';\n  \n  /**\n  * Issue #569:\n  * collapse::toggle::state triggered too many times\n  * @link https://github.com/bootstrap-vue/bootstrap-vue/issues/569\n  * */\n  \n  var BVRL = '__BV_root_listeners__';\n  \n  export default {\n    methods: {\n      /**\n      * Safely register event listeners on the root Vue node.\n      * While Vue automatically removes listeners for\n      * individual components,\n      * when a component registers a listener on root and is destroyed,\n      * this\n      * orphans a callback because the node is gone,\n      * but the root does not clear the callback.\n      * This\n      * adds a non-reactive prop to a vm on the fly\n      * in order to avoid object observation and its performance costs\n      * to something that needs no reactivity.\n      * It should\n      * be highly unlikely there are any naming collisions.\n      * @param {string} event\n      * @param {function}\n      * callback\n      * @chainable\n      * */\n      listenOnRoot: function listenOnRoot(event, callback) {\n        if\n        (!this[BVRL] || !isArray(this[BVRL])) {\n          this[BVRL] = [];\n        }\n        this[BVRL].push({ event: event,\n          callback: callback });\n        this.$root.$on(event, callback);\n        return this;\n      },\n      \n      /**\n      * Convenience\n      * method for calling vm.$emit on vm.$root.\n      * @param {string} event\n      * @param {...} args\n      * @chainable\n      * */\n      emitOnRoot: function emitOnRoot(event) {\n        var _$root;\n        for (var _len =\n          arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n          args[_key - 1] =\n            arguments[_key];\n        }\n        (_$root = this.$root).$emit.apply(_$root,\n          [event].concat(_toConsumableArray(args)));\n        return this;\n      },\n      \n      beforeDestroy: function\n      beforeDestroy() {\n        if (this[BVRL] && isArray(this[BVRL])) {\n          while (this[BVRL].length > 0) {\n            //\n            shift to process in order\n            var _BVRL$shift = this[BVRL].shift(),\n                event = _BVRL$shift.event,\n                callback = _BVRL$shift.callback;\n            this.$root.$off(event, callback);\n          }\n        }\n      },\n      \n      /**\n      * Observe a DOM element changes, falls back to\n      * eventListener mode\n      * @param {Element} el The DOM element to observe\n      * @param {Function} callback\n      * callback to be called on change\n      * @param {object} [opts={childList: true, subtree: true}] observe options\n      * @see http://stackoverflow.com/questions/3219758\n      * */\n      \n      export default function observeDOM(el, callback, opts) {\n        var MutationObserver = window.MutationObserver || window.WebKitMutationObserver ||\n          window.MozMutationObserver;\n        var eventListenerSupported = window.addEventListener;\n        \n        // Handle case\n        where\n        we might be passed a vue instance\n        el = el ? el.$el : el; \n        \n        /* istanbul ignore next: difficult to test in JSDOM\n        * */\n        if (!isElement(el)) {\n          // We can't observe something that isn't an element\n          return null;\n        }\n        \n        var obs =\n          null;\n        \n        /* istanbul ignore next: difficult to test in JSDOM\n        * */\n        if (MutationObserver) {\n          // Define a new\n          observer\n          obs = new MutationObserver(function (mutations) {\n            var changed = false;\n            // A Mutation can\n            contain several change records, so we loop through them to see what has changed.\n            // We break out of the loop\n            early if any \"significant\" change has been detected\n            for (var i = 0; i < mutations.length && !changed; i++) {\n              // The mutation record\n              var mutation = mutations[i];\n              // Mutation Type\n              var type =\n                mutation.type;\n              // DOM Node (could be any DOM Node type - HTMLElement, Text, comment, etc)\n              var\n              target = mutation.target;\n              if (type === 'characterData'\n
```

```

&& target.nodeType === Node.TEXT_NODE) {\n      // We ignore nodes that are not TEXT (i.e. comments, etc)
as they don't change layout\n      changed = true;\n    } else if (type === 'attributes') {\n      changed = true;\n    } else if (type === 'childList' && (mutation.addedNodes.length > 0 || mutation.removedNodes.length > 0)) {\n
// This includes HTMLElement and Text Nodes being added/removed/re-arranged\n      changed = true;\n    }\n  }\n  if (changed) {\n    // We only call the callback if a change that could affect layout/size truly
happened.\n    callback();\n  }\n});\n\n// Have the observer observe foo for changes in children, etc\nobs.observe(el, assign({ childList: true, subtree: true }, opts));\n} else if (eventListenerSupported) {\n  // Legacy
interface. most likely not used in modern browsers\n  el.addEventListener('DOMNodeInserted', callback, false);\n  el.addEventListener('DOMNodeRemoved', callback,
false);\n}\n\n// We return a reference to the observer so that obs.disconnect() can be called if necessary\n// To
reduce overhead when the root element is hidden\nreturn obs;\n}"/**\n * Log a warning message to the console
with bootstrap-vue formatting sugar.\n * @param {string} message\n */\nfunction istanbul ignore next\nfunction warn(message) {\n  console.warn("[Bootstrap-Vue warn]: " + message);\n}\n\nexport default warn;"/**\n * Key
Codes (events)\n */\nexport default {\n  SPACE: 32,\n  ENTER: 13,\n  ESC: 27,\n  LEFT: 37,\n  UP: 38,\n  RIGHT: 39,\n  DOWN: 40,\n  PAGEUP: 33,\n  PAGEDOWN: 34,\n  HOME: 36,\n  END: 35\n};"/**\n * var _createClass
= function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor =
props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if ("value" in
descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); }\n} return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype,
protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction
_classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError("Cannot
call a class as a function"); }\n}\n\nimport { assign, defineProperty, defineProperties, readonlyDescriptor } from
'./utils/object';\n\nvar BvEvent = function () {\n  function BvEvent(type) {\n    var eventInit = arguments.length > 1
&& arguments[1] !== undefined ? arguments[1] : {};\n\n    _classCallCheck(this, BvEvent);\n\n    // Start by
emulating native Event constructor.\n    if (!type) {\n      throw new TypeError('Failed to construct "' +
this.constructor.name + "": 1 argument required, ' + arguments.length + ' given.);\n    }\n\n    // Assign defaults first,
the eventInit,\n    // and the type last so it can't be overwritten.\n    assign(this,
BvEvent.defaults(), eventInit, { type: type });\n\n    // Freeze some props as readonly, but leave them enumerable.\n
defineProperties(this, {\n    type: readonlyDescriptor(),\n    cancelable: readonlyDescriptor(),\n    nativeEvent:
readonlyDescriptor(),\n    target: readonlyDescriptor(),\n    relatedTarget: readonlyDescriptor(),\n    vueTarget:
readonlyDescriptor()\n  });\n\n    // Create a private variable using closure scoping.\n    var defaultPrevented =
false;\n\n    // Recreate preventDefault method. One way setter.\n    this.preventDefault = function preventDefault() {\n
if (this.cancelable) {\n      defaultPrevented = true;\n    }\n  }; \n\n    // Create 'defaultPrevented' publicly
accessible prop\n    // that can only be altered by the preventDefault method.\n    defineProperty(this,
'defaultPrevented', {\n    enumerable: true,\n    get: function get() {\n      return defaultPrevented;\n    }\n  });\n}\n\n  _createClass(BvEvent, null, [{\n
key: 'defaults',\n    value: function defaults() {\n      return {\n        type: "",\n        cancelable: true,\n
nativeEvent: null,\n        target: null,\n        relatedTarget: null,\n        vueTarget: null\n      };\n    }\n  }]);\n\n  return
BvEvent;\n}();\n\nexport default BvEvent;"/**\n * function _defineProperty(obj, key, value) { if (key in obj) {\n
Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true });\n} else {\n
obj[key] = value; }\nreturn obj; }\n\nimport bBtn from './button/button';\nimport bBtnClose from './button/button-close';\nimport idMixin from './../mixins/id';\nimport listenOnRootMixin from './../mixins/listen-on-root';\nimport observeDom from './../utils/observe-dom';\nimport warn from './../utils/warn';\nimport KeyCodes from
'./../utils/key-codes';\nimport BvEvent from './../utils/bv-event.class';\n\nimport { isVisible, selectAll, select,
getBCR, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr,
hasClass, eventOn, eventOff } from './../utils/dom';\n\n// Selectors for padding/margin adjustments\nvar Selector =
{\n  FIXED_CONTENT: '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top',\n  STICKY_CONTENT: '.sticky-top',\n  NAVBAR_TOGGLER: '.navbar-toggler'\n}\n\n// ObserveDom config\nvar OBSERVER_CONFIG = {\n  subtree:

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true,\n childList: true,\n characterData: true,\n attributes: true,\n attributeFilter: ['style', 'class']\n);\n\nexport
default {\n mixins: [idMixin, listenOnRootMixin],\n components: { bBtn: bBtn, bBtnClose: bBtnClose },\n
render: function render(h) {\n var _this = this;\n var $slots = this.$slots;\n // Modal Header\n var header =
h(false);\n if (!this.hideHeader) {\n var modalHeader = $slots['modal-header'];\n if (!modalHeader) {\n
var closeButton = h(false);\n if (!this.hideHeaderClose) {\n closeButton = h('b-btn-close', {\n props:
{\n disabled: this.is_transitioning,\n
ariaLabel: this.headerCloseLabel,\n textVariant: this.headerTextVariant\n },\n on: {\n
click: function click(evt) {\n _this.hide('header-close');\n }\n }, [$slots['modal-
header-close']]);\n }\n modalHeader = [h(this.titleTag, { class: ['modal-title'] }, [$slots['modal-title'] ||
this.title]), closeButton];\n }\n header = h('header', {\n ref: 'header',\n class: this.headerClasses,\n
attrs: { id: this.safeId('__BV_modal_header_') }\n }, [modalHeader]);\n }\n // Modal Body\n var body =
h('div', {\n ref: 'body',\n class: this.bodyClasses,\n attrs: { id: this.safeId('__BV_modal_body_') }\n },
[$slots.default]);\n // Modal Footer\n var footer = h(false);\n if (!this.hideFooter) {\n var modalFooter =
$slots['modal-footer'];\n if (!modalFooter) {\n var cancelButton = h(false);\n if (!this.okOnly)
{\n cancelButton = h('b-btn', {\n props: {\n variant: this.cancelVariant,\n size:
this.buttonSize,\n disabled: this.cancelDisabled || this.busy || this.is_transitioning\n },\n on: {\n
click: function click(evt) {\n _this.hide('cancel');\n }\n }, [$slots['modal-
cancel'] || this.cancelTitle]);\n }\n var okButton = h('b-btn', {\n props: {\n variant:
this.okVariant,\n size: this.buttonSize,\n disabled: this.okDisabled || this.busy || this.is_transitioning\n
},\n on: {\n click: function click(evt) {\n _this.hide('ok');\n }\n }, [$slots['modal-ok'] || this.okTitle]);\n
modalFooter = [cancelButton, okButton];\n }\n footer = h('footer',
{\n ref: 'footer',\n class: this.footerClasses,\n
attrs: { id: this.safeId('__BV_modal_footer_') }\n }, [modalFooter]);\n }\n // Assemble Modal Content\n
var modalContent = h('div', {\n ref: 'content',\n class: ['modal-content'],\n attrs: {\n tabindex: '-1',\n
role: 'document',\n 'aria-labelledby': this.hideHeader ? null : this.safeId('__BV_modal_header_'),\n 'aria-
describedby': this.safeId('__BV_modal_body_')\n },\n on: {\n focusout: this.onFocusout,\n click:
function click(evt) {\n evt.stopPropagation();\n // https://github.com/bootstrap-vue/bootstrap-
vue/issues/1528\n _this.$root.$emit('bv::dropdown::shown');\n }\n }, [header, body, footer]);\n
// Modal Dialog wrapper\n var modalDialog = h('div', { class: this.dialogClasses }, [modalContent]);\n //
Modal\n var modal = h('div', {\n ref: 'modal',\n class: this.modalClasses,\n directives: [{\n name:
'show',\n
rawName: 'v-show',\n value: this.is_visible,\n expression: 'is_visible'\n }],\n attrs: {\n id:
this.safeId(),\n role: 'dialog',\n 'aria-hidden': this.is_visible ? null : 'true'\n },\n on: {\n click:
this.onClickOut,\n keydown: this.onEsc\n }\n }, [modalDialog]);\n // Wrap modal in transition\n modal
= h('transition', {\n props: {\n enterClass: "",\n enterToClass: "",\n enterActiveClass: "",\n
leaveClass: "",\n leaveActiveClass: "",\n leaveToClass: ""\n },\n on: {\n 'before-enter':
this.onBeforeEnter,\n enter: this.onEnter,\n 'after-enter': this.onAfterEnter,\n 'before-leave':
this.onBeforeLeave,\n leave: this.onLeave,\n 'after-leave': this.onAfterLeave\n }\n }, [modal]);\n //
Modal Backdrop\n var backdrop = h(false);\n if (!this.hideBackdrop && (this.is_visible || this.is_transitioning))
{\n backdrop = h('div', {\n class: this.backdropClasses,\n attrs: { id:
this.safeId('__BV_modal_backdrop_') }\n });\n }\n // Assemble modal and backdrop\n var outer =
h(false);\n if (!this.is_hidden) {\n outer = h('div', { attrs: { id: this.safeId('__BV_modal_outer_') } }, [modal,
backdrop]);\n }\n // Wrap in DIV to maintain thi.$el reference for hide/show method access\n return h('div', { },
[outer]);\n },\n data: function data() {\n return {\n is_hidden: this.lazy || false,\n is_visible: false,\n
is_transitioning: false,\n is_show: false,\n is_block: false,\n scrollbarWidth: 0,\n isBodyOverflowing:
false,\n return_focus: this.returnFocus || null\n }; }\n },\n model: {\n prop: 'visible',\n event: 'change'\n
},\n props: {\n title: {\n type: String,\n default: ""\n },\n titleTag: {\n type: String,\n default: 'h5'\n
},\n size: {\n type: String,\n

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    default: 'md'\n },\n centered: {\n type: Boolean,\n default: false\n },\n buttonSize: {\n type:
String,\n default: "\n },\n noFade: {\n type: Boolean,\n default: false\n },\n noCloseOnBackdrop:
{\n type: Boolean,\n default: false\n },\n noCloseOnEsc: {\n type: Boolean,\n default: false\n },\n
noEnforceFocus: {\n type: Boolean,\n default: false\n },\n headerBgVariant: {\n type: String,\n
default: null\n },\n headerBorderVariant: {\n type: String,\n default: null\n },\n headerTextVariant: {\n
type: String,\n default: null\n },\n headerClass: {\n type: [String, Array],\n default: null\n },\n
bodyBgVariant: {\n type: String,\n default: null\n },\n bodyTextVariant: {\n type: String,\n default:
null\n },\n modalClass: {\n type: [String, Array],\n default: null\n },\n bodyClass:
{\n type: [String, Array],\n default: null\n },\n footerBgVariant: {\n type: String,\n default: null\n
},\n footerBorderVariant: {\n type: String,\n default: null\n },\n footerTextVariant: {\n type: String,\n
default: null\n },\n footerClass: {\n type: [String, Array],\n default: null\n },\n hideHeader: {\n
type: Boolean,\n default: false\n },\n hideFooter: {\n type: Boolean,\n default: false\n },\n
hideHeaderClose: {\n type: Boolean,\n default: false\n },\n hideBackdrop: {\n type: Boolean,\n
default: false\n },\n okOnly: {\n type: Boolean,\n default: false\n },\n okDisabled: {\n type:
Boolean,\n default: false\n },\n cancelDisabled: {\n type: Boolean,\n default: false\n },\n visible: {\n
type: Boolean,\n default: false\n },\n returnFocus: {\n default: null\n },\n
headerCloseLabel: {\n type: String,\n default: 'Close'\n },\n cancelTitle: {\n type: String,\n
default: 'Cancel'\n },\n okTitle: {\n type: String,\n default: 'OK'\n },\n cancelVariant: {\n type:
String,\n default: 'secondary'\n },\n okVariant: {\n type: String,\n default: 'primary'\n },\n lazy: {\n
type: Boolean,\n default: false\n },\n busy: {\n type: Boolean,\n default: false\n }\n },\n computed:
{\n modalClasses: function modalClasses() {\n return ['modal', {\n fade: !this.noFade,\n show:
this.is_show,\n 'd-block': this.is_block\n }, this.modalClass];\n },\n dialogClasses: function
dialogClasses() {\n var _ref;\n\n return ['modal-dialog', (_ref = {}, _defineProperty(_ref, 'modal-' + this.size,
Boolean(this.size)), _defineProperty(_ref, 'modal-dialog-centered', this.centered), _ref)];\n },\n backdropClasses:
function
backdropClasses() {\n return ['modal-backdrop', {\n fade: !this.noFade,\n show: this.is_show ||
this.noFade\n }];\n },\n headerClasses: function headerClasses() {\n var _ref2;\n\n return ['modal-
header', (_ref2 = {}, _defineProperty(_ref2, 'bg-' + this.headerBgVariant, Boolean(this.headerBgVariant)),
_defineProperty(_ref2, 'text-' + this.headerTextVariant, Boolean(this.headerTextVariant)), _defineProperty(_ref2,
'border-' + this.headerBorderVariant, Boolean(this.headerBorderVariant)), _ref2), this.headerClass];\n },\n
bodyClasses: function bodyClasses() {\n var _ref3;\n\n return ['modal-body', (_ref3 = {},
_defineProperty(_ref3, 'bg-' + this.bodyBgVariant, Boolean(this.bodyBgVariant)), _defineProperty(_ref3, 'text-' +
this.bodyTextVariant, Boolean(this.bodyTextVariant)), _ref3), this.bodyClass];\n },\n footerClasses: function
footerClasses() {\n var _ref4;\n\n return ['modal-footer', (_ref4 = {}, _defineProperty(_ref4,
'bg-' + this.footerBgVariant, Boolean(this.footerBgVariant)), _defineProperty(_ref4, 'text-' + this.footerTextVariant,
Boolean(this.footerTextVariant)), _defineProperty(_ref4, 'border-' + this.footerBorderVariant,
Boolean(this.footerBorderVariant)), _ref4), this.footerClass];\n }\n },\n watch: {\n visible: function
visible(newVal, oldVal) {\n if (newVal === oldVal) {\n return;\n }\n this[newVal ? 'show' : 'hide']();\n
}\n },\n methods: {\n // Public Methods\n show: function show() {\n if (this.is_visible) {\n return;\n
}\n var showEvt = new BvEvent('show', {\n cancelable: true,\n vueTarget: this,\n target:
this.$refs.modal,\n relatedTarget: null\n });\n this.emitEvent(showEvt);\n if (showEvt.defaultPrevented
|| this.is_visible) {\n // Don't show if canceled\n return;\n }\n if (hasClass(document.body, 'modal-
open')) {\n // If another modal is already
open, wait for it to close\n this.$root.$once('bv::modal::hidden', this.doShow);\n } else {\n // Show the
modal\n this.doShow();\n }\n },\n hide: function hide(trigger) {\n if (!this.is_visible) {\n return;\n
}\n var hideEvt = new BvEvent('hide', {\n cancelable: true,\n vueTarget: this,\n target:
this.$refs.modal,\n // this could be the trigger element/component reference\n relatedTarget: null,\n
isOK: trigger || null,\n trigger: trigger || null,\n cancel: function cancel() {\n // Backwards

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compatibility\n      warn('b-modal: evt.cancel() is deprecated. Please use evt.preventDefault().');\n
this.preventDefault();\n    }\n  });\n  if (trigger === 'ok') {\n    this.$emit('ok', hideEvt);\n  } else if
(trigger === 'cancel') {\n    this.$emit('cancel', hideEvt);\n  }\n  this.emitEvent(hideEvt);\n  // Hide if not
canceled\n
  if (hideEvt.defaultPrevented || !this.is_visible) {\n    return;\n  }\n  // stop observing for content changes\n
  if (this._observer) {\n    this._observer.disconnect();\n    this._observer = null;\n  }\n  this.is_visible =
false;\n  this.$emit('change', false);\n  },\n  // Private method to finish showing modal\n  doShow: function
doShow() {\n    var _this2 = this;\n    // Plce modal in DOM if lazy\n    this.is_hidden = false;\n
this.$nextTick(function () {\n    // We do this in nextTick to ensure the modal is in DOM first before we show it\n
    _this2.is_visible = true;\n    _this2.$emit('change', true);\n    // Observe changes in modal content and adjust
if necessary\n    _this2._observer = observeDom(_this2.$refs.content, _this2.adjustDialog.bind(_this2),
OBSERVER_CONFIG);\n  });\n  },\n  // Transition Handlers\n  onBeforeEnter: function onBeforeEnter()
{\n    this.is_transitioning
= true;\n    this.checkScrollbar();\n    this.setScrollbar();\n    this.adjustDialog();\n    addClass(document.body,
'modal-open');\n    this.setResizeEvent(true);\n  },\n  onEnter: function onEnter() {\n    this.is_block = true;\n
this.$refs.modal.scrollTop = 0;\n  },\n  onAfterEnter: function onAfterEnter() {\n    var _this3 = this;\n
this.is_show = true;\n    this.is_transitioning = false;\n    this.$nextTick(function () {\n    _this3.focusFirst();\n
    var shownEvt = new BvEvent('shown', {\n      cancelable: false,\n      vueTarget: _this3,\n      target:
_this3.$refs.modal,\n      relatedTarget: null\n    });\n    _this3.emitEvent(shownEvt);\n  });\n  },\n  onBeforeLeave: function onBeforeLeave() {\n    this.is_transitioning = true;\n    this.setResizeEvent(false);\n
  },\n  onLeave: function onLeave() {\n    // Remove the 'show' class\n    this.is_show = false;\n  },\n  onAfterLeave: function
onAfterLeave() {\n    var _this4 = this;\n    this.is_block = false;\n    this.resetAdjustments();\n
this.resetScrollbar();\n    this.is_transitioning = false;\n    removeClass(document.body, 'modal-open');\n
this.$nextTick(function () {\n    _this4.is_hidden = _this4.lazy || false;\n    _this4.returnFocusTo();\n    var
hiddenEvt = new BvEvent('hidden', {\n      cancelable: false,\n      vueTarget: _this4,\n      target: _this4.lazy
? null : _this4.$refs.modal,\n      relatedTarget: null\n    });\n    _this4.emitEvent(hiddenEvt);\n  });\n
  },\n  // Event emitter\n  emitEvent: function emitEvent(bvEvt) {\n    var type = bvEvt.type;\n
this.$emit(type, bvEvt);\n    this.$root.$emit('bv::modal:' + type, bvEvt);\n  },\n  // UI Event Handlers\n
onClickOut: function onClickOut(evt) {\n    // If backdrop clicked, hide modal\n    if (this.is_visible &&
!this.noCloseOnBackdrop) {\n      this.hide('backdrop');\n    }\n  },\n  onEsc: function onEsc(evt) {\n    // If ESC pressed, hide modal\n    if (evt.keyCode ===
KeyCodes.ESC && this.is_visible && !this.noCloseOnEsc) {\n      this.hide('esc');\n    }\n  },\n  onFocusout:
function onFocusout(evt) {\n    // If focus leaves modal, bring it back\n    // 'focusout' Event Listener bound on
content\n    var content = this.$refs.content;\n    if (!this.noEnforceFocus && this.is_visible && content &&
!content.contains(evt.relatedTarget)) {\n      content.focus();\n    }\n  },\n  // Resize Listener\n
setResizeEvent: function setResizeEvent(on) {\n    var _this5 = this;\n    ;['resize',
'orientationchange'].forEach(function (evtName) {\n    if (on) {\n      eventOn(window, evtName,
_this5.adjustDialog);\n    } else {\n      eventOff(window, evtName, _this5.adjustDialog);\n    }\n  });\n
  },\n  // Root Listener handlers\n  showHandler: function showHandler(id, triggerEl)
{\n    if (id === this.id) {\n      this.return_focus = triggerEl || null;\n      this.show();\n    }\n  },\n
hideHandler: function hideHandler(id) {\n    if (id === this.id) {\n      this.hide();\n    }\n  },\n  modalListener:
function modalListener(bvEvt) {\n    // If another modal opens, close this one\n    if (bvEvt.vueTarget !== this)
{\n      this.hide();\n    }\n  },\n  // Focus control handlers\n  focusFirst: function focusFirst() {\n    // Don't
try and focus if we are SSR\n    if (typeof document === 'undefined') {\n      return;\n    }\n    var content =
this.$refs.content;\n    var modal = this.$refs.modal;\n    var activeElement = document.activeElement;\n    if
(activeElement && content && content.contains(activeElement)) {\n      // If activeElement is child of content, no
need to change focus\n    } else if (content) {\n      if (modal) {\n        modal.scrollTop = 0;\n      }\n    } //

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Focus the

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modal content wrapper\n    content.focus();\n    }\n  },\n  returnFocusTo: function returnFocusTo() {\n    // Prefer returnFocus prop over event specified return_focus value\n    var el = this.returnFocus || this.return_focus ||\n    null;\n    if (typeof el === 'string') {\n      // CSS Selector\n      el = select(el);\n    }\n    if (el) {\n      el =\n      el.$el || el;\n      if (isVisible(el)) {\n        el.focus();\n      }\n    }\n  },\n  // Utility methods\n  getScrollbarWidth: function getScrollbarWidth() {\n    var scrollDiv = document.createElement('div');\n    scrollDiv.className = 'modal-scrollbar-measure';\n    document.body.appendChild(scrollDiv);\n    this.scrollbarWidth = scrollDiv.getBoundingClientRect().width - scrollDiv.clientWidth;\n    document.body.removeChild(scrollDiv);\n  },\n  adjustDialog: function adjustDialog() {\n    if (!this.is_visible)\n    {\n      return;\n    }\n    var modal = this.$refs.modal;\n    var isModalOverflowing = modal.scrollHeight > document.documentElement.clientHeight;\n    if\n    (!this.isBodyOverflowing && isModalOverflowing) {\n      modal.style.paddingLeft = this.scrollbarWidth + 'px';\n    }\n    if (this.isBodyOverflowing && !isModalOverflowing) {\n      modal.style.paddingRight =\n      this.scrollbarWidth + 'px';\n    }\n  },\n  resetAdjustments: function resetAdjustments() {\n    var modal =\n    this.$refs.modal;\n    if (modal) {\n      modal.style.paddingLeft = '';\n      modal.style.paddingRight = '';\n    }\n  },\n  checkScrollbar: function checkScrollbar() {\n    var rect = getBCR(document.body);\n    this.isBodyOverflowing = rect.left + rect.right < window.innerWidth;\n  },\n  setScrollbar: function setScrollbar()\n  {\n    if (this.isBodyOverflowing) {\n      // Note: DOMNode.style.paddingRight returns the actual value or '' if not\n      set\n      // while $(DOMNode).css('padding-right') returns the calculated value or 0 if\n      not set\n      var computedStyle = window.getComputedStyle;\n      var body = document.body;\n      var\n      scrollbarWidth = this.scrollbarWidth;\n      // Adjust fixed content padding\n      selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n        var actualPadding = el.style.paddingRight;\n        var calculatedPadding = computedStyle(el).paddingRight || 0;\n        setAttr(el, 'data-padding-right',\n        actualPadding);\n        el.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n      });\n      // Adjust sticky content margin\n      selectAll(Selector.STICKY_CONTENT).forEach(function (el) {\n        var\n        actualMargin = el.style.marginRight;\n        var calculatedMargin = computedStyle(el).marginRight || 0;\n        setAttr(el, 'data-margin-right', actualMargin);\n        el.style.marginRight = parseFloat(calculatedMargin) -\n        scrollbarWidth + 'px';\n      });\n      // Adjust navbar-toggler margin\n      selectAll(Selector.NAVBAR_TOGGLER).forEach(function\n      (el) {\n        var actualMargin = el.style.marginRight;\n        var calculatedMargin =\n        computedStyle(el).marginRight || 0;\n        setAttr(el, 'data-margin-right', actualMargin);\n        el.style.marginRight = parseFloat(calculatedMargin) + scrollbarWidth + 'px';\n      });\n      // Adjust body\n      padding\n      var actualPadding = body.style.paddingRight;\n      var calculatedPadding =\n      computedStyle(body).paddingRight;\n      setAttr(body, 'data-padding-right', actualPadding);\n      body.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n    }\n  },\n  resetScrollbar:\n  function resetScrollbar() {\n    // Restore fixed content padding\n    selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n      if (hasAttr(el, 'data-padding-right')) {\n        el.style.paddingRight = getAttr(el, 'data-padding-right') || '';\n        removeAttr(el, 'data-padding-right');\n      }\n    });\n    // Restore sticky content and navbar-toggler margin\n    selectAll(Selector.STICKY_CONTENT + ', '\n    +\n    Selector.NAVBAR_TOGGLER).forEach(function (el) {\n      if (hasAttr(el, 'data-margin-right')) {\n        el.style.marginRight = getAttr(el, 'data-margin-right') || '';\n        removeAttr(el, 'data-margin-right');\n      }\n    });\n    // Restore body padding\n    var body = document.body;\n    if (hasAttr(body, 'data-padding-right')) {\n      body.style.paddingRight = getAttr(body, 'data-padding-right') || '';\n      removeAttr(body, 'data-padding-right');\n    }\n  },\n  created: function created() {\n    // create non-reactive property\n    this._observer = null;\n  },\n  mounted: function mounted() {\n    // Measure scrollbar\n    this.getScrollbarWidth();\n    // Listen for events from\n    others to either open or close ourselves\n    this.listenOnRoot('bv::show::modal', this.showHandler);\n    this.listenOnRoot('bv::hide::modal', this.hideHandler);\n  }\n}
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// Listen for bv:modal::show events, and close ourselves if the opening modal not us\n
this.listenOnRoot('bv::modal::show', this.modalListener);\n // Initially show modal?\n if (this.visible === true)
{\n this.show();\n }\n },\n beforeDestroy: function beforeDestroy() {\n // Ensure everything is back to
normal\n if (this._observer) {\n this._observer.disconnect();\n this._observer = null;\n }\n
this.setResizeEvent(false);\n // Re-adjust body/navbar/fixd padding/margins (if needed)\n
removeClass(document.body, 'modal-open');\n this.resetAdjustments();\n this.resetScrollbar();\n }\n};", "var
render = function () { var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('div',{staticClass:"embed-form"},[_c('div',{staticClass:"container-
fluid"},[(!_vm.noTitle)?_c('h4',{staticClass:"embed-form__heading"},[_vm._v("\n
"+_vm._s(_vm.$t('embed-form.heading'))+"\n
\n))]:_vm._e(),_c('div',{staticClass:"row"},[_c('div',{staticClass:"col"},[_c('p',[_vm._v("\n
"+_vm._s(_vm.$t('embed-form.introduction'))+"\n
\n))],_c('textarea',{staticClass:"form-control embed-
form__code mb-
2",attrs:{"readonly":""},domProps:{"value":_vm.embedCode(),on:{"click":_vm.selectCode}}),_c('label',{sta
ticClass:"custom-control custom-checkbox btn btn-sm float-
left"},[_c('input',{directives:[{name:"model",rawName:"v-
model"},value:(_vm.responsiveCheck),expression:"responsiveCheck"},staticClass:"custom-control-
input",attrs:{"type":"checkbox"},domProps:{"checked":Array.isArray(_vm.responsiveCheck)?_vm._i(_vm.res
ponsiveCheck,null)>-1:_vm.responsiveCheck},on:{"change":function($event){ var
$$a=_vm.responsiveCheck,$$el=$event.target,$$c=$$el.checked?(true):(false);if(Array.isArray($$a)){ var
$$v=null,$$i=_vm._i($$a,$$v);if($$el.checked){ $$i<0&&(_vm.responsiveCheck=$$a.concat($$v))}else{ $$i>-
1&&(_vm.responsiveCheck=$$a.slice(0,$$i).concat($$a.slice($$i+1))} }else{ _vm.responsiveCheck=$$c } } }]),_c('s
pan',{staticClass:"custom-control-label
font-weight-bold"},[_vm._v("\n
"+_vm._s(_vm.$t('embed-form.responsive-optin'))+"\n
\n))]),_c('div',{staticClass:"text-right"},[_c('button',{staticClass:"btn btn-link btn-sm text-uppercase font-weight-
bold",on:{"click":_vm.copyEmbedCode}}),_c('fa',{attrs:{"icon":"clipboard"}}),_vm._v("\n
"+_vm._s(_vm.$t('embed-form.copy'))+"\n
\n))],(!_vm.noPreview)?_c('div',{staticClass:"col-7 d-none
d-lg-block embed-
form__preview"},[_c('span',{domProps:{"innerHTML":_vm._s(_vm.embedCode(false))})):_vm._e(0)]]))]]\n\nvar
staticRenderFns = []\n\nexport { render, staticRenderFns }, "function _typeof2(obj) { if (typeof Symbol ===
"function" && typeof Symbol.iterator === "symbol") { _typeof2 = function _typeof2(obj) { return typeof obj; };
} else { _typeof2 = function _typeof2(obj) { return obj && typeof Symbol === "function" && obj.constructor ===
Symbol && obj
!== Symbol.prototype ? "symbol" : typeof obj; }; } return _typeof2(obj); }\n\nexport default function _typeof(obj)
{\n if (typeof Symbol === "function" && _typeof2(Symbol.iterator) === "symbol") {\n _typeof = function
_typeof(obj) {\n return _typeof2(obj);\n }; }\n } else {\n _typeof = function _typeof(obj) {\n return obj &&
typeof Symbol === "function" && obj.constructor === Symbol && obj !== Symbol.prototype ? "symbol" :
_typeof2(obj);\n }; }\n }\n\n return _typeof(obj);\n}", "import Clipboard from 'clipboard'\n\nexport function
copyText (text, container) {\n return new Promise(function (resolve, reject) {\n var fakeElement =
document.createElement('button')\n\n var clipboard = new Clipboard(fakeElement, {\n text: () => (text),\n
action: () => ('copy'),\n container: typeof container === 'object' ? container : document.body\n })\n\n
clipboard.on('success', error => {\n clipboard.destroy()\n resolve(error)\n })\n\n
clipboard.on('error', error => {\n clipboard.destroy()\n reject(error)\n })\n\n fakeElement.click()\n
})\n\n", "<style lang="scss" scoped>\n @import './styles/lib';\n\n .embed-form {\n font-size: 0.9rem;\n
overflow: auto;\n\n .custom-control.btn {\n .custom-control-label:before, .custom-control-label:after {\n
top: 50%;\n transform: translateY(-50%);\n }\n }\n\n &__heading {\n font-size: 1.1em;\n text-
transform: uppercase;\n }\n\n &__code {\n height: 80px;\n }\n\n &__preview {\n border-left: 1px
$gray-400 dashed;\n }\n }\n</style>\n\n<template>\n <div class="embed-form">\n <div class="container-

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fluid">\n    <h4 class="embed-form__heading" v-if="!noTitle">\n        {{ $t('embed-form.heading') }}\n
</h4>\n    <div class="row">\n        <div class="col">\n            <p>\n                {{ $t('embed-form.introduction')
}}\n            </p>\n            <textarea class="form-control
embed-form__code mb-2" readonly @click="selectCode" :value="embedCode()"></textarea>\n            <label
class="custom-control custom-checkbox btn btn-sm float-left">\n                <input type="checkbox"
class="custom-control-input" v-model="responsiveCheck">\n                    <span class="custom-control-label font-
weight-bold">\n                        {{ $t('embed-form.responsive-optin') }}\n                    </span>\n                </label>\n            <div
class="text-right">\n                <button class="btn btn-link btn-sm text-uppercase font-weight-bold"
@click="copyEmbedCode">\n                    <fa icon="clipboard" />\n                    {{ $t('embed-form.copy') }}\n
</button>\n            </div>\n        </div>\n        <div class="col-7 d-none d-lg-block embed-form__preview" v-
if="!noPreview">\n            <span v-html="embedCode(false)"></span>\n        </div>\n    </div>\n</div>\n</template>\n</script>\n import { faClipboard } from '@fortawesome/free-solid-svg-icons/faClipboard'\n
import Vue from 'vue'\n import i18n from '@/i18n'\n import IFrameResizer from '@/utils/iframe-resizer'\n
import { copyText } from '@/utils/clipboard'\n import { library } from './Fa'\n /**\n * Embed Form\n */\n
export default {\n  i18n,\n  name: 'EmbedForm',\n  data () {\n    return {\n      responsiveCheck: false\n    }\n  },\n  beforeMount () {\n    library.add(faClipboard)\n  },\n  components: {\n    /** Prevent a bug with vue-
docgen-api\n    * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n    */\n    Fa:\n    require('./Fa').default\n  },\n  props: {\n    /**\n    * Hide the form title\n    */\n    noTitle: {\n      type:
Boolean\n    },\n    /**\n    * Hide the preview panel\n    */\n    noPreview: {\n      type: Boolean\n    },\n
/**\n    * Default width of the iframe code\n    */\n    width: {\n      type: [Number, String],\n
      default: '100%\n    },\n    /**\n    * Default height of the iframe code\n    */\n    height: {\n      type:
Number,\n      default: () => (window.innerHeight)\n    },\n    /**\n    * Default minimal width of the iframe
code (if extract from window's size)\n    */\n    minWidth: {\n      type: Number,\n      default: 0\n    },\n
/**\n    * Default minimal height of the iframe code (if extract from window's size)\n    */\n    minHeight: {\n
      type: Number,\n      default: 0\n    },\n    /**\n    * URL of the iframe code\n    */\n    url: {\n      type:
String\n    }\n  },\n  methods: {\n    iframeCodeFor (url, width, height) {\n      return `<iframe
width="${width}" height="${height}" src="${IFrameResizer.deletePymParams(url)}" frameborder="0"
allowfullscreen></iframe>`\n    },\n    pymCodeFor (url) {\n      return IFrameResizer.template(url)\n    },\n
copyEmbedCode () {\n      return
copyText(this.embedCode(), this.$el).then(() => {\n        this.selectCode()\n      })\n    },\n    selectCode () {\n
      this.$el.querySelector('.embed-form__code').select()\n    },\n    embedCode (withPym = this.responsiveCheck)
{\n      const width = isNaN(this.width) ? this.width : Math.max(this.width, this.minWidth)\n      const height =
Math.max(this.height, this.minHeight)\n      return withPym ? this.pymCodeFor(this.currentUrl) :\n      this.iframeCodeFor(this.currentUrl, width, height)\n    }\n  },\n  computed: {\n    currentUrl () {\n      return
this.url || window.location.href\n    }\n  }\n}\n</script>\n", "import mod from \"-!../node_modules/cache-
loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-
loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-
loader/lib/index.js??vue-loader-options!/EmbedForm.vue?vue&type=script&lang=js&\"; export default
mod; export * from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbedForm.vue?vue&type=script&lang=js&\"; import { render, staticRenderFns } from
\"./EmbedForm.vue?vue&type=template&id=502aea85&scoped=true&\"\\nimport script from
\"./EmbedForm.vue?vue&type=script&lang=js&\"\\nexport * from
\"./EmbedForm.vue?vue&type=script&lang=js&\"\\nimport style0 from
\"./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"\\n\\n/* normalize
component */\\nimport normalizer from \"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar
component = normalizer(\\n  script,\\n  render,\\n  staticRenderFns,\\n  false,\\n  null,\\n  \"502aea85\",\\n  null\\n

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\n)\n\ncomponent.options.__file = \"EmbedForm.vue\"\n\nexport default component.exports";
<template>\n
  <div class="sharing-options" :style="style">\n
    <social-sharing v-bind="valuesFor('twitter')" inline-template>\n
      <network network="twitter" class="sharing-options__link">\n
        <fa :icon="['fab', 'twitter']"/>\n
      </network>\n
    </social-sharing>\n
    <social-sharing v-bind="valuesFor('facebook')" inline-template>\n
      <network network="facebook" class="sharing-options__link">\n
        <fa :icon="['fab', 'facebook']"/>\n
      </network>\n
    </social-sharing>\n
    <social-sharing v-bind="valuesFor('linkedin')" inline-template>\n
      <network network="linkedin" class="sharing-options__link">\n
        <fa :icon="['fab', 'linkedin']"/>\n
      </network>\n
    </social-sharing>\n
    <social-sharing v-bind="valuesFor('email')" inline-template>\n
      <network network="email" class="sharing-options__link">\n
        <fa icon="envelope"/>\n
      </network>\n
    </social-sharing>\n
    <div class="sharing-options__link" v-show="!noEmbed">\n
      <a @click="showEmbedForm">\n
        <fa icon="code"/>\n
      </a>\n
    </div>\n
    <b-modal hide-footer ref="embedForm" title="Embed on your website" class="text-dark">\n
      <embed-form no-title no-preview :min-height="iframeMinHeight" :min-width="iframeMinWidth"></embed-form>\n
    </b-modal>\n
  </div>\n</template>\n\n<script>\n
import bModal from 'bootstrap-vue/es/components/modal/modal'\n
import SocialSharing from 'vue-social-sharing';\n
import get from 'lodash/get'\n
import reduce from 'lodash/reduce'\n\n
import i18n from '@i18n'\n
import { faCode } from '@fortawesome/free-solid-svg-icons/faCode'\n
import { faEnvelope } from '@fortawesome/free-solid-svg-icons/faEnvelope'\n
import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n
import { faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n
import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n\n
import EmbedForm from './EmbedForm.vue'\n
import config from './config'\n
import IFrameResizer from './utils/iframe-resizer'\n\n
import { library } from './Fa'\n\n
/**\n
 * SharingOptions\n
 */\n
export default {\n
  i18n,\n
  name: 'SharingOptions',\n
  components: {\n
    bModal,\n
    EmbedForm,\n
    SocialSharing,\n
  },\n
  /** Prevent a bug with vue-docgen-api\n
   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n
   */\n
  Fa: require('./Fa').default,\n
  },\n
  beforeMount () {\n
    library.add(faCode, faEnvelope, faTwitter, faFacebook, faLinkedin)\n
  },\n
  // Inject Fa components in child component\n
  SocialSharing.components.Fa = require('./Fa').default,\n
  },\n
  props: {\n
    /**\n
     * URL to be shared.\n
     */\n
    url: {\n
      type: String,\n
      default: () => config.get('sharing-options.url', null) || IFrameResizer.deletePymParams()\n
    },\n
    /**\n
     * Direction of the sharing options. Can be: <em>row</em>, <em>row-reverse</em>,\n
     * <em>column</em> or <em>column-reverse</em>.\n
     */\n
    direction: {\n
      default: 'row',\n
      validator (value) {\n
        return ['row', 'row-reverse', 'column', 'column-reverse'].indexOf(value) !== -1\n
      }\n
    },\n
    /**\n
     * Sharing contents wich can be generic (<em>title</em>, <em>description</em>, etc)\n
     * or specific to a network (<em>twitter_title</em>, <em>facebook_description</em>, etc).\n
     */\n
    values: {\n
      type: Object,\n
      default: () => ({})\n
    },\n
    /**\n
     * The list of all the keys to automatcly inject in each social button.\n
     */\n
    valuesKeys: {\n
      default: () => ['url', 'title', 'description', 'media', 'twitter-user'],\n
      type: Array\n
    },\n
    /**\n
     * Disable embed button.\n
     */\n
    noEmbed: {\n
      type: Boolean\n
    },\n
    /**\n
     * Minimum height of the iframe in the embed form.\n
     */\n
    iframeMinHeight: {\n
      type: Number\n
    },\n
    /**\n
     * Minimum width of the iframe in the embed form.\n
     */\n
    iframeMinWidth: {\n
      type: Number\n
    },\n
    /**\n
     * Prevent from reading default value from the <code>meta</code>.\n
     */\n
    noMeta: {\n
      type: Boolean\n
    },\n
  },\n
  methods: {\n
    showEmbedForm () {\n
      this.showShareOptions = false\n
      return this.$refs.embedForm.show()\n
    },\n
    valuesFor (network) {\n
      const values = Object.assign(this.metaValues, this.values)\n
      return reduce(this.valuesKeys, (res, key) => {\n
        res[key] = get(values, `${network}_${key}`, values[key])\n
        return res\n
      }, {})\n
    },\n
    defaultValueFor(key,

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type: String,\n
  default: () => config.get('project.name')\n  },\n  /**\n   * Lead sentence to display next to the title.\n  */\n  lead: {\n    type: String,\n    default: "\n  },\n  /**\n   * Minimum height for the iframe generated\n   in the embed form.\n  */\n  iframeMinHeight: {\n    type: Number\n  },\n  /**\n   * Minimum width\n   for the iframe generated in the embed form.\n  */\n  iframeMinWidth: {\n    type: Number\n  },\n  /**\n   * Target of the ICIJ logo and title links.\n  */\n  homeUrl: {\n    type: String,\n    default: () =>\n    config.get('app.home')\n  },\n  /**\n   * Sharing option values to bind to the sharing-options component on\n   the bottom-right corner.\n  */\n  sharingOptionsValues: {\n    type: Object,\n    default: () => ({})\n  },\n  data () {\n    return {\n      showShareOptions: false\n    }\n  },\n  mounted () {\n    IframeResizer.create();\n  }\n}\n</script>\n<style lang="scss" scoped>\n  @import './styles/lib';\n  @import\n  './styles/mixins';\n  @include keyframes(slideup) {\n    0% {\n      transform: translateY(100%);\n      opacity: 0;\n    }\n    100% {\n      transform: translateY(0%);\n      opacity: 1;\n    }\n  }\n  .embeddable-footer {\n    display:\n    flex;\n    flex-direction: row;\n    align-items: center;\n    z-index: $zindex-sticky;\n    position: fixed;\n    bottom:\n    0;\n    left: 0;\n    width: 100%;\n    background: black;\n    color: white;\n    // Magic technique to have a minimum\n    font-size (10px-ish)\n    font-size: calc(10px + 1.5vh);\n    @media screen and (min-height: 800px) {\n      font-\n      size: 1rem;\n    }\n    &__brand {\n      padding-right: $spacer;\n      margin-right: $spacer;\n      border-right: 2px\n      solid white;\n      font-family: $headings-font-family;\n      font-size: 1.1em;\n    }\n    &__lead {\n      flex-grow:\n      1;\n      min-width: 0;\n\n      font-size: 0.9em;\n    }\n    &__share-btn {\n      border: 1px solid transparent;\n      height: 2.5em;\n      line-\n      height: 2.5em;\n      width: 2.5em;\n      font-size: 80%;\n      text-align: center;\n      border-radius: 50%;\n\n      &.active {\n        border-color: white;\n      }\n      &:hover {\n        background: rgba(white, .1);\n      }\n    }\n    &/deep/ .sharing-options {\n      position: absolute;\n      bottom: 100%;\n      right: 0;\n      margin: $spacer * 0.25;\n\n      &__link {\n        opacity: 0;\n        animation: slideup 200ms forwards;\n        @include animation-\n        delay-loop(0, 10, 50ms);\n      }\n    }\n  }\n</style>\n", "import mod from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&\";\n  export default mod; export * from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&\";\", \"import { render, staticRenderFns } from\n  \"/EmbeddableFooter.vue?vue&type=template&id=36cb84e2&scoped=true&\"\\nimport script from\n  \"/EmbeddableFooter.vue?vue&type=script&lang=js&\"\\nexport * from\n  \"/EmbeddableFooter.vue?vue&type=script&lang=js&\"\\nimport style0 from\n  \"/EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"\\n\\n/* normalize\n  component */\\nimport normalizer from \"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar\n  component = normalizer(\\n  script,\\n  render,\\n  staticRenderFns,\\n  false,\\n  null,\\n  \"36cb84e2\",\\n  null\\n\n  \\n)\\n\\ncomponent.options.__file = \"EmbeddableFooter.vue\"\\nexport\n  default component.exports\", \"var render = function () { var _vm=this;var _h=_vm.$createElement;var\n  _c=_vm._self._c||_h;return _c('div',{staticClass:\"follow-us\"}),[_c('button',{staticClass:\"btn btn-link text-light\n  follow-us__close\",on:{\"click\":_vm.closeSignupPopover}},[_c('fa',{attrs:{\"icon\": \"times\"}}),1],_c('sign-up-\n  form',{staticClass:\"p-3\"}),_c('div',{staticClass:\"px-3 pb-1 text-uppercase text-muted font-weight-\n  bold\"}),[_vm._v(\\\"\\n  \\\"+_vm._s(_vm.$t('follow-us-popover.heading'))+\"\\n  \")],_c('div',{staticClass:\"p-3 bg-\n  light container-fluid text-\n  center\"}),[_c('div',{staticClass:\"row\"}),[_c('div',{staticClass:\"col\"}),[_c('a',{staticClass:\"d-inline-block text-\n  primary border border-primary rounded-circle bg-white follow-us__social-\n  btn\",attrs:{\"href\": \"https://twitter.com/icijorg\", \"target\": \"_blank\", \"title\": \"Twitter\"}},[_c('fa',{attrs:{\"icon\": [\n  'fab', 'twitter'], \"size\": \"lg\"}})],_c('span',{staticClass:\"sr-

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only\},{_vm._v(\("Twitter\"))],1)),_c('div',{staticClass:\col\},[_c('a',{staticClass:\d-inline-block
text-primary border border-primary rounded-circle bg-white follow-us__social-
btn\,attrs:\href\:\https://www.facebook.com/ICIJ.org\,\target\:\_blank\,\title\:\Facebook\}},[_c('fa',{attr
s:\icon\:[fab', 'facebook'],\size\:\lg\}}),_c('span',{staticClass:\sr-
only\},{_vm._v(\("Facebook\"))],1)),_c('div',{staticClass:\col\},[_c('a',{staticClass:\d-inline-block text-primary
border border-primary rounded-circle bg-white follow-us__social-
btn\,attrs:\href\:\https://www.linkedin.com/company/1732242/\,\target\:\_blank\,\title\:\LinkedIn\}},[_c
('fa',{attrs:\icon\:[fab', 'linkedin'],\size\:\lg\}}),_c('span',{staticClass:\sr-
only\},{_vm._v(\("LinkedIn\"))],1)))]),1))\nvar staticRenderFns = []\n\nexport { render, staticRenderFns },"var
render = function () { var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('form',{staticClass:\sign-up-form\,class:{
'sign-up-form--horizontal': _vm.horizontal
},on:\submit\:function($event){$event.preventDefault();_vm.subscribe($event)}},[_c('fieldset',{attrs:\disabl
e\:_vm.frozen}},[(!_vm.noLabel)?_c('label',{staticClass:\text-uppercase text-muted font-weight-
bold\,attrs:\for\:\input-email\}},[_vm._v(\(\n \n+_vm._s(_vm.$t(\("sign-up-form.label\))+\(\n
\)):_vm._e(),_c('div',{staticClass:\sign-up-form__fieldset__group\,class:{ 'input-group': _vm.horizontal
}},[_c('input',{directives:[{name:\model\,rawName:v-
model\,value:_vm.email},expression:\email\}],staticClass:\form-
control\,attrs:\name\:\EMAIL\,\type\:\text\,\placeholder\:_vm.$t('sign-up-
form.placeholder'),\id\:\input-
email\},domProps:\value\:(_vm.email)},on:\input\:function($event){if($event.target.composing){ return;
}_vm.email=$event.target.value}}]),_c('div',{staticClass:\sign-up-form__fieldset__group__addon\,class:{ 'input-
group-append': _vm.horizontal }}),[_c('button',{staticClass:\btn
btn-primary text-uppercase font-weight-bold\,attrs:\type\:\submit\}},[_vm._v(\(\n
\+_vm._s(_vm.$t(\("sign-up-form.submit\))+\(\n
\)))])))]),_c('input',{attrs:\type\:\hidden\,\name\:\group[9][1]\,\value\:\1\}},_c('input',{attrs:\type\:\
hidden\,\name\:\SIGNUP\},domProps:\value\:_vm.tracker}),(_vm.errorMessage)?_c('p',{staticClass:\aler
t alert-danger p-2 m-0 mt-
2\,domProps:\innerHTML\:_vm._s(_vm.errorMessage)}):_vm._e(),(_vm.successMessage)?_c('p',{staticClass:\
alert alert-success p-2 m-0 mt-2\,domProps:\innerHTML\:_vm._s(_vm.successMessage)}):_vm._e())\n\nvar
staticRenderFns = []\n\nexport { render, staticRenderFns },"<template>\n <form
@submit.prevent="subscribe($event)" class="sign-up-form" :class="{ 'sign-up-form--horizontal': horizontal
}">\n <fieldset :disabled="frozen">\n <label class="text-uppercase text-muted font-weight-bold"
for="input-email" v-if="!noLabel">\n {{ $t("sign-up-form.label")
}}\n </label>\n <div class="sign-up-form__fieldset__group" :class="{ 'input-group': horizontal }">\n
<input v-model="email" name="EMAIL" type="text" class="form-control" :placeholder="$t('sign-up-
form.placeholder')" id="input-email" />\n <div class="sign-up-form__fieldset__group__addon" :class="{
'input-group-append': horizontal }">\n <button class="btn btn-primary text-uppercase font-weight-bold"
type="submit">\n {{ $t("sign-up-form.submit") }}\n </button>\n </div>\n </div>\n
</fieldset>\n <input type="hidden" name="group[9][1]" value="1" />\n <input type="hidden"
name="SIGNUP" :value="tracker" />\n <p v-if="errorMessage" class="alert alert-danger p-2 m-0 mt-2" v-
html="errorMessage"></p>\n <p v-if="successMessage" class="alert alert-success p-2 m-0 mt-2" v-
html="successMessage"></p>\n </form>\n</template>\n\n<script>\nimport $ from 'jquery'\nimport
last from 'lodash/last'\nimport config from './config'\nimport i18n from '@/i18n'\n\n/**\n * SignUpForm\n
*\nexport default {\n i18n,\n name: "SignUpForm",\n props: {\n /**\n * Mailchimp URL to send the data
to.\n */\n action: {\n type: String,\n default: () => config.get('signup-form.action')\n },\n /**\n *
Disable the main label.\n */\n noLabel: {\n type: Boolean\n },\n /**\n * Horizontal layout of the
form.\n */\n horizontal: {\n type: Boolean\n },\n /**\n * Mailchimp tracker tag to identify the origin.\n

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*\n tracker: {\n   type: String,\n   default: () => config.get('signup-form.tracker')\n } \n },\n data () {\n   return {\n     email: "",\n     frozen: false,\n     response: {},\n     errorMessage: null,\n     successMessage: null\n   };\n },\n computed: {\n   actionJsonp () {\n     return this.action.replace('/post?', '/post-json?').concat('&c=?')\n   }\n },\n   methods: {\n     subscribe () {\n       this.resetMessages()\n       this.freeze()\n       // Send the data, catch the result no matter what and unfreeze the form\n       this.send().always(this.done).always(this.unfreeze)\n     },\n     send () {\n       return $.ajax({\n         type: 'POST',\n         url: this.actionJsonp,\n         data: $(this.$el).serialize(),\n         dataType: 'jsonp'\n       })\n     },\n     done (res) {\n       if (res.result === 'success') {\n         this.email = "\n         this.successMessage = res.msg;\n       } else {\n         // Mailchimp formats errors in list\n         this.errorMessage = last((res.msg || "Something's wrong").split('0 -'))\n       }\n     },\n     resetMessages () {\n       this.errorMessage = null\n       this.successMessage = null\n     },\n     freeze () {\n       this.frozen = true\n     },\n     unfreeze () {\n       this.frozen = false\n     }\n   }\n };
</script>
<style lang="scss">
  @import './styles/lib.scss';
  .sign-up-form {
    .sign-up-form__fieldset__group__addon .btn {
      font-size: 0.9em;
    }
    &:not(&--horizontal) {
      .sign-up-form__fieldset__group__addon .btn {
        display: block;
        width: 100%;
      }
    }
  }
</style>
"import mod from "-!./node_modules/cache-loader/dist/cjs.js??ref--12-0!./node_modules/thread-loader/dist/cjs.js!./node_modules/babel-loader/lib/index.js!./node_modules/cache-loader/dist/cjs.js??ref--0-0!./node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&"; export default mod; export * from "-!./node_modules/cache-loader/dist/cjs.js??ref--12-0!./node_modules/thread-loader/dist/cjs.js!./node_modules/babel-loader/lib/index.js!./node_modules/cache-loader/dist/cjs.js??ref--0-0!./node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&";"import { render, staticRenderFns } from "/SignUpForm.vue?vue&type=template&id=3a583f00&"\nimport script from "/SignUpForm.vue?vue&type=script&lang=js&"\nexport * from "/SignUpForm.vue?vue&type=script&lang=js&"\nimport style0 from "/SignUpForm.vue?vue&type=style&index=0&lang=scss&"\n\n/* normalize component */\nimport normalizer from "!./node_modules/vue-loader/lib/runtime/componentNormalizer.js"\nvar component = normalizer(\n  script,\n  render,\n  staticRenderFns,\n  false,\n  null,\n  null,\n  null\n)\ncomponent.options.__file = "/SignUpForm.vue"\nexport default component.exports,"<template>\n  <div class="follow-us">\n    <button class="btn btn-link text-light follow-us__close" @click="closeSignupPopover">\n      <fa icon="times" />\n    </button>\n    <sign-up-form class="p-3"></sign-up-form>\n    <div class="px-3 pb-1 text-uppercase text-muted font-weight-bold">\n      {{ $t('follow-us-popover.heading') }}\n    </div>\n    <div class="p-3 bg-light container-fluid text-center">\n      <div class="row">\n        <div class="col">\n          <a href="https://twitter.com/icijorg" target="_blank" class="d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn" title="Twitter">\n            <fa :icon="['fab', 'twitter']" size="lg" />\n            <span class="sr-only">Twitter</span>\n          </a>\n        </div>\n        <div class="col">\n          <a href="https://www.facebook.com/ICIJ.org" target="_blank" class="d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn" title="Facebook">\n            <fa :icon="['fab', 'facebook']" size="lg" />\n            <span class="sr-only">Facebook</span>\n          </a>\n        </div>\n        <div class="col">\n          <a href="https://www.linkedin.com/company/1732242/" target="_blank" class="d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn" title="Linkedin">\n            <fa :icon="['fab', 'linkedin']" size="lg" />\n            <span class="sr-only">Linkedin</span>\n          </a>\n        </div>\n      </div>\n    </div>\n  </template>\n  import { faTimes } from '@fortawesome/free-solid-svg-icons/faTimes'\n  import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n  import { faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n  import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n  import i18n from '@/i18n'\n  import SignUpForm from './SignUpForm.vue'\n
```

```

import { library } from './Fa\n\n /**\n * FollowUsPopover\n */\n export default {\n  i18n,\n  name:
'FollowUsPopover',\n  components: {\n    /** Prevent a bug with vue-docgen-api\n    * @see
https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n    */\n    Fa: require('./Fa').default,\n    SignUpForm\n  },\n  beforeMount () {\n    library.add(faTimes, faTwitter, faFacebook, faLinkedin)\n  },\n  methods:
{\n    closeSignUpPopover() {\n      /**\n      * Fired when user click on the `close` button\n      *\n      *
@event update:show\n      * @type {boolean}\n      */\n      this.$emit('update:show', false)\n    }\n  }\n}
</script>\n<style lang="scss" scoped>\n @import './styles/lib';\n\n .follow-us {\n  position: relative;\n
width: 300px;\n\n &__social-btn {\n  height: 46px;\n  width: 46px;\n  line-height: 46px;\n\n i.fab {\n
line-height: inherit;\n  font-size: 1.5em;\n  }\n }\n\n &__close {\n  position: absolute;\n  right:
$spacer / 2;\n  top: $spacer / 2;\n  }\n }\n</style>\n", "import mod from \"-!-!./node_modules/cache-
loader/dist/cjs.js??ref--12-0!./node_modules/thread-loader/dist/cjs.js!./node_modules/babel-
loader/lib/index.js!./node_modules/cache-loader/dist/cjs.js??ref--0-0!./node_modules/vue-
loader/lib/index.js??vue-loader-options!/FollowUsPopover.vue?vue&type=script&lang=js&\";
export default mod; export * from \"-!-!./node_modules/cache-loader/dist/cjs.js??ref--12-
0!./node_modules/thread-loader/dist/cjs.js!./node_modules/babel-loader/lib/index.js!./node_modules/cache-
loader/dist/cjs.js??ref--0-0!./node_modules/vue-loader/lib/index.js??vue-loader-
options!/FollowUsPopover.vue?vue&type=script&lang=js&\";\", \"import { render, staticRenderFns } from
\"./FollowUsPopover.vue?vue&type=template&id=440d5984&scoped=true&\";\", \"import script from
\"./FollowUsPopover.vue?vue&type=script&lang=js&\";\", \"export * from
\"./FollowUsPopover.vue?vue&type=script&lang=js&\";\", \"import style0 from
\"./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\";\", \"normalize
component *\nimport normalizer from \"!./node_modules/vue-loader/lib/runtime/componentNormalizer.js\";
component = normalizer(\n  script,\n  render,\n  staticRenderFns,\n  false,\n  null,\n  \"440d5984\",
  null\n)\n\ncomponent.options.__file =
\"FollowUsPopover.vue\";
export default component.exports;
var render = function () { var _vm=this; var
_h=_vm.$createElement; var _c=_vm._self._c||_h; return _c('footer', { staticClass: \"generic-
footer\" }, [_c('div', { staticClass: \"container\" }, [_c('div', { staticClass: \"row\" }, [_vm._m(0), _c('div', { staticClass: \"col-
md-7\" }, [_c('div', { staticClass: \"row justify-content-end\" }, [_c('div', { staticClass: \"col-md-
5\" }, [_c('h5', { staticClass: \"text-selective-yellow text-uppercase mb-3\" }, [_vm._v(\"\"
\"+_vm._s(_vm.$t('generic-footer.investigations'))+\"\"
\"))], _vm._t(\"investigations\", [_vm._m(1)]), 2), _c('div', { staticClass: \"col-md-4\" }, [_c('h5', { staticClass: \"text-
selective-yellow text-uppercase mb-3\" }, [_vm._v(\"\"
\"+_vm._s(_vm.$t('generic-footer.follow-us'))+\"\"
\"))], _vm._m(2))]]], _c('p', { staticClass: \"text-white text-md-right small mt-5\" }, [_c('strong', [_vm._v(\"©
\"+_vm._s(_vm.year)+\" — The International Consortium of Investigative Journalists.\"))], _vm._v(\"\"
\"+_vm._s(_vm.$t('generic-footer.all-rights'))+\"\"
\" ), _c('br'), (_vm.version)?_c('span', { staticClass: \"text-
muted\" }, [_vm._v(\"\"
\"+_vm._s(_vm.$t('generic-footer.version', { version: _vm.version }))+\"\"
\"))]:_vm._e(0))]]])} nvar staticRenderFns = [function () { var _vm=this; var _h=_vm.$createElement; var
_c=_vm._self._c||_h; return _c('div', { staticClass: \"col-md-5\" }, [_c('h5', { staticClass: \"text-uppercase text-white
clearfix generic-footer__icij mb-3\" }, [_c('a', { staticClass: \"generic-
footer__icij__logo\", attrs: { \"href\": \"https://icij.org\", \"target\": \"_blank\" }, [_c('img', { staticClass: \"mw-
100\", attrs: { \"src\": require(\"../assets/images/icij@2x.png\") } )]), _c('a', { staticClass: \"text-
nowrap\", attrs: { \"href\": \"https://icij.org\", \"target\": \"_blank\" }, [_vm._v(\"\"
International Consortium
of\"), _c('br'), _vm._v(\"\"
Investigative Journalists\"
\"))], _c('p', { }, [_vm._v(\"\"
1710 Rhode
Island
Ave NW | 11th floor\"), _c('br'), _vm._v(\"\"
Washington DC 20006 USA\"
\"))], _c('p', [_c('strong', [_c('a', { staticClass: \"text-selective-
yellow\", attrs: { \"href\": \"mailto:contact@icij.org\" }, [_vm._v(\"contact@icij.org\"))]]])], function () { var

```

```

_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('ul',{staticClass:"list-
unstyled"},[_c('li',{staticClass:"list-unstyled-
item"},[_c('a',{attrs:{"href":"https://www.icij.org/investigations/paradise-
papers^","target":"_blank"}},[_vm._v("\n          Paradise Papers\n
\n)]]),_c('li',{staticClass:"list-unstyled-item"},[_c('a',{attrs:{"href":"https://www.icij.org/investigations/panama-
papers^","target":"_blank"}},[_vm._v("\n          Panama Papers\n
\n)]]),_c('li',{staticClass:"list-unstyled-item"},[_c('a',{attrs:{"href":"https://www.icij.org/investigations/world-
bank","target":"_blank"}},[_vm._v("\n
    Evicted and Abandoned\n
\n)]]),_c('li',{staticClass:"list-unstyled-
item"},[_c('a',{attrs:{"href":"https://www.icij.org/investigations/offshore^","target":"_blank"}},[_vm._v("\n
    Secrecy for Sale\n
\n)]]))],function () {var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('ul',{staticClass:"list-unstyled"},[_c('li',{staticClass:"list-unstyled-
item"},[_c('a',{attrs:{"href":"https://www.facebook.com/ICIJ.org"},"target":"_blank"}},[_vm._v("\n
Facebook\n
\n)]]),_c('li',{staticClass:"list-unstyled-
item"},[_c('a',{attrs:{"href":"https://www.linkedin.com/company/1732242^"},"target":"_blank"}},[_vm._v("\n
n      LinkedIn\n
\n)]]),_c('li',{staticClass:"list-unstyled-
item"},[_c('a',{attrs:{"href":"https://twitter.com/icijorg"},"target":"_blank"}},[_vm._v("\n
Twitter\n
\n)]]))]]}\nexport
{ render, staticRenderFns }","<template>\n <footer class="generic-footer">\n <div class="container">\n
<div class="row">\n <div class="col-md-5">\n <h5 class="text-uppercase text-white clearfix generic-
footer__icij mb-3">\n <a href="https://icij.org" target="_blank" class="generic-footer__icij__logo">\n
\n </a>\n <a class="text-
nowrap" href="https://icij.org" target="_blank">\n International Consortium of<br />\n
Investigative Journalists\n </a>\n </h5>\n <p class="">\n 1710 Rhode Island Ave NW |
11th floor <br />\n Washington DC 20006 USA\n </p>\n <p>\n <strong>\n <a
href="mailto:contact@icij.org" class="text-selective-yellow">contact@icij.org</a>\n </strong>\n
</p>\n </div>\n
<div class="col-md-7">\n <div class="row justify-content-end">\n <div class="col-md-5">\n
<h5 class="text-selective-yellow text-uppercase mb-3">\n {{ $t('generic-footer.investigations')
}}\n </h5>\n <!-- @slot List of investigations -->\n <slot name="investigations">\n
<ul class="list-unstyled">\n <li class="list-unstyled-item">\n <a
href="https://www.icij.org/investigations/paradise-papers/" target="_blank">\n Paradise Papers\n
</a>\n </li>\n <li class="list-unstyled-item">\n <a
href="https://www.icij.org/investigations/panama-papers/" target="_blank">\n Panama Papers\n
</a>\n </li>\n <li class="list-unstyled-item">\n <a
href="https://www.icij.org/investigations/world-bank"
target="_blank">\n Evicted and Abandoned\n </a>\n </li>\n <li
class="list-unstyled-item">\n <a href="https://www.icij.org/investigations/offshore/"
target="_blank">\n Secrecy for Sale\n </a>\n </li>\n </ul>\n
</slot>\n </div>\n <div class="col-md-4">\n <h5 class="text-selective-yellow text-
uppercase mb-3">\n {{ $t('generic-footer.follow-us') }}\n </h5>\n <ul class="list-
unstyled">\n <li class="list-unstyled-item">\n <a href="https://www.facebook.com/ICIJ.org"
target="_blank">\n Facebook\n </a>\n </li>\n <li class="list-unstyled-
item">\n <a href="https://www.linkedin.com/company/1732242/"
target="_blank">\n LinkedIn\n </a>\n </li>\n <li class="list-unstyled-
item">\n <a href="https://twitter.com/icijorg" target="_blank">\n Twitter\n
</a>\n </li>\n </ul>\n </div>\n </div>\n </div>\n </div>\n <p class="text-
white text-md-right small mt-5">\n <strong>© {{ year }} — The International Consortium of Investigative

```



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    `+_vm._s(_vm.$t('imddb-header.navbar.leak'))+\`\\n      `)))]),_c('li',{staticClass:`nav-item mr-lg-
3`}),[_c('a',{staticClass:`nav-
link`,attrs:{`href`:`#`},on:{`click`:function($event){$event.preventDefault();_vm.$refs.donateFormModal.sho
w()}}}),[_vm._v(`\\n      `+_vm._s(_vm.$t('imddb-header.navbar.support'))+\`\\n
`)))]),_c('li',{staticClass:`nav-item`}),[_c('button',{staticClass:`btn btn-saddle-red btn-block font-weight-
bold`,attrs:{`id`:`follow-icij`}}}),[_vm._v(`\\n      `+_vm._s(_vm.$t('imddb-header.navbar.follow'))+\`\\n
`)))]),_c('b-popover',{attrs:{`container`:`imddb-header`,`target`:`follow-
icij`,`placement`:`bottomleft`,`show`:_vm.showSignupPopover},on:{`update:show`:function($event){_vm.s
howSignupPopover=$event}}}),[_c('follow-us-
popover',{attrs:{`show`:_vm.showSignupPopover},on:{`update:show`:function($event){_vm.showSignupPopov
er=$event}}}],1),1)],2),2),_c('b-modal',{ref:`donateFormModal`,attrs:{`hide-
footer`:``,`lazy`:``,`size`:`lg`}}}),[_c('span',{staticClass:`text-uppercase
font-weight-bold text-primary`,attrs:{`slot`:`modal-title`,`slot`:`modal-title`}),[_vm._v(`\\n
`+_vm._s(_vm.$t('imddb-header.navbar.support'))+\`\\n  `)))]),_c('donate-form',{attrs:{`no-
title`:``}}),1),1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns },\nimport { mergeData } from
'vue-functional-data-merge';\nimport Link, { propsFactory as linkPropsFactory } from './link/link';\n\nexport var
props = linkPropsFactory();\n\nexport default {\n  functional: true,\n  props: props,\n  render: function render(h,
_ref) {\n    var props = _ref.props,\n        data = _ref.data,\n        children = _ref.children;\n\n    return h(Link,
mergeData(data, {\n      props: props,\n      staticClass: 'dropdown-item',\n      attrs: { role: 'menuitem' }\n    }),
children);\n  }\n};\n\nexport default {\n  mounted:
function mounted() {\n    if (typeof document !== 'undefined') {\n
document.documentElement.addEventListener('click', this._clickOutListener);\n    }\n  },\n  beforeDestroy: function
beforeDestroy() {\n    if (typeof document !== 'undefined') {\n
document.documentElement.removeEventListener('click', this._clickOutListener);\n    }\n  },\n  methods: {\n
_clickOutListener: function _clickOutListener(e) {\n    if (!this.$el.contains(e.target)) {\n    if
(this.clickOutListener) {\n      this.clickOutListener();\n    }\n  }\n }\n};\n\nimport Popper from
'popper.js';\nimport clickoutMixin from './clickout';\nimport listenOnRootMixin from './listen-on-root';\nimport {
from as arrayFrom } from './utils/array';\nimport { assign } from './utils/object';\nimport KeyCodes from
'./utils/key-codes';\nimport BvEvent from './utils/bv-event.class';\nimport warn from './utils/warn';\nimport {
isVisible, closest, selectAll, getAttr, eventOn, eventOff } from
'./utils/dom';\n\n// Return an Array of visible items\nfunction filterVisible(els) {\n  return (els ||
[]).filter(isVisible);\n}\n\n// Dropdown item CSS selectors\n// TODO: .dropdown-form handling\nvar
ITEM_SELECTOR = '.dropdown-item:not(.disabled):not([disabled]);\n\n// Popper attachment positions\nvar
AttachmentMap = {\n  // DropUp Left Align\n  TOP: 'top-start',\n  // DropUp Right Align\n  TOPEND: 'top-end',\n
// Dropdown left Align\n  BOTTOM: 'bottom-start',\n  // Dropdown Right Align\n  BOTTOMEND: 'bottom-
end'\n};\n\nexport default {\n  mixins: [clickoutMixin, listenOnRootMixin],\n  props: {\n    disabled: {\n      type:
Boolean,\n      default: false\n    },\n    text: {\n      // Button label\n      type: String,\n      default: ''\n    },\n    dropup:
{\n      // place on top if possible\n      type: Boolean,\n      default: false\n    },\n    right: {\n      // Right align menu
(default is left align)\n      type: Boolean,\n      default: false\n    },\n    offset: {\n
// Number of pixels to offset menu, or a CSS unit value (i.e. 1px, 1rem, etc)\n      type: [Number, String],\n
      default: 0\n    },\n    noFlip: {\n      // Disable auto-flipping of menu from bottom<=>top\n      type: Boolean,\n
      default: false\n    },\n    popperOpts: {\n      type: Object,\n      default: function _default() {\n    }\n    },\n    data:
function data() {\n      return {\n        visible: false,\n        inNavbar: null,\n        visibleChangePrevented: false\n      };\n    },\n    created: function created() {\n      // Create non-reactive property\n      this._popper = null;\n    },\n    mounted:
function mounted() {\n      // To keep one dropdown opened on page\n      this.listenOnRoot('bv::dropdown::shown',
this.rootCloseListener);\n      // Hide when clicked on links\n      this.listenOnRoot('clicked::link',
this.rootCloseListener);\n      // Use new namespaced events\n      this.listenOnRoot('bv::link::clicked',
this.rootCloseListener);\n    }\n  },\n  /* istanbul ignore next: not easy to test */\n}

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    deactivated: function deactivated() {\n  // In case we are inside a `<keep-alive>`\n    this.visible = false;\n    this.setTouchStart(false);\n    this.removePopper();\n  },\n  /* istanbul ignore next: not easy to test */\n  beforeDestroy: function beforeDestroy() {\n    this.visible = false;\n    this.setTouchStart(false);\n    this.removePopper();\n  },\n  watch: {\n    visible: function visible(newVal, oldVal) {\n      if (this.visibleChangePrevented) {\n        this.visibleChangePrevented = false;\n        return;\n      }\n      if (newVal !== oldVal) {\n        var evtName = newVal ? 'show' : 'hide';\n        var bvEvt = new BvEvent(evtName, {\n          cancelable: true,\n          vueTarget: this,\n          target: this.$refs.menu,\n          relatedTarget: null\n        });\n        this.emitEvent(bvEvt);\n        if (bvEvt.defaultPrevented) {\n          // Reset value and exit if canceled\n          this.visibleChangePrevented = true;\n          this.visible = oldVal;\n          return;\n        }\n        if (evtName === 'show') {\n          this.showMenu();\n        } else {\n          this.hideMenu();\n        }\n      }\n    },\n    disabled: function disabled(newVal, oldVal) {\n      if (newVal !== oldVal && newVal && this.visible) {\n        // Hide dropdown if disabled changes to true\n        this.visible = false;\n      }\n    },\n    computed: {\n      toggler: function toggler() {\n        return this.$refs.toggle.$el || this.$refs.toggle;\n      }\n    },\n    methods: {\n      // Event emitter\n      emitEvent: function emitEvent(bvEvt) {\n        var type = bvEvt.type;\n        this.$emit(type, bvEvt);\n        this.emitOnRoot('bv::dropdown:' + type, bvEvt);\n      },\n      showMenu: function showMenu() {\n        if (this.disabled) {\n          return;\n        }\n        // Ensure other menus are closed\n        this.emitOnRoot('bv::dropdown::shown', this);\n        // Are we in a navbar ?\n        if (this.inNavbar === null && this.isNav) {\n          this.inNavbar = Boolean(closest('.navbar', this.$el));\n        }\n        // Disable totally Popper.js for Dropdown in Navbar\n        /* istanbul ignore next: can't test popper in JSDOM */\n        if (!this.inNavbar) {\n          if (typeof Popper === 'undefined') {\n            warn('b-dropdown: Popper.js not found. Falling back to CSS positioning.');

```

```

if (vm !== this) {\n    this.visible = false;\n    }\n    },\n    clickOutListener: function clickOutListener() {\n
this.visible = false;\n    },\n    show: function show() {\n    // Public method to show dropdown\n    if
(this.disabled) {\n    return;\n    }\n    this.visible = true;\n    },\n    hide: function hide() {\n    // Public method
to hide dropdown\n    if (this.disabled) {\n    return;\n    }\n    this.visible = false;\n    },\n    toggle: function
toggle(evt) {\n    // Called only by a button that toggles the menu\n    evt = evt || {};\n    var type = evt.type;\n
    var key = evt.keyCode;\n    if (type !== 'click' && !(type === 'keydown' && (key === KeyCodes.ENTER || key
=== KeyCodes.SPACE || key === KeyCodes.DOWN))) {\n    // We only toggle on Click, Enter, Space, and
Arrow Down\n    return;\n    }\n    if (this.disabled) {\n    this.visible = false;\n    return;\n    }\n
this.$emit('toggle', evt);\n    if (evt.defaultPrevented) {\n    // Exit if canceled\n    return;\n    }\n
evt.preventDefault();\n    evt.stopPropagation();\n    // Toggle visibility\n    this.visible = !this.visible;\n    },\n
click: function click(evt) {\n    // Calle only in split button mode, for the split button\n    if (this.disabled) {\n
this.visible = false;\n    return;\n    }\n    this.$emit('click', evt);\n    },\n\n    /* istanbul ignore next: not easy to
test */\n    onKeydown: function onKeydown(evt) {\n    // Called from dropdown menu context\n    var key =
evt.keyCode;\n    if (key
=== KeyCodes.ESC) {\n    // Close on ESC\n    this.onEsc(evt);\n    } else if (key === KeyCodes.TAB) {\n    // Close on tab out\n
this.onTab(evt);\n    } else if (key === KeyCodes.DOWN) {\n    // Down Arrow\n
this.focusNext(evt, false);\n    } else if (key === KeyCodes.UP) {\n    // Up Arrow\n    this.focusNext(evt,
true);\n    }\n    },\n\n    /* istanbul ignore next: not easy to test */\n    onEsc: function onEsc(evt) {\n    if
(this.visible) {\n    this.visible = false;\n    evt.preventDefault();\n    evt.stopPropagation();\n    // Return
focus to original trigger button\n    this.$nextTick(this.focusToggler);\n    }\n    },\n\n    /* istanbul ignore next:
not easy to test */\n    onTab: function onTab(evt) {\n    if (this.visible) {\n    // TODO: Need special handler for
dealing with form inputs\n    // Tab, if in a text-like input, we should just focus next item in the dropdown\n    //
Note: Inputs
are in a special .dropdown-form container\n    this.visible = false;\n    }\n    },\n    onFocusOut: function
onFocusOut(evt) {\n    if (this.$refs.menu.contains(evt.relatedTarget)) {\n    return;\n    }\n    this.visible =
false;\n    },\n\n    /* istanbul ignore next: not easy to test */\n    onMouseOver: function onMouseOver(evt) {\n    //
Focus the item on hover\n    // TODO: Special handling for inputs? Inputs are in a special .dropdown-form
container\n    var item = evt.target;\n    if (item.classList.contains('dropdown-item') && !item.disabled &&
!item.classList.contains('disabled') && item.focus) {\n    item.focus();\n    }\n    },\n    focusNext: function
focusNext(evt, up) {\n    var _this2 = this;\n\n    if (!this.visible) {\n    return;\n    }\n
evt.preventDefault();\n    evt.stopPropagation();\n    this.$nextTick(function () {\n    var items =
_this2.getItems();\n    if (items.length < 1) {\n    return;\n
    }\n    var index = items.indexOf(evt.target);\n    if (up && index > 0) {\n    index--;\n    } else if (!up
&& index < items.length - 1) {\n    index++;\n    }\n    if (index < 0) {\n    index = 0;\n    }\n
_this2.focusItem(index, items);\n    });\n    },\n    focusItem: function focusItem(idx, items) {\n    var el =
items.find(function (el, i) {\n    return i === idx;\n    });\n    if (el && getAttr(el, 'tabindex') !== '-1') {\n
el.focus();\n    }\n    },\n    getItems: function getItems() {\n    // Get all items\n    return
filterVisible(selectAll(ITEM_SELECTOR, this.$refs.menu));\n    },\n    getFirstItem: function getFirstItem() {\n
// Get the first non-disabled item\n    var item = this.getItems()[0];\n    return item || null;\n    },\n    focusFirstItem:
function focusFirstItem() {\n    var item = this.getFirstItem();\n    if (item) {\n    this.focusItem(0, [item]);\n
    }\n    },\n
    focusToggler: function focusToggler() {\n    var toggler = this.toggler;\n    if (toggler && toggler.focus) {\n
toggler.focus();\n    }\n    }\n    });\n\n    import idMixin from '../mixins/id';\n    import dropdownMixin from
'../mixins/dropdown';\n\n    export default {\n    mixins: [idMixin, dropdownMixin],\n    render: function render(h) {\n
var button = h('a', {\n    class: this.toggleClasses,\n    ref: 'toggle',\n    attrs: {\n    href: '#',\n    id:
this.safeId('_BV_button_'),\n    disabled: this.disabled,\n    'aria-haspopup': 'true',\n    'aria-expanded':
this.visible ? 'true' : 'false'\n    },\n    on: {\n    click: this.toggle,\n    keydown: this.toggle // space, enter,
down\n    },\n    [this.$slots['button-content']] || this.$slots.text || h('span', { domProps: { innerHTML: this.text }
}

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    ));\n    var menu = h('div', {\n      class: this.menuClasses,\n      ref: 'menu',\n      attrs: { 'aria-labelledby':\n        this.safeId('_BV_button_')\n      },\n      on: {\n        mouseover: this.onMouseOver,\n        keydown: this.onKeydown // tab, up, down, esc\n      },\n      [this.$slots.default]);\n    return h('li', { attrs: { id: this.safeId() }, class: this.dropdownClasses }, [button,\n      menu]);\n  },\n  computed: {\n    isNav: function isNav() {\n      // Signal to dropdown mixin that we are in a\n      navbar\n      return true;\n    },\n    dropdownClasses: function dropdownClasses() {\n      return ['nav-item', 'b-nav-\n        dropdown', 'dropdown', this.dropdown ? 'dropdown' : '', this.visible ? 'show' : ''];\n    },\n    toggleClasses: function\n      toggleClasses() {\n      return ['nav-link', this.noCaret ? 'dropdown-toggle', this.disabled ? 'disabled' : '',\n        this.extraToggleClasses ? this.extraToggleClasses : ''];\n    },\n    menuClasses: function menuClasses() {\n      return\n        ['dropdown-menu', this.right ? 'dropdown-menu-right' : 'dropdown-menu-left', this.visible ? 'show' : '',\n        this.extraMenuClasses ? this.extraMenuClasses : ''];\n    }\n  },\n  props: {\n    noCaret: {\n      type: Boolean,\n      default: false\n    },\n    extraToggleClasses: {\n      //\n      Extra Toggle classes\n      type: String,\n      default: ""\n    },\n    extraMenuClasses: {\n      // Extra Menu classes\n      type: String,\n      default: ""\n    },\n    role: {\n      type: String,\n      default: 'menu'\n    }\n  };", "var_typeof =\n    typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } :\n    function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !==\n      Symbol.prototype ? \"symbol\" : typeof obj; }\n\n    var _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable =\n      descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor);\n    } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\n    function _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\n    import Popper from 'popper.js';\n    import BvEvent from './bv-event.class';\n    import { assign } from './object';\n    import { from as arrayFrom } from './array';\n    import { closest, select, isVisible, isDisabled, getCS, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, eventOn, eventOff } from './dom';\n\n    var NAME = 'tooltip';\n    var CLASS_PREFIX = 'bs-tooltip';\n    var BSCLS_PREFIX_REGEX = new\n      RegExp(\"\\\\\\b\" + CLASS_PREFIX + \"\\\\\\S+\", 'g');\n    var TRANSITION_DURATION = 150;\n\n    // Modal $root\n    hidden event\n    var MODAL_CLOSE_EVENT = 'bv::modal::hidden';\n\n    // Modal container for appending\n    tip/popover\n    var MODAL_CLASS\n      = '.modal-content';\n\n    var AttachmentMap = {\n      AUTO: 'auto',\n      TOP: 'top',\n      RIGHT: 'right',\n      BOTTOM: 'bottom',\n      LEFT: 'left',\n      TOPLEFT: 'top',\n      TOPRIGHT: 'top',\n      RIGHTTOP: 'right',\n      RIGHTBOTTOM: 'right',\n      BOTTOMLEFT: 'bottom',\n      BOTTOMRIGHT: 'bottom',\n      LEFTTOP: 'left',\n      LEFTBOTTOM: 'left'\n    };\n\n    var OffsetMap = {\n      AUTO: 0,\n      TOPLEFT: -1,\n      TOP: 0,\n      TOPRIGHT: +1,\n      RIGHTTOP: -1,\n      RIGHT: 0,\n      RIGHTBOTTOM: +1,\n      BOTTOMLEFT: -1,\n      BOTTOM: 0,\n      BOTTOMRIGHT: +1,\n      LEFTTOP: -1,\n      LEFT: 0,\n      LEFTBOTTOM: +1\n    };\n\n    var HoverState = {\n      SHOW: 'show',\n      OUT: 'out'\n    };\n\n    var ClassName = {\n      FADE: 'fade',\n      SHOW: 'show'\n    };\n\n    var Selector = {\n      TOOLTIP: '.tooltip',\n      TOOLTIP_INNER: '.tooltip-inner',\n      ARROW: '.arrow'\n    } // ESLINT: Not used\n\n    // const Trigger = {\n      HOVER: 'hover',\n      FOCUS: 'focus',\n      CLICK: 'click',\n      BLUR: 'blur',\n      MANUAL: 'manual'\n    }\n\n    var Defaults = {\n      animation: true,\n      template: '<div class=\"' +\n        role + '\" tooltip\">' + '<div class=\"' +\n        arrow + '\"></div>' + '<div class=\"' +\n        tooltip_inner + '\"></div>' + '</div>',\n      trigger: 'hover focus',\n      title: '',\n      delay: 0,\n      html: false,\n      placement: 'top',\n      offset: 0,\n      arrowPadding: 6,\n      container: false,\n      fallbackPlacement: 'flip',\n      callbacks: {},\n      boundary: 'scrollParent'\n\n      // Transition Event names\n    };\n\n    var TransitionEndEvents = {\n      WebkitTransition: ['webkitTransitionEnd'],\n      MozTransition: ['transitionend'],\n      OTransition: ['otransitionend', 'oTransitionEnd'],\n      transition: ['transitionend']\n    }\n\n    // Client Side Tip ID counter for\n    aria-describedby attribute\n    // Could use Alex's uid generator util\n    // Each tooltip requires a unique client side\n    ID\n    var NEXTID = 1;\n\n    // istanbul ignore next\n    function generateId(name) {\n      return '__BV_' + name + '_' +\n        NEXTID++ + '_';\n    }\n\n    // istanbul ignore next: difficult to test in

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Jest/JSDOM environment *\n\nvar ToolTip = function
() {\n // Main constructor\n function ToolTip(element, config, $root) {\n _classCallCheck(this, ToolTip);\n\n //
New tooltip object\n this.$isEnabled = true;\n this.$fadeTimeout = null;\n this.$hoverTimeout = null;\n
this.$visibleInterval = null;\n this.$shoverState = ";\n this.$activeTrigger = {};\n this.$popper = null;\n
this.$element = element;\n this.$tip = null;\n this.$id = generateId(this.constructor.NAME);\n this.$root =
$root || null;\n this.$routeWatcher = null;\n // We use a bound version of the following handlers for root/modal
listeners to maintain the 'this' context\n this.$forceHide = this.forceHide.bind(this);\n this.$doHide =
this.doHide.bind(this);\n this.$doShow = this.doShow.bind(this);\n this.$doDisable = this.doDisable.bind(this);\n
this.$doEnable = this.doEnable.bind(this);\n // Set the configuration\n this.updateConfig(config);\n }\n\n //
NOTE: Overridden by PopOver class\n\n _createClass(ToolTip,
[{\n key: 'updateConfig',\n\n // Update config\n value: function updateConfig(config) {\n // Merge config
into defaults. We use "this" here because PopOver overrides Default\n var updatedConfig = assign({},
this.constructor.Default, config);\n\n // Sanitize delay\n if (config.delay && typeof config.delay ===
'number') {\n updatedConfig.delay = {\n show: config.delay,\n hide: config.delay\n }; \n } \n\n
// Title for tooltip and popover\n if (config.title && typeof config.title === 'number') {\n
updatedConfig.title = config.title.toString(); \n } \n\n // Content only for popover\n if (config.content &&
typeof config.content === 'number') {\n updatedConfig.content = config.content.toString(); \n } \n\n //
Hide element original title if needed\n this.fixTitle(); \n // Update the config\n this.$config =
updatedConfig;\n // Stop/Restart listening\n
this.unListen(); \n this.listen(); \n } \n\n // Destroy this instance\n\n }, {\n key: 'destroy', \n value: function
destroy() {\n // Stop listening to trigger events\n this.unListen(); \n // Disable while open
listeners/watchers\n this.setWhileOpenListeners(false);\n // Clear any timeouts\n
clearTimeout(this.$hoverTimeout);\n this.$hoverTimeout = null;\n clearTimeout(this.$fadeTimeout);\n
this.$fadeTimeout = null;\n // Remove popper\n if (this.$popper) {\n this.$popper.destroy(); \n } \n
this.$popper = null;\n // Remove tip from document\n if (this.$tip && this.$tip.parentElement) {\n
this.$tip.parentElement.removeChild(this.$tip);\n } \n this.$tip = null;\n // Null out other properties\n
this.$id = null;\n this.$isEnabled = null;\n this.$root = null;\n this.$element = null;\n this.$config =
null;\n this.$shoverState = null;\n this.$activeTrigger
= null;\n this.$forceHide = null;\n this.$doHide = null;\n this.$doShow = null;\n this.$doDisable =
null;\n this.$doEnable = null;\n } \n }, {\n key: 'enable', \n value: function enable() {\n // Create a non-
cancelable BvEvent\n var enabledEvt = new BvEvent('enabled', {\n cancelable: false,\n target:
this.$element,\n relatedTarget: null\n }); \n this.$isEnabled = true;\n this.emitEvent(enabledEvt);\n
} \n }, {\n key: 'disable', \n value: function disable() {\n // Create a non-cancelable BvEvent\n var
disabledEvt = new BvEvent('disabled', {\n cancelable: false,\n target: this.$element,\n relatedTarget:
null\n }); \n this.$isEnabled = false;\n this.emitEvent(disabledEvt);\n } \n\n // Click toggler\n\n }, {\n
key: 'toggle', \n value: function toggle(event) {\n if (!this.$isEnabled) {\n return;\n } \n if (event) {\n
this.$activeTrigger.click = !this.$activeTrigger.click;\n\n if (this.isWithActiveTrigger()) {\n
this.enter(null);\n } else {\n this.leave(null);\n } \n } else {\n if (hasClass(this.getTipElement(),
ClassName.SHOW)) {\n this.leave(null);\n } else {\n this.enter(null);\n } \n } \n } \n\n //
Show tooltip\n\n }, {\n key: 'show', \n value: function show() {\n var _this = this;\n\n if
(!document.body.contains(this.$element) || !isVisible(this.$element)) {\n // If trigger element isn't in the DOM
or is not visible\n return;\n } \n\n // Build tooltip element (also sets this.$tip)\n var tip =
this.getTipElement(); \n this.fixTitle(); \n this.setContent(tip);\n if (!this.isWithContent(tip)) {\n // if No
content, don't bother showing\n this.$tip = null;\n return;\n } \n\n // Set ID on tip and aria-describedby
on element\n
setAttr(tip, 'id', this.$id);\n this.addAriaDescribedby(); \n\n // Set animation on or off\n if
(this.$config.animation) {\n addClass(tip, ClassName.FADE);\n } else {\n removeClass(tip,
ClassName.FADE);\n } \n\n var placement = this.getPlacement(); \n var attachment =

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this.constructor.getAttachment(placement);\n    this.addAttachmentClass(attachment);\n\n    // Create a cancelable
BvEvent\n    var showEvt = new BvEvent('show', {\n        cancelable: true,\n        target: this.$element,\n        relatedTarget: tip\n    });\n    this.emitEvent(showEvt);\n    if (showEvt.defaultPrevented) {\n        // Don't show
if event cancelled\n        this.$tip = null;\n        return;\n    }\n\n    // Insert tooltip if needed\n    var container =
this.getContainer();\n    if (!document.body.contains(tip)) {\n        container.appendChild(tip);\n    }\n\n    //
Refresh popper\n    this.removePopper();\n    this.$popper
= new Popper(this.$element, tip, this.getPopperConfig(placement, tip));\n\n    // Transitionend Callback\n    var
complete = function complete() {\n        if (_this.$config.animation) {\n            _this.fixTransition(tip);\n        }\n
var prevHoverState = _this.$hoverState;\n        _this.$hoverState = null;\n        if (prevHoverState ===
HoverState.OUT) {\n            _this.leave(null);\n        }\n        // Create a non-cancelable BvEvent\n        var shownEvt
= new BvEvent('shown', {\n            cancelable: false,\n            target: _this.$element,\n            relatedTarget: tip\n
});\n        _this.emitEvent(shownEvt);\n    };\n\n    // Enable while open listeners/watchers\n
this.setWhileOpenListeners(true);\n\n    // Show tip\n    addClass(tip, ClassName.SHOW);\n\n    // Start the
transition/animation\n    this.transitionOnce(tip, complete);\n    }\n\n    // handler for periodic visibility check\n\n
}, {\n    key: 'visibleCheck',\n    value: function
visibleCheck(on) {\n        var _this2 = this;\n\n        clearInterval(this.$visibleInterval);\n        this.$visibleInterval =
null;\n        if (on) {\n            this.$visibleInterval = setInterval(function () {\n                var tip = _this2.getTipElement();\n
                if (tip && !isVisible(_this2.$element) && hasClass(tip, ClassName.SHOW)) {\n                    // Element is no longer
visible, so force-hide the tooltip\n                    _this2.forceHide();\n                }\n            }, 100);\n        }\n    }, {\n    key:
'setWhileOpenListeners',\n    value: function setWhileOpenListeners(on) {\n        // Modal close events\n
this.setModalListener(on);\n        // Periodic $element visibility check\n        // For handling when tip is in <keepalive>,
tabs, carousel, etc\n        this.visibleCheck(on);\n        // Route change events\n        this.setRouteWatcher(on);\n        //
Ontouch start listeners\n        this.setOnTouchStartListener(on);\n        if (on &&
/(focus|blur)/.test(this.$config.trigger)) {\n
            // If focus moves between trigger element and tip container, dont close\n            eventOn(this.$tip, 'focusout',
this);\n        } else {\n            eventOff(this.$tip, 'focusout', this);\n        }\n    }\n\n    // force hide of tip (internal
method)\n\n    }, {\n    key: 'forceHide',\n    value: function forceHide() {\n        if (!this.$tip || !hasClass(this.$tip,
ClassName.SHOW)) {\n            return;\n        }\n        // Disable while open listeners/watchers\n
this.setWhileOpenListeners(false);\n        // Clear any hover enter/leave event\n
clearTimeout(this.$hoverTimeout);\n        this.$hoverTimeout = null;\n        this.$hoverState = '';\n        // Hide the tip\n
this.hide(null, true);\n    }\n\n    // Hide tooltip\n\n    }, {\n    key: 'hide',\n    value: function hide(callback, force) {\n
        var _this3 = this;\n        var tip = this.$tip;\n        if (!tip) {\n            return;\n        }\n\n        // Create a cancelable
BvEvent\n        var hideEvt = new BvEvent('hide', {\n            // We
disable cancelling if force is true\n            cancelable: !force,\n            target: this.$element,\n            relatedTarget: tip\n
});\n        this.emitEvent(hideEvt);\n        if (hideEvt.defaultPrevented) {\n            // Don't hide if event cancelled\n
return;\n        }\n\n        // Transitionend Callback\n        /* istanbul ignore next */\n        var complete = function
complete() {\n            if (_this3.$hoverState !== HoverState.SHOW && tip.parentNode) {\n                // Remove tip from
dom, and force recompile on next show\n                tip.parentNode.removeChild(tip);\n
                _this3.removeAriaDescribedby();\n                _this3.removePopper();\n                _this3.$tip = null;\n            }\n
            if
(callback) {\n                callback();\n            }\n        }\n        // Create a non-cancelable BvEvent\n        var hiddenEvt = new
BvEvent('hidden', {\n            cancelable: false,\n            target: _this3.$element,\n            relatedTarget: null\n        });\n
        _this3.emitEvent(hiddenEvt);\n    }\n\n    // Disable while open listeners/watchers\n    this.setWhileOpenListeners(false);\n\n    // If forced close,
disable animation\n    if (force) {\n        removeClass(tip, ClassName.FADE);\n    }\n\n    // Hide tip\n
removeClass(tip, ClassName.SHOW);\n\n    this.$activeTrigger.click = false;\n    this.$activeTrigger.focus =
false;\n    this.$activeTrigger.hover = false;\n\n    // Start the hide transition\n    this.transitionOnce(tip,
complete);\n\n    this.$hoverState = '';\n    }\n    }, {\n    key: 'emitEvent',\n    value: function emitEvent(evt) {\n
        var evtName = evt.type;\n        if (this.$root && this.$root.$emit) {\n            // Emit an event on $root\n

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this.$root.$emit('bv::' + this.constructor.NAME + '::' + evtName, evt);\n    }\n    var callbacks =
this.$config.callbacks || {};\n    if (typeof callbacks[evtName] === 'function') {\n        callbacks[evtName](evt);\n    }\n    }, {\n    key: 'getContainer',\n    value: function
getContainer() {\n        var container = this.$config.container;\n        var body = document.body;\n        // If we are in a
modal, we append to the modal instead of body, unless a container is specified\n        return container === false ?
closest(MODAL_CLASS, this.$element) || body : select(container, body) || body;\n    }\n    // Will be overridden by
popover if needed\n    }, {\n    key: 'addAriaDescribedby',\n    value: function addAriaDescribedby() {\n        // Add
aria-describedby on trigger element, without removing any other IDs\n        var desc = getAttr(this.$element, 'aria-
describedby') || '';\n        desc = desc.split(/\\s+/).concat(this.$id).join(' ').trim();\n        setAttr(this.$element, 'aria-
describedby', desc);\n    }\n    // Will be overridden by popover if needed\n    }, {\n    key:
'removeAriaDescribedby',\n    value: function removeAriaDescribedby() {\n        var _this4 = this;\n        var desc =
getAttr(this.$element, 'aria-describedby') || '';\n        desc = desc.split(/\\s+/).filter(function
(d) {\n            return d !== _this4.$id;\n        }).join(' ').trim();\n        if (desc) {\n            setAttr(this.$element, 'aria-
describedby', desc);\n        } else {\n            removeAttr(this.$element, 'aria-describedby');\n        }\n    }\n    }, {\n    key:
'removePopper',\n    value: function removePopper() {\n        if (this.$popper) {\n            this.$popper.destroy();\n        }\n        this.$popper = null;\n    }\n    /* istanbul ignore next */\n    }, {\n    key: 'transitionOnce',\n    value: function
transitionOnce(tip, complete) {\n        var _this5 = this;\n        var transEvents = this.getTransitionEndEvents();\n        var called = false;\n        clearTimeout(this.$fadeTimeout);\n        this.$fadeTimeout = null;\n        var fnOnce = function
fnOnce() {\n            if (called) {\n                return;\n            }\n            called = true;\n            clearTimeout(_this5.$fadeTimeout);\n            _this5.$fadeTimeout = null;\n            transEvents.forEach(function
(evtName) {\n                eventOff(tip, evtName, fnOnce);\n            });\n            // Call complete callback\n            complete();\n        }; \n        if
(hasClass(tip, ClassName.FADE)) {\n            transEvents.forEach(function (evtName) {\n                eventOn(tip, evtName,
fnOnce);\n            });\n            // Fallback to setTimeout\n            this.$fadeTimeout = setTimeout(fnOnce,
TRANSITION_DURATION);\n        } else {\n            fnOnce();\n        }\n    }\n    // What transitionend event(s) to
use? (returns array of event names)\n    }, {\n    key: 'getTransitionEndEvents',\n    value: function
getTransitionEndEvents() {\n        for (var name in TransitionEndEvents) {\n            if (this.$element.style[name] !==
undefined) {\n                return TransitionEndEvents[name];\n            }\n        }\n        // fallback\n        return [];\n    }\n    }, {\n    key: 'update',\n    value: function update() {\n        if (this.$popper !== null) {\n            this.$popper.scheduleUpdate();\n        }\n    }\n    // NOTE: Overridden by PopOver
class\n    }, {\n    key: 'isWithContent',\n    value: function isWithContent(tip) {\n        tip = tip || this.$tip;\n        if
(!tip) {\n            return false;\n        }\n        return Boolean((select(Selector.TOOLTIP_INNER, tip) || {}).innerHTML);\n    }\n    // NOTE: Overridden by PopOver class\n    }, {\n    key: 'addAttachmentClass',\n    value: function
addAttachmentClass(attachment) {\n        addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n    }\n    }, {\n    key: 'getTipElement',\n    value: function getTipElement() {\n        if (!this.$tip) {\n            // Try and
compile user supplied template, or fallback to default template\n            this.$tip =
this.compileTemplate(this.$config.template) || this.compileTemplate(this.constructor.Default.template);\n        }\n        // Add tab index so tip can be focused, and to allow it to be set as relatedTarget in focusin/out events\n        this.$tip.tabIndex = -1;\n        return this.$tip;\n    }\n    }, {\n    key: 'compileTemplate',\n    value: function compileTemplate(html) {\n        if (!html || typeof html !== 'string') {\n            return null;\n        }\n        var div = document.createElement('div');\n        div.innerHTML = html.trim();\n        var node = div.firstElementChild ? div.removeChild(div.firstElementChild) : null;\n        div = null;\n        return node;\n    }\n    // NOTE: Overridden
by PopOver class\n    }, {\n    key: 'setContent',\n    value: function setContent(tip) {\n        this.setElementContent(select(Selector.TOOLTIP_INNER, tip), this.getTitle());\n        removeClass(tip,
ClassName.FADE);\n        removeClass(tip, ClassName.SHOW);\n    }\n    }, {\n    key: 'setElementContent',\n    value: function setElementContent(container, content) {\n        if (!container) {\n            // If container element doesn't
exist, just return\n            return;\n        }\n        var allowHtml = this.$config.html;\n        if ((typeof content ===
'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType) {\n

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    // content is a DOM node\n    if (allowHtml) {\n        if (content.parentElement !== container) {\n
container.innerHTML = \";\n        container.appendChild(content);\n        }\n    } else {\n
container.innerHTML = content.innerHTML;\n    }\n    } else {\n        // We have a plain HTML string or Text\n
container[allowHtml ? 'innerHTML' : 'innerText'] = content;\n    }\n    }\n\n    // NOTE: Overridden by PopOver
class\n\n    }, {\n    key: 'getTitle',\n    value: function getTitle() {\n        var title = this.$config.title || \";\n        if (typeof
title === 'function') {\n            // Call the function to get the title value\n            title = title(this.$element);\n        }\n        if
((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType &&
!title.innerHTML.trim()) {\n            // We have a DOM node, but without inner content, so just return empty string\n
            title = \";\n        }\n        if
        (typeof title === 'string') {\n            title = title.trim();\n        }\n        if (!title) {\n            // If an explicit title is not given,
try element's title attributes\n            title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') ||
\";\n            title = title.trim();\n        }\n        return title;\n    }\n    }, {\n    key: 'listen',\n    value: function listen() {\n
var _this6 = this;\n\n        var triggers = this.$config.trigger.trim().split(/\\s+/);\n        var el = this.$element;\n\n        //
Listen for global show/hide events\n        this.setRootListener(true);\n\n        // Using 'this' as the handler will get
automagically directed to this.handleEvent\n        // And maintain our binding to 'this'\n        triggers.forEach(function
(trigger) {\n            if (trigger === 'click') {\n                eventOn(el, 'click', _this6);\n            } else if (trigger === 'focus') {\n
                eventOn(el, 'focusin', _this6);\n                eventOn(el, 'focusout', _this6);\n            }\n            } else if (trigger === 'blur') {\n                // Used to close $tip when element loses focus\n                eventOn(el,
'focusout', _this6);\n            } else if (trigger === 'hover') {\n                eventOn(el, 'mouseenter', _this6);\n                eventOn(el, 'mouseleave', _this6);\n            }\n        }, this);\n    }\n    }, {\n    key: 'unlisten',\n    value: function
unlisten() {\n        var _this7 = this;\n\n        var events = ['click', 'focusin', 'focusout', 'mouseenter', 'mouseleave'];\n\n        // Using \"this\" as the handler will get automagically directed to this.handleEvent\n        events.forEach(function (evt)
{\n            eventOff(_this7.$element, evt, _this7);\n        }, this);\n\n        // Stop listening for global
show/hide/enable/disable events\n        this.setRootListener(false);\n    }\n    }, {\n    key: 'handleEvent',\n    value:
function handleEvent(e) {\n        // This special method allows us to use \"this\" as the event handlers\n        if
(isDisabled(this.$element)) {\n            // If
            disabled, don't do anything. Note: if tip is shown before element gets\n            // disabled, then tip not close until no
longer disabled or forcefully closed.\n            return;\n        }\n        if (!this.$isEnabled) {\n            // If not enable\n
return;\n        }\n        var type = e.type;\n        var target = e.target;\n        var relatedTarget = e.relatedTarget;\n        var
$element = this.$element;\n        var $tip = this.$tip;\n        if (type === 'click') {\n            this.toggle(e);\n        } else if
(type === 'focusin' || type === 'mouseenter') {\n            this.enter(e);\n        } else if (type === 'focusout') {\n            //
target is the element which is losing focus\n            // And relatedTarget is the element gaining focus\n            if ($tip
&& $element && $element.contains(target) && $tip.contains(relatedTarget)) {\n                // If focus moves from
$element to $tip, don't trigger a leave\n                return;\n            }\n            if ($tip && $element && $tip.contains(target)
&& $element.contains(relatedTarget)) {\n                // If focus moves from $tip to $element, don't trigger a leave\n                return;\n            }\n            if ($tip &&
$tip.contains(target) && $tip.contains(relatedTarget)) {\n                // If focus moves within $tip, don't trigger a leave\n
return;\n            }\n            if ($element && $element.contains(target) && $element.contains(relatedTarget)) {\n                // If focus moves within $element, don't trigger a leave\n                return;\n            }\n            // Otherwise trigger a leave\n
this.leave(e);\n        } else if (type === 'mouseleave') {\n            this.leave(e);\n        }\n    }\n\n    /* istanbul ignore next
*/\n\n    }, {\n    key: 'setRouteWatcher',\n    value: function setRouteWatcher(on) {\n        var _this8 = this;\n\n        if
(on) {\n            this.setRouteWatcher(true);\n            if (this.$root && Boolean(this.$root.$route)) {\n                this.$routeWatcher = this.$root.$watch('$route', function (newVal, oldVal) {\n                    if (newVal
=== oldVal) {\n                        return;\n                    }\n                    // If route has changed, we force hide the tooltip/popover\n
_this8.forceHide();\n                });\n            }\n        } else {\n            if (this.$routeWatcher) {\n                // cancel the route
watcher by calling hte stored reference\n                this.$routeWatcher();\n                this.$routeWatcher = null;\n            }\n        }\n    }\n\n    /* istanbul ignore next */\n\n    }, {\n    key: 'setModalListener',\n    value: function
setModalListener(on) {\n        var modal = closest(MODAL_CLASS, this.$element);\n        if (!modal) {\n            // If we

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are not in a modal, don't worry. be happy\n    return;\n    }\n    // We can listen for modal hidden events on
$root\n    if (this.$root) {\n        this.$root[on ? '$on' : '$off'](MODAL_CLOSE_EVENT, this.$forceHide);\n    }\n    }\n    /* istanbul ignore next */\n    }, {\n        key: 'setRootListener',\n        value: function setRootListener(on) {\n
// Listen for
global 'bv::{hide|show}::{tooltip|popover}' hide request event\n    if (this.$root) {\n        this.$root[on ? '$on' :
'$off']('bv::hide:' + this.constructor.NAME, this.$doHide);\n        this.$root[on ? '$on' : '$off']('bv::show:' +
this.constructor.NAME, this.$doShow);\n        this.$root[on ? '$on' : '$off']('bv::disable:' + this.constructor.NAME,
this.$doDisable);\n        this.$root[on ? '$on' : '$off']('bv::enable:' + this.constructor.NAME, this.$doEnable);\n
}\n    }\n    }, {\n        key: 'doHide',\n        value: function doHide(id) {\n            // Programmatically hide tooltip or popover\n
if (!id) {\n                // Close all tooltips or popovers\n                this.forceHide();\n            } else if (this.$element &&
this.$element.id && this.$element.id === id) {\n                // Close this specific tooltip or popover\n                this.hide();\n
}\n        }\n    }, {\n        key: 'doShow',\n        value: function doShow(id) {\n            // Programmatically show tooltip or
popover\n            if (!id) {\n                // Open all tooltips or popovers\n                this.show();\n            } else if (id && this.$element && this.$element.id &&
this.$element.id === id) {\n                // Show this specific tooltip or popover\n                this.show();\n            }\n        }\n    }, {\n        key: 'doDisable',\n        value: function doDisable(id) {\n            // Programmatically disable tooltip or popover\n            if (!id) {\n                // Disable all tooltips or popovers\n                this.disable();\n            } else if (this.$element && this.$element.id &&
this.$element.id === id) {\n                // Disable this specific tooltip or popover\n                this.disable();\n            }\n        }\n    }, {\n        key: 'doEnable',\n        value: function doEnable(id) {\n            // Programmatically enable tooltip or popover\n            if (!id) {\n                // Enable all tooltips or popovers\n                this.enable();\n            } else if (this.$element && this.$element.id &&
this.$element.id === id) {\n                // Enable this specific tooltip or popover\n                this.enable();\n            }\n        }\n    }\n    /* istanbul ignore next */\n    }, {\n        key: 'setOnTouchStartListener',\n        value: function
setOnTouchStartListener(on) {\n        var _this9 = this;\n        // if this is a touch-enabled device we add extra\n        // empty mouseover listeners to the body's immediate children;\n        // only needed because of broken event delegation
on iOS\n        // https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n        if ('ontouchstart' in
document.documentElement) {\n            arrayFrom(document.body.children).forEach(function (el) {\n                if (on) {\n                    eventOn(el, 'mouseover', _this9._noop);\n                } else {\n                    eventOff(el, 'mouseover', _this9._noop);\n
                }\n            });\n        }\n    }\n    /* istanbul ignore next */\n    }, {\n        key: '_noop',\n        value: function _noop() {\n
// Empty noop handler for ontouchstart devices\n    }\n    }, {\n        key: 'fixTitle',\n        value: function fixTitle() {\n
var el = this.$element;\n        var titleType = _typeof(getAttr(el, 'data-original-title'));\n        if (getAttr(el, 'title') || titleType !== 'string') {\n            setAttr(el, 'data-original-title', getAttr(el, 'title') || '');\n            setAttr(el, 'title', '');\n        }\n    }\n    /* istanbul ignore next */\n    }, {\n        key: 'enter',\n        value: function enter(e) {\n        var _this10 = this;\n        if (e) {\n            this.$activeTrigger[e.type === 'focusin' ? 'focus' : 'hover'] = true;\n        }\n        if
(hasClass(this.getTipElement(), ClassName.SHOW) || this.$hoverState === HoverState.SHOW) {\n            this.$hoverState = HoverState.SHOW;\n            return;\n        }\n        clearTimeout(this.$hoverTimeout);\n        this.$hoverState = HoverState.SHOW;\n        if (!this.$config.delay || !this.$config.delay.show) {\n            this.show();\n            return;\n        }\n        this.$hoverTimeout = setTimeout(function () {\n            if (_this10.$hoverState ===
HoverState.SHOW) {\n                _this10.show();\n            }\n        }, this.$config.delay.show);\n    }\n    /* istanbul ignore next */\n    }, {\n        key:
'leave',\n        value: function leave(e) {\n        var _this11 = this;\n        if (e) {\n            this.$activeTrigger[e.type ===
'focusout' ? 'focus' : 'hover'] = false;\n            if (e.type === 'focusout' && /blur/.test(this.$config.trigger)) {\n                //
Special case for `blur`: we clear out the other triggers\n                this.$activeTrigger.click = false;\n            }\n            this.$activeTrigger.hover = false;\n        }\n        if (this.isWithActiveTrigger()) {\n            return;\n        }\n        clearTimeout(this.$hoverTimeout);\n        this.$hoverState = HoverState.OUT;\n        if (!this.$config.delay ||
!this.$config.delay.hide) {\n            this.hide();\n            return;\n        }\n        this.$hoverTimeout = setTimeout(function () {\n            if (_this11.$hoverState === HoverState.OUT) {\n                _this11.hide();\n            }\n        },
this.$config.delay.hide);\n

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    }
  }, {
    key: 'getPopperConfig',
    value: function getPopperConfig(placement, tip) {
      var _this12 = this;
      return {
        placement: this.constructor.getAttachment(placement),
        modifiers: {
          offset: {
            offset: this.getOffset(placement, tip)
          },
          flip: {
            behavior: this.$config.fallbackPlacement
          },
          arrow: {
            element: '.arrow'
          },
          preventOverflow: {
            boundariesElement: this.$config.boundary
          }
        },
        onCreate: function onCreate(data) {
          // Handle flipping arrow classes
          if (data.originalPlacement !== data.placement) {
            _this12.handlePopperPlacementChange(data);
          }
        },
        onUpdate: function onUpdate(data) {
          // Handle flipping arrow classes
          _this12.handlePopperPlacementChange(data);
        }
      };
    }, {
    key: 'getOffset',
    value: function getOffset(placement, tip) {
      if (!this.$config.offset) {
        var arrow = select(Selector.ARROW, tip);
        var arrowOffset = parseFloat(getCS(arrow).width) +
          parseFloat(this.$config.arrowPadding);
        switch (OffsetMap[placement.toUpperCase()]) {
          case +1:
            return '+50%p - ' + arrowOffset + 'px';
          case -1:
            return '-50%p + ' + arrowOffset + 'px';
          default:
            return 0;
        }
      }
      return this.$config.offset;
    }, {
    key: 'getPlacement',
    value: function getPlacement() {
      var placement = this.$config.placement;
      if (typeof placement === 'function') {
        return placement.call(this, this.$tip, this.$element);
      }
      return placement;
    }, {
    key: 'isWithActiveTrigger',
    value: function isWithActiveTrigger() {
      for (var trigger in this.$activeTrigger) {
        if (this.$activeTrigger[trigger]) {
          return true;
        }
      }
      return false;
    }
  }
  // NOTE: Overridden
  by PopOver class
  }, {
    key: 'cleanTipClass',
    value: function cleanTipClass() {
      var tip = this.getTipElement();
      var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);
      if (tabClass !== null && tabClass.length > 0) {
        tabClass.forEach(function (cls) {
          removeClass(tip, cls);
        });
      }
    }, {
    key: 'handlePopperPlacementChange',
    value: function handlePopperPlacementChange(data) {
      this.cleanTipClass();
      this.addAttachmentClass(this.constructor.getAttachment(data.placement));
    }, {
    key: 'fixTransition',
    value: function fixTransition(tip) {
      var initConfigAnimation = this.$config.animation || false;
      if (getAttr(tip, 'x-placement') !== null) {
        return;
      }
      removeClass(tip, ClassName.FADE);
      this.$config.animation = false;
      this.hide();
      this.show();
      this.$config.animation = initConfigAnimation;
    }
  }], [{
    key: 'getAttachment',
    value: function getAttachment(placement) {
      return AttachmentMap[placement.toUpperCase()];
    }, {
    key: 'Default',
    get: function get() {
      return Defaults;
    }
  }
  // NOTE: Overridden by PopOver class
  }, {
    key: 'NAME',
    get: function get() {
      return NAME;
    }
  }]);
  return ToolTip;
});
export default ToolTip;
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;
};
var _createClass = function () {
  function defineProperties(target, props) {
    for (var i = 0; i < props.length; i++) {
      var descriptor = props[i];
      descriptor.enumerable = descriptor.enumerable || false;
      descriptor.configurable = true;
      if ("value" in descriptor) descriptor.writable = true;
      Object.defineProperty(target, descriptor.key, descriptor);
    }
  }
  return function (Constructor, protoProps, staticProps) {
    if (protoProps) defineProperties(Constructor.prototype, protoProps);
    if (staticProps) defineProperties(Constructor, staticProps);
    return Constructor;
  };
}();
function _classCallCheck(instance, Constructor) {
  if (!(instance instanceof Constructor)) {
    throw new TypeError("Cannot call a class as a function");
  }
}
function _possibleConstructorReturn(self, call) {
  if (!self) {
    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");
  }
  return call && (typeof call === "object" || typeof call === "function") ? call : self;
}
function _inherits(subClass, superClass) {
  if (typeof superClass !== "function" && superClass !== null) {
    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);
  }
  subClass.prototype = Object.create(superClass && superClass.prototype, {
    constructor: {
      value: subClass,
      enumerable: false,
      writable: true,
      configurable: true
    }
  });
  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;
}
import ToolTip from './tooltip.class';
import { assign } from

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./object';\nimport { select, addClass, removeClass, getAttr } from './dom';\n\nvar NAME = 'popover';\nvar CLASS_PREFIX = 'bs-popover';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\\\\\b' + CLASS_PREFIX + '\\\\\\\\S+', 'g');\n\nvar Defaults = assign({}, ToolTip.Default, {\n  placement: 'right',\n  trigger: 'click',\n  content: "",\n  template: '<div class="popover" role="tooltip">' + '<div class="arrow"></div>' + '<h3 class="popover-header"></h3>' + '<div class="popover-body"></div></div>',\n});\n\nvar ClassName = {\n  FADE: 'fade',\n  SHOW: 'show'\n};\n\nvar Selector = {\n  TITLE: '.popover-header',\n  CONTENT: '.popover-body'\n\n  /* istanbul ignore next: difficult to test in Jest/JSDOM environment *\n};\n\nvar PopOver = function (_ToolTip) {\n  _inherits(PopOver, _ToolTip);\n\n  function PopOver() {\n    _classCallCheck(this, PopOver);\n\n    return _possibleConstructorReturn(this, (PopOver.__proto__ || Object.getPrototypeOf(PopOver)).apply(this, arguments));\n  }\n\n  _createClass(PopOver, [{\n    key: 'isWithContent',\n\n    // Method overrides\n    value: function isWithContent(tip) {\n      tip = tip || this.$tip;\n      if (!tip) {\n        return false;\n      }\n      var hasTitle = Boolean((select(Selector.TITLE, tip) || {}).innerHTML);\n      var hasContent = Boolean((select(Selector.CONTENT, tip) || {}).innerHTML);\n      return hasTitle || hasContent;\n    }\n  }, {\n    key: 'addAttachmentClass',\n    value: function addAttachmentClass(attachment) {\n      addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n    }\n  }, {\n    key: 'setContent',\n    value: function setContent(tip) {\n      // we use append for html objects to maintain js events/components\n      this.setElementContent(select(Selector.TITLE, tip), this.getTitle());\n      this.setElementContent(select(Selector.CONTENT, tip), this.getContent());\n      removeClass(tip, ClassName.FADE);\n      removeClass(tip, ClassName.SHOW);\n    }\n\n    // This method may look identical to ToolTip version, but it uses a different RegEx defined above\n  }, {\n    key: 'cleanTipClass',\n    value: function cleanTipClass() {\n      var tip = this.getTipElement();\n      var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);\n      if (tabClass !== null && tabClass.length > 0) {\n        tabClass.forEach(function (cls) {\n          removeClass(tip, cls);\n        });\n      }\n    }\n  }, {\n    key: 'getTitle',\n    value: function getTitle() {\n      var title = this.$config.title || "";\n      if (typeof title === 'function') {\n        title = title(this.$element);\n      }\n      if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n        // We have a dom node, but without inner content, so just return an empty string\n        title = "";\n      }\n      if (typeof title === 'string') {\n        title = title.trim();\n      }\n      if (!title) {\n        // Try and grab element's title attribute\n        title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || "";\n        title = title.trim();\n      }\n      return title;\n    }\n\n    // New methods\n  }, {\n    key: 'getContent',\n    value: function getContent() {\n      var content = this.$config.content || "";\n      if (typeof content === 'function') {\n        content = content(this.$element);\n      }\n      if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType && !content.innerHTML.trim()) {\n        // We have a dom node, but without inner content, so just return an empty string\n        content = "";\n      }\n      if (typeof content === 'string') {\n        content = content.trim();\n      }\n      return content;\n    }\n  }, {\n    key: 'Default',\n\n    // Getter overrides\n    get: function get() {\n      return Defaults;\n    }\n  }, {\n    key: 'NAME',\n    get: function get() {\n      return NAME;\n    }\n  }]);\n\n  return PopOver;\n})(ToolTip);\n\nexport default PopOver;","// Polyfills for SSR\n\nvar isSSR = typeof window === 'undefined';\n\nexport var HTMLInputElement = isSSR ? Object : window.HTMLInputElement;","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\n/*\n * Tooltip/Popover component mixin\n * Common props\n */\nimport { isArray } from './utils/array';\nimport { assign } from './utils/object';\nimport { isElement, getById } from './utils/dom';\nimport { HTMLInputElement } from './utils/ssr';\nimport observeDom from './utils/observe-dom';\n\nvar\n\n  PLACEMENTS = {\n    top: 'top',\n    topleft: 'topleft',\n    topright: 'topright',\n    right: 'right',\n    righttop: 'righttop',\n    rightbottom: 'rightbottom',\n    bottom: 'bottom',\n    bottomleft: 'bottomleft',\n    bottomright: 'bottomright',\n    left: 'left',\n    lefttop: 'lefttop',\n    leftbottom: 'leftbottom',\n    auto: 'auto'\n};\n\nvar OBSERVER_CONFIG = {\n  subtree: true,\n  childList: true,\n  characterData: true,\n  attributes: true,\n  attributeFilter: ['class', 'style']\n};\n\nexport

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default {\n props: {\n target: {\n // String ID of element, or element/component reference\n type: [String,
Object, HTMLElement, Function]\n },\n delay: {\n type: [Number, Object, String],\n default: 0\n },\n
offset: {\n type: [Number, String],\n default: 0\n },\n noFade: {\n type: Boolean,\n default: false\n
},\n container: {\n // String ID of container, if null body is used (default)\n type: String,\n default: null\n
},\n boundary: {\n // String: scrollParent, window, or viewport\n // Element: element reference\n type:
[String, Object],\n default: 'scrollParent'\n },\n show: {\n type: Boolean,\n default: false\n },\n
disabled: {\n type: Boolean,\n default: false\n },\n watch: {\n show: function show(_show, old) {\n
if (_show === old) {\n return;\n }\n _show ? this.onOpen() : this.onClose();\n },\n disabled: function
disabled(_disabled, old) {\n if (_disabled === old) {\n return;\n }\n _disabled ? this.onDisable() :
this.onEnable();\n },\n created: function created() {\n // Create non-reactive property\n this._tooltip =
null;\n this._obs_title = null;\n this._obs_content = null;\n },\n mounted: function mounted() {\n var _this =
this;\n // We do this in a next tick to ensure DOM has rendered first\n this.$nextTick(function () {\n //
Instantiate
ToolTip/Popover on target\n // The createTooltip method must exist in main component\n if
(_this.createTooltip()) {\n if (_this.disabled) {\n // Initially disabled\n _this.onDisable();\n }\n
// Listen to open signals from others\n _this.$on('open', _this.onOpen);\n // Listen to close signals from
others\n _this.$on('close', _this.onClose);\n // Listen to disable signals from others\n _this.$on('disable',
_this.onDisable);\n // Listen to disable signals from others\n _this.$on('enable', _this.onEnable);\n //
Observe content Child changes so we can notify popper of possible size change\n _this.setObservers(true);\n
// Set intially open state\n if (_this.show) {\n _this.onOpen();\n }\n });\n },\n updated:
function updated() {\n // If content/props changes, etc\n if (this._tooltip) {\n
this._tooltip.updateConfig(this.getConfig());\n }\n },\n\n /* istanbul ignore next: not easy to test */\n
activated: function activated() {\n // Called when
component is inside a <keep-alive> and component brought offline\n this.setObservers(true);\n },\n\n /* istanbul
ignore next: not easy to test */\n deactivated: function deactivated() {\n // Called when component is inside a
<keep-alive> and component taken offline\n if (this._tooltip) {\n this.setObservers(false);\n
this._tooltip.hide();\n }\n },\n\n /* istanbul ignore next: not easy to test */\n beforeDestroy: function
beforeDestroy() {\n // Shutdown our local event listeners\n this.$off('open', this.onOpen);\n this.$off('close',
this.onClose);\n this.$off('disable', this.onDisable);\n this.$off('enable', this.onEnable);\n
this.setObservers(false);\n // bring our content back if needed\n this.bringItBack();\n if (this._tooltip) {\n
this._tooltip.destroy();\n this._tooltip = null;\n }\n },\n\n
computed: {\n baseConfig: function baseConfig() {\n var cont = this.container;\n var delay =
_typeof(this.delay) === 'object' ? this.delay : parseInt(this.delay, 10) || 0;\n return {\n // Title prop\n title:
(this.title || "").trim() || "",\n // Contnt prop (if popover)\n content: (this.content || "").trim() || "",\n //
ToolTip/Popover placement\n placement: PLACEMENTS[this.placement] || 'auto',\n // Container currenly
needs to be an ID with '#' prepended, if null then body is used\n container: cont ? /^#/.test(cont) ? cont : '#' +
cont : false,\n // boundariesElement passed to popper\n boundary: this.boundary,\n // Show/Hide
delay\n delay: delay || 0,\n // Offset can be css distance. if no units, pixels are assumed\n offset:
this.offset || 0,\n // Disable fade Animation?\n animation: !this.noFade,\n // Open/Close Trigger(s)\n
trigger: isArray(this.triggers)
? this.triggers.join(' ') : this.triggers,\n // Callbacks so we can trigger events on component\n callbacks: {\n
show: this.onShow,\n shown: this.onShown,\n hide: this.onHide,\n hidden: this.onHidden,\n
enabled: this.onEnabled,\n disabled: this.onDisabled\n }\n };,\n methods: {\n getConfig:
function getConfig() {\n var cfg = assign({}, this.baseConfig);\n if (this.$refs.title &&
this.$refs.title.innerHTML.trim()) {\n // If slot has content, it overrides 'title' prop\n // We use the DOM
node as content to allow components!\n cfg.title = this.$refs.title;\n cfg.html = true;\n }\n if
(this.$refs.content && this.$refs.content.innerHTML.trim()) {\n // If slot has content, it overrides 'content'
prop\n // We use the DOM node as content to allow components!\n cfg.content = this.$refs.content;\n

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```

cfg.html
= true;\n  }\n  return cfg;\n },\n  onOpen: function onOpen() {\n    if (this._toolpop) {\n      this._toolpop.show();\n    }\n  },\n  onClose: function onClose(callback) {\n    if (this._toolpop) {\n      this._toolpop.hide(callback);\n    } else if (typeof callback === 'function') {\n      callback();\n    }\n  },\n  onDisable: function onDisable() {\n    if (this._toolpop) {\n      this._toolpop.disable();\n    }\n  },\n  onEnable: function onEnable() {\n    if (this._toolpop) {\n      this._toolpop.enable();\n    }\n  },\n  updatePosition: function updatePosition() {\n    if (this._toolpop) {\n      // Instruct popper to reposition popover if necessary\n      this._toolpop.update();\n    }\n  },\n  getTarget: function getTarget() {\n    var target = this.target;\n    if (typeof target === 'function') {\n      target = target();\n    } else if (typeof target === 'string') {\n      // Assume ID of element\n      return getByName(target);\n    } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target.$el)) {\n      // Component reference\n      return target.$el;\n    } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target)) {\n      // Element reference\n      return target;\n    }\n    return null;\n  },\n  onShow: function onShow(evt) {\n    this.$emit('show', evt);\n  },\n  onShown: function onShown(evt) {\n    this.setObservers(true);\n    this.$emit('update:show', true);\n    this.$emit('shown', evt);\n  },\n  onHide: function onHide(evt) {\n    this.$emit('hide', evt);\n  },\n  onHidden: function onHidden(evt) {\n    this.setObservers(false);\n    // bring our content back if needed to keep Vue happy\n    // Tooltip class will move it back to tip when shown again\n    this.bringItBack();\n    this.$emit('update:show', false);\n  },\n  onEnabled: function onEnabled(evt) {\n    if (!evt || evt.type !== 'enabled') {\n      // Prevent possible endless loop if user mistakenly fires enabled instead of enable\n      return;\n    }\n    this.$emit('update:disabled', false);\n    this.$emit('disabled');\n  },\n  onDisabled: function onDisabled(evt) {\n    if (!evt || evt.type !== 'disabled') {\n      // Prevent possible endless loop if user mistakenly fires disabled instead of disable\n      return;\n    }\n    this.$emit('update:disabled', true);\n    this.$emit('enabled');\n  },\n  bringItBack: function bringItBack() {\n    // bring our content back if needed to keep Vue happy\n    if (this.$el && this.$refs.title) {\n      this.$el.appendChild(this.$refs.title);\n    }\n    if (this.$el && this.$refs.content) {\n      this.$el.appendChild(this.$refs.content);\n    }\n  },\n  /* istanbul ignore next: not easy to test */\n  setObservers: function setObservers(on) {\n    if (on) {\n      if (this.$refs.title) {\n        this._obs_title = observeDom(this.$refs.title, this.updatePosition.bind(this), OBSERVER_CONFIG);\n      }\n      if (this.$refs.content) {\n        this._obs_content = observeDom(this.$refs.content, this.updatePosition.bind(this), OBSERVER_CONFIG);\n      }\n    } else {\n      if (this._obs_title) {\n        this._obs_title.disconnect();\n      }\n      this._obs_title = null;\n      if (this._obs_content) {\n        this._obs_content.disconnect();\n      }\n      this._obs_content = null;\n    }\n  },\n  render: function render(h) {\n    return h('div', {\n      class: ['d-none'],\n      style: { display: 'none' },\n      attrs: { 'aria-hidden': true }\n    }, [h('div', { ref: 'title' }, this.$slots.title), h('div', { ref: 'content' }, this.$slots.default)]);\n  },\n  data: function data() {\n    return {};\n  },\n  props: {\n    title: {\n      type: String,\n      default: ''\n    },\n    content: {\n      type: String,\n      default: ''\n    },\n    triggers: {\n      type: [String, Array],\n      default: 'click'\n    },\n    placement: {\n      type: String,\n      default: 'right'\n    },\n    methods: {\n      createToolpop: function createToolpop() {\n        // getTarget is in toolpop mixin\n        var target = this.getTarget();\n        if (target) {\n          this._toolpop = new PopOver(target, this.getConfig(), this.$root);\n        } else {\n          this._toolpop = null;\n          warn('b-popover: 'target' element not found!');\n        }\n        return this._toolpop;\n      }\n    }\n  },\n  <template>\n  <div>\n    <component :is="rootElement" id="imddb-header" data-turbolinks-permanent class="navbar navbar-expand-lg navbar-light imddb-header" :offset="100" :z-index="1020" :on-unpin="closeFollowUsPopover" :class="{ 'headroom--frozen': !collapseNavbar }" :style="{ position: position }">\n      <!-- @slot Redefines brand -->\n      <slot name="brand">\n        <a :href="homeUrl" class="navbar-brand imddb-header__brand">\n          \n          {{ project }}\n        </a>\n      </slot>\n    </div>\n  </template>

```

```

</slot>\n    <button class="navbar-toggler" type="button" aria-label="Toggle navigation"
@click="toggleNavbar">\n    <span class="navbar-toggler-icon"></span>\n    </button>\n    <div
class="navbar-collapse" :class="{ collapse: collapseNavbar }">\n    <!-- @slot Redefines the main navbar
block (containing the dropdown) -->\n    <slot name="navbar">\n    <ul class="navbar-nav mr-auto">\n
    <b-nav-dropdown @show="$root.$emit('bv::hide::popover')">\n    <template slot="button-content">\n
        {{ title }}\n    </template>\n    <b-dropdown-item v-for="(item, $index) in dropdownItems"
:key="$index" :href="item.href" v-bind="{ active: !!item.active }">\n        {{ item.label }}\n    </b-
dropdown-item>\n    </b-nav-dropdown>\n    </ul>\n    </slot>\n    <ul class="navbar-nav">\n
<li class="nav-item">\n        <a href="https://www.icij.org/leak/" target="_blank" class="nav-link">\n
        {{ $(imddb-header.navbar.leak) }}\n        </a>\n    </li>\n    <li class="nav-item mr-lg-3">\n    <a
@click.prevent="$refs.donateFormModal.show()" href="#" class="nav-link">\n        {{ $(imddb-
header.navbar.support) }}\n    </a>\n    </li>\n    <li class="nav-item">\n        <button class="btn
btn-saddle-red btn-block font-weight-bold" id="follow-icij">\n            {{ $(imddb-header.navbar.follow) }}\n
        </button>\n        <b-popover container="imddb-header" target="follow-icij" placement="bottomleft"
:show.sync="showSignupPopover">\n            <follow-us-popover
:show.sync="showSignupPopover"></follow-us-popover>\n        </b-popover>\n    </li>\n    </ul>\n
</div>\n    </component>\n    <b-modal hide-footer lazy ref="donateFormModal" size="lg">\n    <span
slot="modal-title" class="text-uppercase font-weight-bold text-primary">\n        {{ $(imddb-
header.navbar.support) }}\n    </span>\n    <donate-form no-title></donate-form>\n    </b-modal>\n
</div>\n</template>\n</script>\n    import bDropdownItem from 'bootstrap-
vue/es/components/dropdown/dropdown-item'\n    import bModal from 'bootstrap-vue/es/components/modal/modal'\n
import bNavDropdown from 'bootstrap-vue/es/components/nav/nav-item-dropdown'\n    import bPopover from
'bootstrap-vue/es/components/popover/popover'\n\n    import i18n from '@/i18n'\n    import { headroom }
from 'vue-headroom'\n    import DonateForm from './DonateForm.vue'\n    import FollowUsPopover from
'./FollowUsPopover.vue'\n    import config from './config'\n\n    /**\n     * ImddbHeader\n     *\n    export default {\n    i18n,\n    name: 'ImddbHeader',\n    components: {\n        bDropdownItem,\n        bModal,\n        bNavDropdown,\n        bPopover,\n        headroom,\n        DonateForm,\n        FollowUsPopover\n    },\n    props: {\n        /**\n         * CSS
position of the header. Can be <em>absolute</em>, <em>relative</em>, <em>static</em> or <em>fixed</em>
(default).\n         *\n         position: {\n             type: String,\n             default: 'fixed'\n         },\n         /**\n         * Disable
Headroom for hiding header until needed.\n         *\n         noHeadroom: {\n             type: Boolean\n         },\n         /**\n         *
Project name, to display next to ICIJ logo\n         *\n         project: {\n             type: String,\n             default: () =>
config.get('project.name')\n         },\n         /**\n         * App name, to display
next to project name\n         *\n         title: {\n             type: String,\n             default: () => config.get('app.name')\n         },\n         /**\n         * An array of objects defining dropdown items. Each item defines a <em>label</em> and a
<em>href</em>.\n         *\n         dropdownItems: {\n             type: Array,\n             default: () => config.get('imddb-
header.dropdown.items')\n         },\n         /**\n         * Target link of the ICIJ logo and project name.\n         *\n         homeUrl: {\n             type: String,\n             default: () => config.get('app.home')\n         }\n     },\n     data () {\n         return {\n             showSignupPopover: false,\n             collapseNavbar: true\n         }\n     },\n     methods: {\n         closeFollowUsPopover
() {\n             this.showSignupPopover = false\n         },\n         toggleNavbar () {\n             this.collapseNavbar =
!this.collapseNavbar\n             this.$root.$emit('bv::hide::popover')\n             this.$root.$emit('bv::hide::dropdwon')\n         }\n     },\n     computed: {\n         rootElement
() {\n             return this.noHeadroom ? 'div' : 'headroom'\n         }\n     }\n }\n</script>\n<style lang="scss">\n@import './styles/lib';\n.imddb-header {\n    background: rgba($mercury, 0.8);\n    box-shadow: 0 0 6px 0
rgba(#000, .1);\n    position: relative;\n    top: 0;\n    width: 100%;\n    z-index: $zindex-sticky;\n\n    .popover {\n        width: 100%;\n    }\n\n    @include media-breakpoint-down(md) {\n        background: $mercury;\n    }\n\n    &.headroom {\n        will-change: transform;\n        transition: transform 200ms linear;\n        &--unpinned {\n            transform: translateY(-100%) !important;\n        }\n        &--pinned {\n            transform: translateY(0%);\n        }\n        &--frozen {\n            transform: translateY(0%) !important;\n        }\n    }\n\n    &__brand {\n        position: relative;\n

```

```

font-weight: bolder;\n padding-right: $spacer * 1.5;\n\n &:after {\n content: \"\";\n background:
$body-color;\n width: 2px;\n
height: 32px;\n position: absolute;\n right:0;\n top: 50%;\n transform: translateY(-50%);\n\n
@include media-breakpoint-down(md) {\n display: none;\n }\n }\n\n .navbar-toggler {\n
background: $mercury;\n position: absolute;\n right: $spacer;\n top: $spacer / 2;\n margin: 0;\n }\n\n
.dropdown-item {\n white-space: normal;\n width: 440px;\n max-width: 90vw;\n\n @include media-
breakpoint-down(sm) {\n width: 100%;\n }\n }\n\n .dropdown .nav-link {\n\n @include media-
breakpoint-up(lg) {\n font-size: 1.2rem;\n font-family: $headings-font-family;\n }\n }\n
}\n</style>\n", "import mod from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ImddbHeader.vue?vue&type=script&lang=js&\";
export default mod; export * from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ImddbHeader.vue?vue&type=script&lang=js&\";\", \"import { render, staticRenderFns } from
\"./ImddbHeader.vue?vue&type=template&id=36e6b928&\"\\nimport script from
\"./ImddbHeader.vue?vue&type=script&lang=js&\"\\nexport * from
\"./ImddbHeader.vue?vue&type=script&lang=js&\"\\nimport style0 from
\"./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"\\n\\n/* normalize component */\\nimport normalizer
from \"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar component = normalizer(\\n
script,\\n render,\\n staticRenderFns,\\n false,\\n null,\\n null,\\n null\\n \\n)\\n\\ncomponent.options.__file =
\"ImddbHeader.vue\"\\nexport
default component.exports\", \"var render = function () {var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('div',{attrs:{\"id\":_vm.iframeId}})\\nvar staticRenderFns = []\\n\\nexport { render,
staticRenderFns }\", \"<template>\\n <div :id=\\\"iframeId\\\"></div>\\n</template>\\n</script>\\n import { injectAssets
} from './utils/assets'\\n\\n var iframeUniqueIdCounter = 0;\\n\\n /**\\n * ResponsiveIframe\\n */\\n export default
{\\n name: 'ResponsiveIframe',\\n props: {\\n /**\\n * URL of the generated iframe code.\\n */\\n url:
{\\n type: String,\\n required : true\\n },\\n /**\\n * Option to pass to the constructor of the pymParent
instance\\n */\\n options: {\\n type: Object,\\n default: () => ({})\\n },\\n },\\n data () {\\n return
{\\n iframeId: `icij-iframe-${++iframeUniqueIdCounter}`\\n }\\n },\\n mounted () {\\n
injectAssets('https://pym.nprapps.org/pym.v1.min.js').then()
=> {\\n new pym.Parent(this.iframeId, this.url, this.options)\\n })\\n }\\n }\\n</script>\\n\", \"import mod from
\"-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ResponsiveIframe.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-
!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ResponsiveIframe.vue?vue&type=script&lang=js&\";\", \"import { render, staticRenderFns } from
\"./ResponsiveIframe.vue?vue&type=template&id=2b5efd28&\"\\nimport script from
\"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\\nexport * from
\"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\\n\\n/*
normalize component */\\nimport normalizer from \"!../node_modules/vue-
loader/lib/runtime/componentNormalizer.js\"\\nvar component = normalizer(\\n script,\\n render,\\n
staticRenderFns,\\n false,\\n null,\\n null,\\n null\\n \\n)\\n\\ncomponent.options.__file =
\"ResponsiveIframe.vue\"\\n\\nexport default component.exports\", \"<script>\\nconst noop = () => (null)\\n\\n/**\\n *

```

```

SlideUpDown\n */\nexport default {\n  name: 'SlideUpDown',\n  props: {\n    /**\n     * Toggler property. Set to
<em>>false</em> to hide the component.\n    */\n    active: {\n      type: Boolean,\n    },\n    /**\n     * Duration of
the animation.\n    */\n    duration: {\n      type: Number,\n      default: 200\n    },\n    /**\n     * HTML tag to render
this component to.\n    */\n    tag: {\n      type: String,\n      default: 'div'\n    },\n    data () {\n      return {\n
state: 'post',\n      mounted: false,\n      scrollHeight: 0\n    },\n    watch: {\n      active
(toggler) {\n        this.triggerSlide()\n      },\n      render (h) {\n        return h(this.tag, { style: this.style, ref: 'container' },
this.$slots.default)\n      },\n      mounted () {\n        this.deferredNextTick(() => {\n          this.mounted = true\n
this.cleanLayout()\n          this.$container.addEventListener('transitionend', this.cleanLayout)\n        })\n      },\n      computed: {\n        stylePreTransition () {\n          return {\n            'overflow': 'hidden',\n            'transition-property': 'height',\n
            'transition-duration': `${this.duration}ms`,\n            'height': this.mounted ? `${this.$container.scrollHeight}px` :
0,\n          }\n        },\n        styleActiveTransition () {\n          return {\n            'overflow': 'hidden',\n            'transition-property':
'height',\n            'transition-duration': `${this.duration}ms`,\n            'height': this.mounted ? `${this.activeHeight}px` :
'auto',\n          }\n        },\n        stylePostTransition () {\n          // Reset style when the element is active\n          return this.active
? { } : this.styleActiveTransition\n        },\n        style () {\n          switch (this.state) {\n            case 'pre': return
this.stylePreTransition\n            case 'active': return this.styleActiveTransition\n            default: return
this.stylePostTransition\n          }\n        },\n        activeHeight () {\n          return this.active ? this.$container.scrollHeight : 0\n
        },\n        $container () {\n          return this.$refs.container\n        },\n        methods: {\n          triggerSlide () {\n            this.state =
'pre'\n            this.scrollHeight = this.$container.scrollHeight\n            // Deferred next tick to let the component render
once\n            this.deferredNextTick(() => this.state = 'active')\n          },\n          cleanLayout (e = null) {\n            // This method can
be triggered by animated child elements in\n            // which case, we should do anything\n            if(!e || e.target ==
this.$container) {\n              this.state = 'post'\n              this.deferredNextTick()\n            },\n            deferredNextTick (fn =
noop) {\n              setTimeout(()
=> this.$nextTick(fn), 0)\n            },\n          }\n}\n</script>\n", "import mod from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"; var render, staticRenderFns\nimport script from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\nexport * from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\n\n/* normalize component */\nimport normalizer from \"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n  script,\n  render,\n  staticRenderFns,\n  false,\n  null,\n  null,\n  null,\n  null\n)\n\ncomponent.options.__file = \"SlideUpDown.vue\"\nexport default component.exports", "import ContentPlaceholder from './ContentPlaceholder.vue'\nimport DonateForm from './DonateForm.vue'\nimport EmbeddableFooter from './EmbeddableFooter.vue'\nimport EmbedForm from './EmbedForm.vue'\nimport FollowUsPopover from './FollowUsPopover.vue'\nimport Fa from './Fa'\nimport GenericFooter from './GenericFooter.vue'\nimport ImddbHeader from './ImddbHeader.vue'\nimport ResponsiveIframe from './ResponsiveIframe.vue'\nimport SharingOptions from './SharingOptions.vue'\nimport SignUpForm from './SignUpForm.vue'\nimport SlideUpDown from './SlideUpDown.vue'\nexport {\n  ContentPlaceholder,\n  DonateForm,\n  EmbeddableFooter,\n  EmbedForm,\n  FollowUsPopover,\n  Fa,\n  GenericFooter,\n  ImddbHeader,\n  ResponsiveIframe,\n  SharingOptions,\n  SignUpForm,\n  SlideUpDown,\n}\n", "import VueI18n from 'vue-i18n'\nimport { basename, extname } from 'path'\nimport i18n from './i18n'\nexport { default as config } from './config'\nexport { default as ContentPlaceholder } from './components/ContentPlaceholder.vue'\nexport { default as DonateForm } from './components/DonateForm.vue'\nexport { default as EmbeddableFooter } from './components/EmbeddableFooter.vue'\nexport { default as EmbedForm } from

```

```

./components/EmbedForm.vue\nexport { default as FollowUsPopover } from
./components/FollowUsPopover.vue\nexport { default as Fa } from './components/Fa'\nexport { default as
GenericFooter } from './components/GenericFooter.vue'\nexport { default as ImddbHeader } from
./components/ImddbHeader.vue\nexport { default as ResponsiveIframe } from
./components/ResponsiveIframe.vue\nexport { default as SharingOptions } from
./components/SharingOptions.vue\nexport { default as SignUpForm } from
./components/SignUpForm.vue\nexport { default as SlideUpDown } from
./components/SlideUpDown.vue\n\nimport
* as components from './components'\n\nclass Murmur {\n  static setLocaleMessage(lang, message) {\n    return
this.i18n.setLocaleMessage(lang, message)\n  }\n  static mergeLocaleMessage(lang, message) {\n    return this.i18n.
mergeLocaleMessage(lang, message)\n  }\n  static setLocale(lang) {\n    return this.i18n.locale = lang\n  }\n  static
getLocale() {\n    return this.i18n.locale\n  }\n  static get i18n() {\n    return i18n\n  }\n  static get config() {\n
return require('./config.js').default\n  }\n  static get components() {\n    return components\n  }\n  static install (Vue,
options) {\n    Object.keys(components).forEach(key => Vue.component(key, components[key]))\n  }\n}\n\nexport
default Murmur\n", "import './setPublicPath'\n\nimport mod from '~entry'\n\nexport default mod\n\nexport * from
'~entry'\n", "var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Checks if a list cache value for `key` exists.\n
*\n * @private\n * @name has\n * @memberOf
ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an
entry for `key` exists, else `false`.\n */\nfunction listCacheHas(key) {\n  return assocIndexOf(this.__data__, key) >
- 1;\n}\n\nmodule.exports = listCacheHas;\n", "module.exports =
'\x09\x0A\x0B\x0C\x0D\x20\xA0\u1680\u180E\u2000\u2001\u2002\u2003' +\n
'\u2004\u2005\u2006\u2007\u2008\u2009\u200A\u202F\u205F\u3000\u2028\u2029\uFEFF';\n", "var
baseGetTag = require('./_baseGetTag'),\n  isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result
references. *\n\nvar symbolTag = '[object Symbol]';\n\n**\n * Checks if `value` is classified as a `Symbol` primitive
or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The
value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n *
_.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n
* // => false\n *\nfunction isSymbol(value) {\n  return typeof value == 'symbol' ||\n    (isObjectLike(value) &&
baseGetTag(value) == symbolTag);\n}\n\nmodule.exports = isSymbol;\n"], "sourceRoot":"" }

```

Found in path(s):

```
* /opt/cola/permits/1437226440_1665395869.0945597/0/murmur-1-1-0-2-
```

```
tgz/package/dist/lib/@icij/murmur.common.js.map
```

No license file was found, but licenses were detected in source scan.

```

{"version":3,"sources":["webpack://@icij/murmur/webpack/universalModuleDefinition","webpack://@icij/murmur/
webpack/bootstrap","webpack://@icij/murmur/.node_modules/lodash/_getRawTag.js","webpack://@icij/murmur/.
node_modules/core-js/modules/_iter-
define.js","webpack://@icij/murmur/.node_modules/lodash/_baseKeys.js","webpack://@icij/murmur/.node_modul
es/lodash/_isFlattenable.js","webpack://@icij/murmur/.node_modules/lodash/stubFalse.js","webpack://@icij/murm
ur/.node_modules/lodash/_arrayPush.js","webpack://@icij/murmur/.node_modules/lodash/_isStrictComparable.js"
,"webpack://@icij/murmur/.lib/components/SharingOptions.vue?8ac0","webpack://@icij/murmur/.node_modules/
core-
js/modules/es7.promise.finally.js","webpack://@icij/murmur/.node_modules/lodash/_getNative.js","webpack://@ic
ij/murmur/.node_modules/core-
js/modules/_flags.js","webpack://@icij/murmur/.node_modules/lodash/isBuffer.js","webpack://@icij/murmur/.nod
e_modules/core-js/modules/_object-
keys.js","webpack://@icij/murmur/.node_modules/lodash/_baseRest.js","webpack://@icij/murmur/.lib/component

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CA,KAAK;AACl;AACa;AACa;AACa;AACa;AACa,OAAO;AACP;AACa;AACa,OAAO;AACP;AACa;AA  
CA;AACa;AACa;AACa;AACa;AACa;AACa,WAAW;AACX;AACa;AACa;AACa;AACa;AACa;AACa;A  
ACA;AACa;AACa;AACa,aAAa,aAAM,oCAAoC;AACvD,KAAK;AACl;AACa;;AAEA;AACa;AACa;AACa  
;AACa;AACa;AACa;AACa,uBAAuB,IAAS;AACChC;AACa;AACa,YAAY,OAAO;AACnB,WAAW;AACX,Y  
AAY,QAAQ;AACpB;AACa,SAAS;AACT;AACa,KAAK;;AAEL;AACa;AACa;AACa,KAAK;AACl;AACa;  
AACa;AACa;AACa,KAAK;AACl;AACa;AACa,KAAK;AACl;AACa;AACa;AACa;AACa;AACa;AACa,  
KAAK;AACl;AACa;AACa;AACa;AACa;AACa;AACa,KAAK;AACl;AACa;AACa;AACa;AACa;AACa,  
+DAA+D,SAAQ,kBAaKB,SAAQ,kBAaKB,SAAQ;AAC3H;AACa;AACa;AACa;AACa;AACa;AACa;AACa;  
AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa,KAAK;AACl;AACa;AACa;AACa;AACa;  
AACa;AACa;AACa,KAAK;;AAEL;AACa;AACa;AACa;AACa;AACa,kBAaKB,SAAQ;AAC1B;AACa;AACa,OA  
AO,kBAaKB,SAAQ;AACjC;AACa;AACa,OAAO,kBAaKB,SAAQ;AACjC;AACa;AACa,OAAO,kBAaKB,SA  
AQ;AACjC;AACa;AACa;AACa,KAAK;;AAEL;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;A  
ACA,KAAK;;AAEL;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa,KAAK;AACl;AACa;AACa;A  
ACA;AACa;AACa,KAAK;;AAEL;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa,KAAK;AACl;A  
ACA;;AAEA;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa,S  
AAS;AACT;AACa;AACa;AACa;AACa;AACa;AACa,OAAO;AACP,KAAK;AACl;AACa;AACa;AACa,O  
AAO;AACP,gBAAGB,OAAO;AACvB;AACa;AACa,KAAK;AACl;AACa;AACa,2BAA2B,aAAS;AACpC,KA  
AK;AACl;AACa;AACa;AACa;AACa,KAAK;AACl;AACa;AACa;AACa;AACa;AACa,KAAK;AACl;AA  
CA;AACa;AACa;AACa;AACa;AACa;AACa,CAAC,E;;ACpaqC;AACy;;AAEnC;AACf,WAAW,EAAO,EAA  
E,QAAa;AACjC;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa;AACa,OAAO;AACP;AAC  
A;AACa;AACa;AACa,KAAK,mEAAMe,YAAY,uBAAuB,EAAE;AAC7G;AACa;AACa;AACa,cAAc,gDAAG









```

webpackUniversalModuleDefinition(root, factory) {\n\tif(typeof exports === 'object' && typeof module ===
'object')\n\t\tmodule.exports = factory(require(\"vue\"));\n\telse if(typeof define === 'function' &&
define.amd)\n\t\tdefine([], factory);\n\telse if(typeof
exports === 'object')\n\t\texports[\"@icij/murmur\"] = factory(require(\"vue\"));\n\telse\n\t\troot[\"@icij/murmur\"]
= factory(root[\"Vue\"]);}\n\t)((typeof self !== 'undefined' ? self : this),
function(__WEBPACK_EXTERNAL_MODULE__8bbf__) {\n\treturn \"\";\n\t// The module cache\n\tvar
installedModules = {};\n\t// The require function\n\tfunction __webpack_require__(moduleId) {\n\t\t// Check
if module is in cache\n\t\tif(installedModules[moduleId])\n\t\t\treturn installedModules[moduleId].exports;\n
\t\t// Create a new module (and put it into the cache)\n\t\tvar module = installedModules[moduleId] = {\n
\t\t\tti: moduleId,\n\t\t\ttl: false,\n\t\t\ttexports: {};\n\t\t// Execute the module function\n
\t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n\t\t// Flag the
module as loaded\n\t\tmodule.l = true;\n\t\t// Return the exports of the module\n\t\treturn module.exports;\n
\t}\n\t\n\t// expose the modules object
(__webpack_modules__)\n\t__webpack_require__.m = modules;\n\t\n\t// expose the module cache\n
__webpack_require__.c = installedModules;\n\t\n\t// define getter function for harmony exports\n
__webpack_require__.d = function(exports, name, getter) {\n\t\tif(!__webpack_require__.o(exports, name)) {\n
\t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n\t\t}\n\t}\n\t\n\t// define __esModule
on exports\n\t__webpack_require__.r = function(exports) {\n\t\tif(typeof Symbol !== 'undefined' &&
Symbol.toStringTag) {\n\t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n\t\t}\n
\t\tObject.defineProperty(exports, '__esModule', { value: true });\n\t}\n\t\n\t// create a fake namespace object\n
\t// mode & 1: value is a module id, require it\n\t// mode & 2: merge all properties of value into the ns\n\t// mode & 4:
return value when already ns object\n\t// mode & 8|1: behave like require\n\t__webpack_require__.t =
function(value,
mode) {\n\t\tif(mode & 1) value = __webpack_require__(value);\n\t\tif(mode & 8) return value;\n\t\tif((mode &
4) && typeof value === 'object' && value && value.__esModule) return value;\n\t\tvar ns = Object.create(null);\n
\t\t__webpack_require__.r(ns);\n\t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n
\t\tif(mode & 2 && typeof value !== 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) {
return value[key]; }).bind(null, key));\n\t\treturn ns;\n\t}\n\t\n\t// getDefaultExport function for compatibility with
non-harmony modules\n\t__webpack_require__.n = function(module) {\n\t\tvar getter = module &&
module.__esModule ?\n\t\t\tfunction getDefault() { return module['default']; } :\n\t\t\tfunction getModuleExports()
{ return module; }\n\t\t__webpack_require__.d(getter, 'a', getter);\n\t\treturn getter;\n\t}\n\t\n\t//
Object.prototype.hasOwnProperty.call\n\t__webpack_require__.o = function(object, property) { return
Object.prototype.hasOwnProperty.call(object, property); }\n\t\n\t// __webpack_public_path__\n
__webpack_require__.p = \"\";\n\t\n\t// Load entry module and return exports\n\treturn
__webpack_require__(__webpack_require__.s = \"fb15\");\n\t},\"var Symbol = require('./_Symbol');\n\t\n\t** Used for
built-in method references. *\n\tvar objectProto = Object.prototype;\n\t\n\t** Used to check objects for own properties.
*\n\tvar hasOwnProperty = objectProto.hasOwnProperty;\n\t\n\t**\n\t * Used to resolve the\n\t *
[ toStringTag ](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n\t * of values.\n\t * \n\tvar
nativeObjectToString = objectProto.toString;\n\t\n\t** Built-in value references. *\n\tvar symToStringTag = Symbol ?
Symbol.toStringTag : undefined;\n\t\n\t**\n\t * A specialized version of `baseGetTag` which ignores
`Symbol.toStringTag` values.\n\t * \n\t * @private\n\t * @param {*} value The value to query.\n\t * @returns {string}
Returns the raw `toStringTag`. \n\t\n\t * \n\tfunction getRawTag(value) {\n
\t\tvar isOwn = hasOwnProperty.call(value, symToStringTag),\n\t\t\ttag = value[symToStringTag];\n\t\t\n\t\ttry {\n
\t\t\tvalue[symToStringTag] = undefined;\n\t\t\tvar unmasked = true;\n\t\t} catch (e) {} \n\t\t\n\t\tvar result =
nativeObjectToString.call(value);\n\t\t\n\t\tif (unmasked) {\n\t\t\tif (isOwn) {\n\t\t\t\tvalue[symToStringTag] = tag;\n\t\t\t} else
{\n\t\t\t\tdelete value[symToStringTag];\n\t\t\t}\n\t\t}\n\t\t\n\t\treturn result;\n\t}\n\t\n\tmodule.exports = getRawTag;\n\t\n\t\", \"use
strict\";\n\tvar LIBRARY = require('./_library');\n\tvar $export = require('./_export');\n\tvar redefine =
require('./_redefine');\n\tvar hide = require('./_hide');\n\tvar Iterators = require('./_iterators');\n\tvar $iterCreate =

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require('./_iter-create');\nvar setToStringTag = require('./_set-to-string-tag');\nvar getPrototypeOf =
require('./_object-gpo');\nvar ITERATOR = require('./_wks')(‘iterator’);\nvar BUGGY = !([] .keys && ‘next’ in
[] .keys()); // Safari has buggy iterators w/o `next`\nvar FF_ITERATOR = ‘@@iterator’;\nvar KEYS = ‘keys’;\nvar
VALUES = ‘values’;\n\nreturnThis = function () { return this; };\n\nmodule .exports = function (Base, NAME, Constructor, next,
DEFAULT, IS_SET, FORCED) {\n  $iterCreate(Constructor, NAME, next);\n  var getMethod = function (kind) {\n
if (!BUGGY && kind in proto) return proto[kind];\n  switch (kind) {\n    case KEYS: return function keys() {\n
return new Constructor(this, kind); };\n    case VALUES: return function values() { return new Constructor(this,
kind); };\n  } return function entries() { return new Constructor(this, kind); };\n  };\n  var TAG = NAME + ‘
Iterator’;\n  var DEF_VALUES = DEFAULT == VALUES;\n  var VALUES_BUG = false;\n  var proto =
Base .prototype;\n  var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT &&
proto[DEFAULT];\n  var $default = $native || getMethod(DEFAULT);\n  var $entries = DEFAULT ?
!DEF_VALUES ? $default : getMethod(‘entries’) : undefined;\n  var $anyNative = NAME == ‘Array’ ? proto .entries
|| $native : $native;\n  var methods, key, IteratorPrototype;\n
  // Fix native\n  if ($anyNative) {\n    IteratorPrototype = getPrototypeOf($anyNative .call(new Base()));\n    if
(IteratorPrototype !== Object .prototype && IteratorPrototype .next) {\n      // Set @@toStringTag to native
iterators\n      setToStringTag(IteratorPrototype, TAG, true);\n      // fix for some old engines\n      if (!LIBRARY
&& typeof IteratorPrototype[ITERATOR] != ‘function’) hide(IteratorPrototype, ITERATOR, returnThis);\n    }\n
  }\n  // fix Array# { values, @@iterator } .name in V8 / FF\n  if (DEF_VALUES && $native && $native .name !==
VALUES) {\n    VALUES_BUG = true;\n    $default = function values() { return $native .call(this); };\n  }\n  //
Define iterator\n  if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n    hide(proto,
ITERATOR, $default);\n  }\n  // Plug for library\n  Iterators[NAME] = $default;\n  Iterators[TAG] =
returnThis;\n  if (DEFAULT) {\n    methods = {\n      values: DEF_VALUES ? $default : getMethod(VALUES),\n
      keys: IS_SET
? $default : getMethod(KEYS),\n      entries: $entries\n    };\n    if (FORCED) for (key in methods) {\n      if
(!(key in proto)) redefine(proto, key, methods[key]);\n    } else $export($export .P + $export .F * (BUGGY ||
VALUES_BUG), NAME, methods);\n  }\n  return methods;\n};\n\n“var isPrototype = require('./_isPrototype’),\n
nativeKeys = require('./_nativeKeys’);\n\n/** Used for built-in method references. */\nvar objectProto =
Object .prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty =
objectProto .hasOwnProperty;\n\n/**\n * The base implementation of `_.keys` which doesn’t treat sparse arrays as
dense.\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array
of property names.\n */\nfunction baseKeys(object) {\n  if (!isPrototype(object)) {\n    return nativeKeys(object);\n
  }\n  var result = [];\n  for (var key in Object(object)) {\n    if (hasOwnProperty .call(object, key) && key !=
‘constructor’) {\n      result .push(key);\n    }\n  }\n  return result;\n}\n\nmodule .exports = baseKeys;\n\n“var Symbol =
require('./_Symbol’),\n  isArguments = require('./isArguments’),\n  isArray = require('./isArray’);\n\n/** Built-in
value references. */\nvar spreadableSymbol = Symbol ? Symbol .isConcatSpreadable : undefined;\n\n/**\n * Checks
if `value` is a flattenable `arguments` object or array.\n * @private\n * @param {*} value The value to check.\n
* @returns {boolean} Returns `true` if `value` is flattenable, else `false`.\n */\nfunction isFlattenable(value) {\n
return isArray(value) || isArguments(value) ||\n  !(spreadableSymbol && value &&
value[spreadableSymbol]);\n}\n\nmodule .exports = isFlattenable;\n\n“/**\n * This method returns `false`.\n * @static\n
* @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n
* _ .times(2, _ .stubFalse); // => [false, false]\n */\nfunction stubFalse() {\n  return
false;\n}\n\nmodule .exports
= stubFalse;\n\n“/**\n * Appends the elements of `values` to `array`.\n * @private\n * @param {Array} array
The array to modify.\n * @param {Array} values The values to append.\n * @returns {Array} Returns `array`.\n
*/\nfunction arrayPush(array, values) {\n  var index = -1,\n      length = values .length,\n      offset = array .length;\n  while (++index < length) {\n    array[offset + index] = values[index];\n  }\n  return array;\n}\n\nmodule .exports =

```

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arrayPush;\n", "var isObject = require('./isObject');\n\n**\n * Checks if `value` is suitable for strict equality
comparisons, i.e. `===`.\n * \n * @private\n * @param {*} value The value to check.\n * @returns {boolean}
Returns `true` if `value` is suitable for strict\n * equality comparisons, else `false`.\n */\nfunction
isStrictComparable(value) {\n  return value === value && !isObject(value);\n}\n\nmodule.exports =
isStrictComparable;\n", "import mod from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-
oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/SharingOptions.vue?vue&type=style&index=0&lang=scss&\";
export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/SharingOptions.vue?vue&type=style&index=0&lang=scss&\";\";\"// https://github.com/tc39/proposal-
promise-finally\n'use
strict';\nvar $export = require('./_export');\nvar core = require('./_core');\nvar global = require('./_global');\nvar
speciesConstructor = require('./_species-constructor');\nvar promiseResolve = require('./_promise-
resolve');\n\n$export($export.P + $export.R, 'Promise', { 'finally': function (onFinally) {\n  var C =
speciesConstructor(this, core.Promise || global.Promise);\n  var isFunction = typeof onFinally == 'function';\n  return
this.then(\n    isFunction ? function (x) {\n      return promiseResolve(C, onFinally()).then(function () { return x;
});\n    } : onFinally,\n    isFunction ? function (e) {\n      return promiseResolve(C, onFinally()).then(function () {
throw e; });\n    } : onFinally\n  );\n});\n\n", "var baseIsNative = require('./_baseIsNative'),\n  getValue =
require('./_getValue');\n\n**\n * Gets the native function at `key` of `object`.\n * \n * @private\n * @param
{Object} object The object to query.\n * @param {string} key The key of
the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\nfunction
getNative(object, key) {\n  var value = getValue(object, key);\n  return baseIsNative(value) ? value :
undefined;\n}\n\nmodule.exports = getNative;\n", "use strict";\n// 21.2.5.3 get RegExp.prototype.flags\nvar anObject
= require('./_an-object');\nmodule.exports = function () {\n  var that = anObject(this);\n  var result = "";\n  if
(that.global) result += 'g';\n  if (that.ignoreCase) result += 'i';\n  if (that.multiline) result += 'm';\n  if (that.unicode)
result += 'u';\n  if (that.sticky) result += 'y';\n  return result;\n};\n\n", "var root = require('./_root'),\n  stubFalse =
require('./_stubFalse');\n\n** Detect free variable `exports`.\n */\nvar freeExports = typeof exports == 'object' &&
exports && !exports.nodeType && exports;\n\n** Detect free variable `module`.\n */\nvar freeModule = freeExports
&& typeof module == 'object' && module && !module.nodeType && module;\n\n** Detect
the popular CommonJS extension `module.exports`.\n */\nvar moduleExports = freeModule && freeModule.exports
=== freeExports;\n\n** Built-in value references.\n */\nvar Buffer = moduleExports ? root.Buffer : undefined;\n\n**
Built-in method references for those with the same name as other `lodash` methods.\n */\nvar nativeIsBuffer = Buffer
? Buffer.isBuffer : undefined;\n\n**\n * Checks if `value` is a buffer.\n * \n * @static\n * @memberOf _\n *
@since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true`
if `value` is a buffer, else `false`.\n * @example\n * \n * _isBuffer(new Buffer(2));\n * // => true\n * \n *
_isBuffer(new Uint8Array(2));\n * // => false\n */\nvar isBuffer = nativeIsBuffer || stubFalse;\n\nmodule.exports =
isBuffer;\n", "19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-keys-internal');\nvar
enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function keys(O) {\n  return
$keys(O, enumBugKeys);\n};\n\n", "var identity = require('./_identity'),\n  overRest = require('./_overRest'),\n
setToString = require('./_setToString');\n\n**\n * The base implementation of `_.rest` which doesn't validate or
coerce arguments.\n * \n * @private\n * @param {Function} func The function to apply a rest parameter to.\n *
@param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns

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the new function.\n *\nfunction baseRest(func, start) {\n  return setToString(overRest(func, start, identity), func +
");\n}\n\nmodule.exports = baseRest;\n","import mod from \"-!../node_modules/mini-css-extract-
plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-loader/index.js??ref--8-oneOf-1-
1!../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--
8-oneOf-1-2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\";
  export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\";\"use
strict\";\n\nmodule.exports = function (x) {\n  if (!x) return false;\n  if (typeof x === 'symbol') return true;\n  if
(!x.constructor) return false;\n  if (x.constructor.name !== 'Symbol') return false;\n  return
(x[x.constructor.toStringTag] === 'Symbol');\n};\n\";/*!\n * jQuery
JavaScript Library v3.3.1\n * https://jquery.com\n * Includes Sizzle.js\n * https://sizzlejs.com\n * \n *
Copyright JS Foundation and other contributors\n * Released under the MIT license\n * https://jquery.org/license\n
*\n * Date: 2018-01-20T17:24Z\n *\n( function( global, factory ) {\n  \"use strict\";\n  if ( typeof module ===
'object' && typeof module.exports === 'object' ) {\n    // For CommonJS and CommonJS-like environments
where a proper `window` is present, execute the factory and get jQuery.\n    // For environments that do not
have a `window` with a `document` (such as Node.js), expose a factory as module.exports.\n    // This
accentuates the need for the creation of a real `window` e.g. var jQuery = require(\"jquery\")(window);\n    //
See ticket #14549 for more info.\n    module.exports = global.document ? factory( global, true )
:\n    function( w ) {\n      if ( !w.document ) {\n        throw new Error( \"jQuery requires
a window with a document\" );\n      }\n      return factory( w );\n    };\n  } else {\n    factory( global
);\n  }\n  // Pass this if window is not defined yet\n  )( typeof window !== 'undefined' ? window : this, function(
window, noGlobal ) {\n    // Edge <= 12 - 13+, Firefox <=18 - 45+, IE 10 - 11, Safari 5.1 - 9+, iOS 6 - 9.1\n    // throw
exceptions when non-strict code (e.g., ASP.NET 4.5) accesses strict mode\n    // arguments.callee.caller (trac-13335).
But as of jQuery 3.0 (2016), strict mode should be common\n    // enough that all such attempts are guarded in a try
block.\n    \"use strict\";\n    var arr = [];\n    var document = window.document;\n    var getProto =
Object.getPrototypeOf;\n    var slice = arr.slice;\n    var concat = arr.concat;\n    var push = arr.push;\n    var indexOf =
arr.indexOf;\n    var class2type = {};\n    var toString = class2type.toString;\n    var hasOwn =
class2type.hasOwnProperty;\n    var fnToString = hasOwn.toString;\n    var ObjectFunctionString = fnToString.call(
Object
);\n    var support = {};\n    var isFunction = function isFunction( obj ) {\n      // Support: Chrome <=57, Firefox
<=52\n      // In some browsers, typeof returns \"function\" for HTML <object> elements\n      // (i.e., `typeof
document.createElement( \"object\" ) === \"function\"`).\n      // We don't want to classify *any* DOM node as a
function.\n      return typeof obj === \"function\" && typeof obj.nodeType !== \"number\";\n    };\n    var isWindow
= function isWindow( obj ) {\n      return obj !== null && obj === obj.window;\n    };\n    var
preservedScriptAttributes = {\n      type: true,\n      src: true,\n      noModule: true\n    };\n    function DOMEval( code,
doc, node ) {\n      doc = doc || document;\n      var i,\n          tscript = doc.createElement( \"script\" );\n      tscript.text =
code;\n      if ( node ) {\n        for ( i in preservedScriptAttributes ) {\n          tscript[ i ] = node[ i ];\n        }\n        doc.head.appendChild( tscript ).parentNode.removeChild(
tscript );\n      }\n    }\n    function toType( obj ) {\n      if ( obj === null ) {\n        return obj + \"\";\n      }\n      // Support: Android
<=2.3 only (functionish RegExp)\n      return typeof obj === \"object\" || typeof obj === \"function\" ?\n        class2type[
toString.call( obj ) ] || \"object\" :\n        typeof obj;\n    }\n    // Defining this global in .eslintrc.json
would create a danger of using the global\n    // unguarded in another place, it seems safer to define global only for this

```



```

*/ See https://github.com/eslint/eslint/issues/6125
function( name in obj ) {
return
false;
return true;
} // Evaluates
a script in a global context
globalEval: function( code ) {
DOMEval( code );
},
teach: function( obj,
callback ) {
var length, i = 0;
if ( isArrayLike( obj ) ) {
length = obj.length;
for ( ; i < length;
i++ ) {
if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
break;
} else {
if ( i in obj ) {
if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
break;
}
}
return obj;
}
} // Support: Android <=4.0 only
trim: function(
text ) {
return text == null ? "" : text.replace( rtrim, "" );
} // results is for internal
usage only
makeArray: function( arr, results ) {
var ret = results || [];
if ( arr != null ) {
if ( isArrayLike( Object( arr ) ) ) {
jQuery.merge( ret, typeof arr === "string" ? [ arr ] :
arr );
} else {
push.call( ret, arr );
}
}
return ret;
},
inArray: function( elem, arr, i ) {
return arr
== null ? -1 : indexOf.call( arr, elem, i );
} // Support: Android <=4.0 only, PhantomJS 1 only
push.apply( _, arraylike ) throws on ancient WebKit
merge: function( first, second ) {
var len =
+second.length,
i = 0,
ti = first.length;
for ( ; j < len; j++ ) {
first[ i++ ] = second[ j ];
}
first.length = i;
return first;
},
grep: function( elems, callback, invert ) {
var callbackInverse,
matches = [],
ti = 0,
length = elems.length,
callbackExpect = !invert;
// Go through the array, only saving the items
// that pass the validator function
for ( ; i < length; i++ ) {
callbackInverse = !callback( elems[ i ], i );
if ( callbackInverse !== callbackExpect ) {
matches.push( elems[ i ] );
}
}
return
matches;
},
// arg is for internal usage only
map: function( elems, callback, arg ) {
var length,
value,
ti = 0,
tret = [];
// Go through the array, translating each of the items to their new values
if ( isArrayLike( elems ) ) {
length = elems.length;
for ( ; i < length; i++ ) {
value = callback( elems[ i ], i, arg );
if ( value != null ) {
tret.push( value );
}
}
// Go through every key on the object
} else {
for ( i in elems ) {
value = callback( elems[ i ], i, arg );
if ( value != null ) {
tret.push( value );
}
}
}
// Flatten any nested arrays
return concat.apply( [], ret );
} // A global GUID counter for objects
guid: 1,
// jQuery.support is not used in Core but other
projects attach their own properties to it so it needs to exist.
support: support,
// nif ( typeof Symbol ===
"function" ) {
jQuery.fn[ Symbol.iterator ] = arr[ Symbol.iterator ];
}
// Populate the class2type
map[ jQuery.each( "Boolean Number String Function Array Date RegExp Object Error Symbol".split( " " ),
function( i, name ) {
class2type[ "[object " + name + "]" ] = name.toLowerCase();
} )];
function
isArrayLike( obj ) {
// Support: real iOS 8.2 only (not reproducible in simulator)
`in` check used to prevent
JIT error (gh-2145)
hasOwn isn't used here due to false negatives
regarding NodeList length in IE
length = !!obj && "length" in obj && obj.length,
type = toType( obj );
if ( isFunction( obj ) || isWindow(
obj ) ) {
return false;
}
return type === "array" || length === 0 || ( typeof length === "number" &&
length > 0 && ( length - 1 ) in obj );
}
var Sizzle = /*!
* Sizzle CSS Selector Engine v2.3.3
*
https://sizzlejs.com/
* Copyright jQuery Foundation and other contributors
* Released under
the MIT license
* http://jquery.org/license
* Date: 2016-08-08
*/(function( window ) {
var
i,
support,
Expr,
getText,
isXML,
tokenize,
compile,
select,
outermostContext,
sortInput,
hasDuplicate,
// Local document
vars,
setDocument,
document,
docElem,
documentIsHTML,
trbuggyQSA,
trbuggyMatches,
matche
s,
contains,
// Instance-specific data
expando = "sizzle" + 1,
new Date(),
preferredDoc =
window.document,
dirruns = 0,
done = 0,
classCache = createCache(),
tokenCache =
createCache(),
compilerCache = createCache(),
sortOrder = function( a, b ) {
if ( a === b ) {
return 0;
}
// Instance methods
hasOwn =
( {} ).hasOwnProperty,
tarr = [],
tpop = arr.pop,
tpush_native = arr.push,
tslice =
arr.slice,
// Use a stripped-down indexOf as it's faster than native
// https://jsperf.com/thor-indexof-vs-
for/5
indexOf

```



```

    }
    // Optimize for push.apply( _, NodeList )
    try {
      push.apply(
        (arr = slice.call(
          preferredDoc.childNodes
        )),
        preferredDoc.childNodes
      );
    }
    // Support: Android<4.0
    // Detect silently
    // failing push.apply
    for (var i = preferredDoc.childNodes.length; i-->0; ) {
      nodeType = preferredDoc.childNodes[i].nodeType;
      catch (e) {
        push = {
          apply: arr.length
        };
        // Leverage slice if possible
        function(target, els) {
          push_native.apply(target, slice.call(els));
        };
        // Support: IE<9
        // Otherwise append directly
        function(target, els) {
          var j = target.length,
              i = 0;
          // Can't trust NodeList.length
          while (target[j++] = els[i++]) {
            //
          }
          target.length = j - 1;
        };
      }
      function Sizzle(selector, context, results, seed) {
        var m, i, elem, nid, match, groups, newSelector,
            newContext = context && context.ownerDocument,
            nodeType defaults to 9, since context defaults to document
            nodeType = context ? context.nodeType : 9;
        results = results || [];
        // Return early from calls with invalid selector or
        // context
        if (typeof selector !== "string" || !selector || nodeType !== 1 && nodeType !== 9 && nodeType !== 11) {
          return results;
        }
        // Try to shortcut find operations (as opposed to filters) in HTML
        // documents
        if (!seed) {
          if (context ? context.ownerDocument || context : preferredDoc) !== document) {
            setDocument(context);
          }
          context = context || document;
          if (documentIsHTML) {
            // If the selector is sufficiently simple, try using a "get*By*" DOM method
            // (excepting DocumentFragment
            // context, where the methods don't exist)
            if (nodeType !== 11 && (match = rquickExpr.exec(selector))) {
              // ID selector
              if (m = match[1]) {
                // Document context
                if (nodeType === 9) {
                  elem = context.getElementById(m);
                }
                // Support: IE, Opera,
                // Webkit
                // TODO: identify versions
                // getElementById can match elements by name instead of
                // ID
                if (elem.id === m) {
                  results.push(elem);
                  return results;
                }
              }
              // Element context
              else {
                // Support: IE, Opera, Webkit
                // TODO: identify versions
                // getElementById
                // can match elements by name instead of ID
                if (newContext && (elem = newContext.getElementById(m)) &&
                    !contains(context, elem) && elem.id === m) {
                  results.push(elem);
                  return results;
                }
              }
            }
            Type selector
            else if (match[2]) {
              push.apply(results, context.getElementsByTagName(selector));
            }
            // Class selector
            else if (m = match[3]) && support.getElementsByClassName &&
              context.getElementsByClassName) {
              push.apply(results, context.getElementsByClassName(m));
            }
            // Take advantage of
            // querySelectorAll
            if (support.qsa && !compilerCache[selector + " "] && !buggyQSA ||
                !buggyQSA.test(selector)) {
              if (nodeType !== 1) {
                newContext = context;
              }
              newSelector = selector;
              // qSA looks outside Element context, which is not what we
              // want
              // Thanks to Andrew Dupont for this workaround technique
              // Support: IE <= 8
              // Exclude
              // object elements
              else if (context.nodeName.toLowerCase() !== "object") {
                // Capture the context ID, setting it first if necessary
                if (nid = context.getAttribute("id")) {
                  nid = nid.replace(rcssescape, fcssescape);
                }
                else {
                  context.setAttribute("id", (nid = expando));
                }
                // Prefix every selector in the list
                groups = tokenize(selector);
                for (var i = groups.length; i-->0; ) {
                  groups[i] = "#" + nid + " " + toSelector(groups[i]);
                }
                newSelector = groups.join(",");
                // Expand context for sibling
                // selectors
                newContext = rsibling.test(selector) && testContext(context.parentNode) ||
                  context;
                if (newContext) {
                  try {
                    push.apply(results, newContext.querySelectorAll(newSelector));
                  } catch (qsaError) {
                    finally {
                      if (nid === expando) {
                        context.removeAttribute("id");
                      }
                    }
                  }
                }
              }
            }
            // All others
            return select(selector.replace(rtrim, "$1"), context, results, seed);
          }
          // Create key-value caches of limited size
          // @returns {function(string, object)}
          Returns the Object data after storing it on itself with
          // *property name the (space-suffixed) string and (if the cache
          // is larger than Expr.cacheLength)
          // *deleting the oldest entry
          // *function createCache() {
            var keys =

```

```

[];function cache( key, value ) { Use (key + "\ ") to avoid collision with native prototype properties (see
Issue #157) keys.push( key + "\ ") > Expr.cacheLength } Only keep the most recent
entries delete cache[ keys.shift() ]; return (cache[ key + "\ " ] = value); return
cache; } Mark a function for special use by Sizzle
 * @param {Function} fn The function
to mark
function markFunction( fn ) { fn[ expando ] = true; return fn; } Support testing
using an element
 * @param {Function} fn Passed the created element and returns a boolean result
function
assert( fn ) { var el = document.createElement("fieldset"); try { return !!fn( el ); } catch ( e )
{ return false; } finally { Remove from its parent by default ( el.parentNode )
{ el.parentNode.removeChild( el ); } // release memory in IE
} }
 * @param {String} attrs Pipe-separated list of attributes
 * @param
{Function} handler The method that will be applied
function addHandle( attrs, handler ) { var arr =
attrs.split( "\\ " ); var i = arr.length; while ( i-- ) { Expr.attrHandle[ arr[i] ] = handler; } }
 *
Checks document order of two siblings
 * @param {Element} a
 * @param {Element}
b
 * @returns {Number} Returns less than 0 if a precedes b, greater than 0 if a follows b
function
siblingCheck( a, b ) { var cur = b && a, diff = cur && a.nodeType === 1 && b.nodeType === 1
&& ( a.sourceIndex - b.sourceIndex ); // Use IE sourceIndex if available on both nodes
if ( diff )
{ return diff; } // Check if b follows a
if ( cur ) { while ( ( cur = cur.nextSibling ) ) { if ( cur
=== b ) { return -1; } } } return a ? 1 : -1; }
 * Returns a function to use in pseudos
for input types
 * @param {String} type
function createInputPseudo( type ) { return function( elem )
{ var name = elem.nodeName.toLowerCase(); return name === "input" && elem.type ===
type; } }
 * Returns a function to use in pseudos for buttons
 * @param {String} type
function
createButtonPseudo( type ) { return function( elem ) { var name = elem.nodeName.toLowerCase();
return ( name === "input" || name === "button" ) && elem.type === type; } }
 * Returns a function to use
in pseudos for :enabled/:disabled
 * @param {Boolean} disabled true for :disabled; false for :enabled
function
createDisabledPseudo( disabled ) { // Known :disabled false positives: fieldset[disabled] >
legend:nth-of-type(n+2) :can-disable
return function( elem ) { // Only certain elements can match :enabled
or :disabled
// https://html.spec.whatwg.org/multipage/scripting.html#selector-enabled
// https://html.spec.whatwg.org/multipage/scripting.html#selector-disabled
if ( !("form" in elem ) )
{ Check for inherited disabledness on relevant non-disabled elements:
 * listed form-associated elements in a
disabled fieldset
// https://html.spec.whatwg.org/multipage/forms.html#category-listed
// https://html.spec.whatwg.org/multipage/forms.html#concept-fe-disabled
 * option elements in a disabled
optgroup
// https://html.spec.whatwg.org/multipage/forms.html#concept-option-disabled
All such
elements have a "form" property.
if ( elem.parentNode && elem.disabled === false ) { Option
elements defer to a parent optgroup if present
if ( "label" in elem ) { if ( "label" in
elem.parentNode ) { return elem.parentNode.disabled === disabled; } else { return
elem.disabled === disabled; } } } // Support: IE 6 - 11
Use the isDisabled shortcut
property to check for disabled fieldset ancestors
return elem.isDisabled === disabled || // Where
there is no isDisabled, check manually
} jshint -W018
 * telem.isDisabled !== disabled
&& !elem.disabledAncestor( elem ) === disabled; } }
return elem.disabled === disabled; } // Try
to winnow out elements that can't be disabled before trusting
the disabled property.
Some victims get caught in our net (label, legend, menu, track), but it shouldn't
even exist on them, let alone have a boolean value.
} else if ( "label" in elem ) { return elem.disabled ===
disabled; } // Remaining elements are neither :enabled nor :disabled
return false; } }
 *
Returns a function to use in pseudos for positionals
 * @param {Function} fn
function
createPositionalPseudo( fn ) { return markFunction(function( argument ) { return
markFunction(function( seed, matches ) { var i, j, matchIndexes = fn( [], seed.length, argument ),
n = matchIndexes.length; // Match elements found at the specified indexes
while ( i-- ) { if ( seed[
j = matchIndexes[i] ] ) { return seed[j] = !(matches[j] = seed[j]); } } } } } } }

```



```

context.getElementsByTagName !== "undefined" ) {
return context.getElementsByTagName( tag
);
// DocumentFragment nodes don't have gEBTN
else if ( support.qsa ) {
return
context.querySelectorAll( tag );
}
function( tag, context ) {
var elem, tmp =
[], ti = 0;
// By happy coincidence, a (broken) gEBTN appears on DocumentFragment nodes
too
results = context.getElementsByTagName( tag );
// Filter out possible comments
if ( tag ===
"*" ) {
while ( ( elem = results[i++] ) ) {
if ( elem.nodeType === 1 ) {
tmp.push( elem
);
}
}
return tmp;
}
return results;
}
ClassExpr.find["CLASS"] =
support.getElementsByClassName && function( className, context ) {
if ( typeof
context.getElementsByClassName !== "undefined" && documentIsHTML ) {
return
context.getElementsByClassName(
className );
}
/* QSA/matchesSelector-----
*/
/* QSA and matchesSelector support
matchesSelector(:active) reports false when true (IE9/Opera
11.5)
buggyMatches = [];
qSa(:focus) reports false when true (Chrome 21)
We allow this because of
a bug in IE8/9 that throws an error
whenever `document.activeElement` is accessed on an iframe
So, we
allow :focus to pass through QSA all the time to avoid the IE error
See
https://bugs.jquery.com/ticket/13378
QSA = [];
if ( (support.qsa = rnative.test(
document.querySelectorAll )) ) {
// Build QSA regex
// Regex strategy adopted from Diego
Perini
assert(function( el ) {
// Select is set to empty string on purpose
// This is to test IE's treatment
of not explicitly
setting a boolean content attribute,
since its presence should be enough
https://bugs.jquery.com/ticket/12359
docElem.appendChild(
el ).innerHTML = "<a id=" + expando + "></a>" +
"<select id=" + expando + "-|r|\\'
msallowcapture=" + "></select>";
// Support: IE8, Opera 11-
12.16
Nothing should be selected when empty strings follow
^= or $= or *=
The test attribute must
be unknown in Opera but "safe" for WinRT
https://msdn.microsoft.com/en-
us/library/ie/hh465388.aspx#attribute_section
if ( el.querySelectorAll("[msallowcapture^=").length ) {
// Support: IE8
Boolean attributes and "value" are not treated correctly
if ( !el.querySelectorAll("[selected]").length ) {
// Support:
Chrome<29, Android<4.4, Safari<7.0+, iOS<7.0+, PhantomJS<1.9.8+
if
( !el.querySelectorAll("[id~=" + expando + "-]").length ) {
// Support: Webkit/Opera - :checked should return selected option elements
http://www.w3.org/TR/2011/REC-css3-
selectors-20110929/#checked
IE8 throws error here and will not see later tests
if (
!el.querySelectorAll(":checked").length ) {
// Support: Safari
8+, iOS 8+
https://bugs.webkit.org/show_bug.cgi?id=136851
In-page `selector#id sibling-combinator
selector` fails
if ( !el.querySelectorAll("a#" + expando + "+*").length ) {
// Support:
Windows 8 Native Apps
The type and name attributes are restricted during .innerHTML
assignment
var input = document.createElement("input");
input.setAttribute("type", "hidden");
tel.appendChild( input ).setAttribute("name", "D");
// Support: IE8
Enforce case-
sensitivity of name attribute
if ( el.querySelectorAll("[name=d]").length ) {
// Support:
"name" + whitespace + "[*^$]!~?=)";
// FF 3.5 - :enabled/:disabled and hidden elements (hidden
elements are still enabled)
IE8 throws error here and will not see later tests
if (
el.querySelectorAll(":enabled").length !== 2 ) {
// Support: IE9-11+
IE's :disabled selector does not pick up the children of disabled
fieldsets
docElem.appendChild( el ).disabled = true;
if ( el.querySelectorAll(":disabled").length !== 2 ) {
// Support: Opera 10-11

```







```

    {return null;} // Accept quoted arguments as-is if ( match[3] ) {match[2] =
    match[4] || match[5] || "";} // Strip excess characters from unquoted arguments else if ( unquoted &&
    rpseudo.test( unquoted ) && // Get excess from tokenize (recursively) (excess = tokenize( unquoted,
    true )) && // advance to the next closing parenthesis (excess = unquoted.indexOf( '\')',
    unquoted.length - excess ) - unquoted.length)
  ) { // excess is a negative index
    match[0] = match[0].slice( 0, excess ); match[2] =
    unquoted.slice( 0, excess ); // Return only captures needed by the pseudo filter method (type and
    argument) return match.slice( 0, 3 );}, filter: { "TAG": function( nodeNameSelector )
    {var nodeName = nodeNameSelector.replace( runescape, funescape ).toLowerCase(); return
    nodeNameSelector === "*" ? function() { return true; } : function( elem ) { return
    elem.nodeName && elem.nodeName.toLowerCase() === nodeName;}}, "CLASS": function(
    className ) {var pattern = classCache[ className + " " ]; return pattern || (pattern = new
    RegExp( "(^|" + whitespace + ")" + className + "(" + whitespace + "|$)" )) && classCache(
    className, function( elem ) { return pattern.test( typeof elem.className === "string" &&
    elem.className || typeof elem.getAttribute !== "undefined" && elem.getAttribute( "class" ) || ""
    )});}, "ATTR": function( name, operator, check ) { return function( elem ) {var
    result = Sizzle.attr( elem, name ); if ( result == null ) { return operator === "!="; }
    if ( !operator ) { return true; } return operator === "=" ? result ===
    check : operator === "!=" ? result !== check : operator === "^=" ? check && result.indexOf(
    check ) === 0 : operator === "*=" ? check && result.indexOf( check ) > -1 : operator === "$="
    ? check && result.slice( -check.length ) === check : operator === "~=" ? ( " " + result.replace(
    rwhitespace, " " ) + " " ).indexOf( check ) > -1 : operator === "|=" ? result === check || result.slice( 0,
    check.length + 1 ) === check + "-"; }}, "CHILD":
    function( type, what, argument, first, last ) {var simple = type.slice( 0, 3 ) !== "nth", forward =
    type.slice( -4 ) !== "last", ofType = what === "of-type"; return first === 1 && last === 0
    ? // Shortcut for nth*(n) function( elem ) { return !elem.parentNode;}
    : function( elem, context, xml ) {var cache, uniqueCache, outerCache, node, nodeIndex,
    start, dir = simple !== forward ? "nextSibling" : "previousSibling", parent =
    elem.parentNode, name = ofType && elem.nodeName.toLowerCase(), useCache = !xml &&
    !ofType, diff = false; if ( parent ) { (first|last|only)-(child|of-type) if (
    simple ) { while ( dir ) { node = elem; while ( ( node = node[ dir ] )
    {
      if ( ofType ? node.nodeName.toLowerCase() === name : node.nodeType === 1 )
        return true;
    } }
    } // non-xml :nth-child(...) stores cache data on `parent` if ( forward &&
    useCache ) { Seek `elem` from a previously-cached index ... in a gzip-friendly
    way node = parent; outerCache = node[ expando ] || (node[ expando ] = {});
    Support: IE <9 only Defend against cloned attributes (jQuery gh-1709) uniqueCache =
    outerCache[ node.uniqueID ] || (outerCache[
    node.uniqueID ] = {}); cache = uniqueCache[ type ] || []; nodeIndex = cache[ 0 ] ===
    dirruns && cache[ 1 ]; diff = nodeIndex && cache[ 2 ]; node = nodeIndex &&
    parent.childNodes[ nodeIndex ]; while ( ( node = ++nodeIndex && node && node[ dir ]
    || (diff && node === elem) ) { // Fallback to seeking `elem` from the start (diff = nodeIndex = 0) || start.pop() )
    { // When found, cache indexes on `parent` and break if ( node.nodeType === 1 &&
    ++diff && node === elem ) { uniqueCache[ type ] = [ dirruns, nodeIndex, diff
    ]; break; } } } else { // Use previously-cached element

```















```

filter and not\nfunction winnow( elements, qualifier, not ) {\n\tif ( isFunction( qualifier ) ) {\n\t\treturn jQuery.grep(
elements, function( elem, i ) {\n\t\t\treturn !!qualifier.call( elem, i, elem ) !== not;\n\t\t});\n\t}\n\t// Single
element\n\tif ( qualifier.nodeType ) {\n\t\treturn jQuery.grep( elements, function( elem ) {\n\t\t\treturn ( elem ===
qualifier ) !== not;\n\t\t});\n\t}\n\t// Arraylike of elements (jQuery, arguments, Array)\n\tif ( typeof qualifier !==
\"string\" ) {\n\t\treturn jQuery.grep(
elements, function( elem ) {\n\t\t\treturn ( indexOf.call( qualifier, elem ) > -1 ) !== not;\n\t\t});\n\t}\n\t// Filtered
directly for both simple and complex selectors\n\treturn jQuery.filter( qualifier, elements, not );\n}\n\njQuery.filter =
function( expr, elems, not ) {\n\tvar elem = elems[ 0 ];\n\tif ( not ) {\n\t\texpr = \"!\" + expr + \"\";\n\t}\n\tif
( elems.length === 1 && elem.nodeType === 1 ) {\n\t\treturn jQuery.find.matchesSelector( elem, expr ) ? [ elem ] :
[];\n\t}\n\treturn jQuery.find.matches( expr, jQuery.grep( elems, function( elem ) {\n\t\treturn elem.nodeType ===
1;\n\t} ) );\n}\n\njQuery.fn.extend( {\n\tfind: function( selector ) {\n\t\tvar i, ret, len = this.length, self =
this;\n\t\tif ( typeof selector !== \"string\" ) {\n\t\t\treturn this.pushStack( jQuery( selector ).filter( function()
{\n\t\t\t\tfor ( i = 0; i < len; i++ ) {\n\t\t\t\t\tif ( jQuery.contains( self[ i ], this ) ) {\n\t\t\t\t\t\treturn
true;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t});\n\t\t}\n\t\tret = this.pushStack( [] );\n\t\tfor ( i = 0; i < len; i++ ) {\n\t\t\tjQuery.find( selector, self[ i ], ret
);\n\t\t}\n\t\treturn len > 1 ? jQuery.uniqueSort( ret ) : ret;\n\t},\n\tfilter: function( selector ) {\n\t\treturn
this.pushStack( winnow( this, selector || [], false ) );\n\t},\n\tnot: function( selector ) {\n\t\treturn this.pushStack(
winnow( this, selector || [], true ) );\n\t},\n\tis: function( selector ) {\n\t\treturn !!winnow( this, selector ||
this, true, true, true, true );\n\t}\n\t// If this
is a positional/relative selector, check membership in the returned set\n\t// so $(\"p:first\").is(\"p:last\") won't
return true for a doc with two \"p\".\n\tif ( typeof selector === \"string\" && needsContext.test( selector )
) {\n\t\treturn jQuery( selector ) : selector || [],\n\t\tfalse;\n\t}\n\treturn this.length;\n\t}\n\t// Initialize a jQuery
object\n\t// A central reference to the root jQuery(document)\n\tvar rootjQuery,\n\t// A simple way to check for
HTML strings\n\tPrioritize #id over <tag> to avoid XSS via location.hash (#9521)\n\t// Strict HTML recognition (#11290: must start
with <)\n\t// Shortcut simple #id case for speed\n\tquickExpr = /^(?:\s*(<[\w\W]+>)[^>]*/|#[\w-]+)$/,
\n\tinit = function( selector, context, root ) {\n\t\tvar match, elem;\n\t\t// HANDLE: $(\"\"), $(null),
$(undefined), $(false)\n\t\tif ( !selector ) {\n\t\t\treturn this;\n\t\t}\n\t\t// Method init() accepts an alternate
rootjQuery\n\t\t// so migrate can support jQuery.sub(gh-2101)\n\t\troot = root || rootjQuery;\n\t\t// Handle HTML
strings\n\t\tif ( typeof selector === \"string\" ) {\n\t\t\tif ( selector[ 0 ] === \"<\" && selector[ selector.length
- 1 ] === \">\" && selector.length >= 3 ) {\n\t\t\t\t// Assume that strings that start and end with <> are
HTML and skip the regex check\n\t\t\t\tmatch = [ null, selector, null ];\n\t\t\t} else {\n\t\t\t\tmatch =
rquickExpr.exec( selector );\n\t\t\t}\n\t\t\t// Match html
or make sure no context is specified for #id\n\t\t\tif ( match && ( match[ 1 ] || !context ) ) {\n\t\t\t\t// HANDLE:
$(html) -> $(array)\n\t\t\t\tif ( match[ 1 ] ) {\n\t\t\t\t\tcontext = context instanceof jQuery ? context[ 0 ] :
context;\n\t\t\t\t\t// Option to run scripts is true for back-compat\n\t\t\t\t\t// Intentionally let the error be thrown if
parseHTML is not present\n\t\t\t\t\tjQuery.merge( this, jQuery.parseHTML( match[ 1 ], context, true );\n\t\t\t\t\t//
HANDLE: $(html, props)\n\t\t\t\t\tif ( rsingleTag.test( match[ 1 ] ) && jQuery.isPlainObject( context ) ) {\n\t\t\t\t\t\tfor
( match in context ) {\n\t\t\t\t\t\t\tif ( isFunction( this[ match ] ) ) {\n\t\t\t\t\t\t\t\tthis[ match ]( context[
match ] );\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t// otherwise set as attributes\n\t\t\t\t\t\t\telse {\n\t\t\t\t\t\t\t\tthis.attr(
match, context[ match ] );\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t\treturn this;\n\t\t\t\t\t}\n\t\t\t\t\t// HANDLE: $(#id)\n\t\t\t\t\tif ( elem = document.getElementById( match[ 2 ] ) ) {\n\t\t\t\t\t\treturn jQuery( elem )
;\n\t\t\t\t\t}\n\t\t\t\t\t// Inject the element directly into the jQuery object\n\t\t\t\t\tthis[ 0 ] = elem;\n\t\t\t\t\tthis.length =
1;\n\t\t\t\t\treturn this;\n\t\t\t\t}\n\t\t\t\t// HANDLE: $(expr, $(...))\n\t\t\t\telse if ( !context || context.jquery
) {\n\t\t\t\t\treturn ( context || root ).find( selector );\n\t\t\t\t}\n\t\t\t\t// HANDLE: $(expr, context) (which is just
equivalent to: $(context).find(expr)\n\t\t\t\telse {\n\t\t\t\t\treturn this.constructor( context ).find( selector
);\n\t\t\t\t}\n\t\t\t\t// HANDLE: $(DOMElement)\n\t\t\t\telse if ( selector.nodeType ) {\n\t\t\t\t\treturn this[ 0 ] =

```

```

selector;
ready } else if ( isFunction(
  selector ) ) {
  return root.ready !== undefined ? root.ready( selector ) : Execute immediately
  if ready is not present
  selector( jQuery );
  return jQuery.makeArray( selector, this );
}
// Give the init function the jQuery prototype for later instantiation
jQuery.fn.prototype = jQuery.fn;
// Initialize central reference
rootjQuery = jQuery( document );
var rparentsprev = /^(?:parents|prev(?:Until|All))/;
// Methods guaranteed to produce a unique set when starting from a unique set
jQuery.unique = {
  children: true,
  contents: true,
  next: true,
  prev: true
};
jQuery.fn.extend( {
  has: function( target ) {
    var targets = jQuery( target, this ),
        tl = targets.length;
    return this.filter( function() {
      var i = 0;
      for ( ; i < I; i++ ) {
        if ( jQuery.contains( this, targets[ i ] ) ) {
          return true;
        }
      }
    } );
  },
  closest:
    function( selectors, context ) {
      var cur,
          ti = 0,
          tl = this.length,
          matched = [],
          targets = typeOf selectors !== "string" && jQuery( selectors );
      // Positional selectors never match, since there's no _selection_
      // context
      if ( !needsContext.test( selectors ) ) {
        for ( ; i < I; i++ ) {
          for ( cur = this[ i ]; cur && cur
            !== context; cur = cur.parentNode ) {
            // Always skip document fragments
            if ( cur.nodeType < 11
              && ( targets ? targets.index( cur ) > -1 : !Don't pass non-elements to
                Sizzle
              ) && cur.nodeType === 1 && jQuery.find.matchesSelector( cur, selectors ) ) {
              matched.push( cur );
              break;
            }
          }
        }
        return this.pushStack(
          matched.length > 1 ? jQuery.uniqueSort( matched ) : matched );
      }
      // Determine the position of an element within the set
      index: function( elem ) {
        // No argument, return index in parent
        if ( !elem ) {
          return ( this[ 0 ] && this[ 0 ].parentNode ) ?
            this.first().prevAll().length : -1;
        }
        // Index in selector
        if ( typeOf elem === "string" ) {
          return indexOf.call( jQuery( elem ), this[ 0 ] );
        }
        // Locate the position of the desired element
        return indexOf.call( this,
          // If it receives a jQuery object, the first element is used
          elem.jquery ? elem[ 0 ] :
          elem );
      },
      add: function( selector, context ) {
        return this.pushStack(
          jQuery.uniqueSort(
            jQuery.merge( this.get(), jQuery( selector, context )
          )
        ),
        addBack: function( selector ) {
          return this.add( selector == null ? this.prevObject :
            this.prevObject.filter( selector ) );
        },
        sibling: function( cur, dir ) {
          while ( ( cur = cur[ dir ] ) &&
            cur.nodeType !== 1 ) {}
          return cur;
        },
        each: function( parent: function( elem ) {
          var
            parent = elem.parentNode;
          return parent && parent.nodeType !== 11 ? parent : null;
        },
        parentsUntil: function( elem, i, until ) {
          return dir( elem, "parentNode", until );
        },
        next: function( elem ) {
          return sibling( elem, "nextSibling" );
        },
        prev: function( elem ) {
          return sibling( elem, "previousSibling" );
        },
        nextAll: function( elem ) {
          return dir( elem, "nextSibling" );
        },
        prevAll: function( elem ) {
          return dir( elem, "previousSibling" );
        },
        nextUntil: function( elem, i, until ) {
          return dir( elem, "nextSibling", until );
        },
        prevUntil: function( elem, i, until ) {
          return dir( elem, "previousSibling", until );
        },
        siblings: function( elem ) {
          return siblings( ( elem.parentNode || {} ).firstChild, elem );
        },
        children: function( elem ) {
          return siblings( elem.firstChild );
        },
        contents:
          function( elem ) {
            if ( nodeName( elem, "iframe" ) ) {
              return elem.contentDocument;
            }
            // Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only
            // Treat the template element as a regular
            // one in browsers that
            // don't support it.
            if ( nodeName( elem, "template" ) ) {
              elem =
                elem.content || elem;
            }
            return jQuery.merge( [], elem.childNodes );
          },
          function( name, fn ) {
            jQuery.fn[ name ] = function( until, selector ) {
              var matched = jQuery.map( this, fn, until );
              if ( name.slice( -5 ) !== "Until" ) {
                selector = until;
              }
              if ( selector && typeOf selector === "string" ) {
                matched = jQuery.filter( selector, matched );
              }
              if ( this.length > 1 ) {
                // Remove
                // duplicates
                if ( !jQuery.unique[ name ] ) {
                  jQuery.uniqueSort( matched );
                }
                // Reverse
                // order for parents* and prev-derivatives
            }
          }
        }
      }
    }
  }
}

```

```

( rparentsprev.test( name ) ) {
  matched.reverse();
  return this.pushStack( matched );
};
var mohtmlwhite = ( /^[^\x20\t\r\n\f]+/g );
// Convert String-formatted options into Object-formatted ones
function createOptions( options ) {
  var object = {};
  jQuery.each( options.match( mohtmlwhite ) || [], function( _, flag ) {
    object[ flag ] = true;
  } );
  return object;
}
// Create a callback list using the following parameters:
// *options: an optional list of space-separated options that will change how the callback list behaves or a more traditional option object
// * By default a callback list will act like an event callback list and can be "fired" multiple times.
// * Possible options:
// *once: will ensure the callback list can only be fired once (like a Deferred)
// *memory: will keep track of previous values and will call any callback added after the list has been fired right away with the latest "memorized" values (like a Deferred)
// *unique: will ensure a callback can only be added once (no duplicate in the list)
// *stopOnFalse: interrupt callings when a callback returns false
jQuery.Callbacks = function( options ) {
  // Convert options from String-formatted to Object-formatted if needed (we check in cache first)
  options = typeof options === "string" ? createOptions( options ) : jQuery.extend( {}, options );
  // Flag to know if list is currently firing
  var firing,
    // Last fire value for non-forgettable lists
    memory,
    // Flag to know if list was already fired
    fired,
    // Flag to prevent firing
    locked,
    // Actual callback list
    list = [],
    // Queue of execution data for repeatable lists
    queue = [],
    // Index of currently firing callback (modified by add/remove as needed)
    firingIndex = -1,
    // Fire callbacks
    fire = function() {
      // Enforce single-firing
      locked = locked || options.once;
      // Execute callbacks for all pending executions, respecting firingIndex overrides and runtime changes
      fired = firing = true;
      for ( ; queue.length; firingIndex = -1 ) {
        memory = queue.shift();
        while ( ++firingIndex < list.length ) {
          // Run callback and check for early termination
          if ( list[ firingIndex ].apply( memory[ 0 ], memory[ 1 ] ) === false && options.stopOnFalse ) {
            // Jump to end and forget the data so .add doesn't re-fire
            firingIndex = list.length;
            memory = false;
          }
          // Forget the data if we're done with it
          if ( !options.memory ) {
            memory = false;
          }
          firing = false;
          // Clean up if we're done firing for good
          if ( locked ) {
            // Keep an empty list if we have data for future add calls
            list = [];
            // Otherwise, this object is spent
            else {
              list = "";
            }
          }
          // Actual Callbacks object
          self = {
            // Add a callback or a collection of callbacks to the list
            add: function() {
              // If we have memory from a past run, we should fire after adding
              if ( memory && !firing ) {
                firingIndex = list.length - 1;
                queue.push( memory );
              }
              jQuery.each( args, function( _, arg ) {
                if ( isFunction( arg ) ) {
                  if ( !options.unique || !self.has( arg ) ) {
                    list.push( arg );
                  }
                }
              } );
            },
            // Remove a callback from the list
            remove: function() {
              jQuery.each( arguments, function( _, arg ) {
                var index;
                while ( ( index = jQuery.inArray( arg, list, index ) ) > -1 ) {
                  list.splice( index, 1 );
                }
              } );
            },
            // Check if a given callback is in the list. If no argument is given, return whether or not list has callbacks attached.
            has: function( fn ) {
              return fn ? jQuery.inArray( fn, list ) > -1 : list.length > 0;
            },
            // Remove all callbacks from the list
            empty: function() {
              list = [];
            },
            // Disable .fire and .add
            // Abort any current/pending executions
            // Clear all callbacks and values
            disable: function() {
              locked = queue = list = memory = "";
            },
            // Disable .fire
            // Also disable .add unless we have memory (since it would have no

```







```

{\n\tdocument.removeEventListener( "DOMContentLoaded", completed );\n\twindow.removeEventListener(
"load", completed );\n\tjQuery.ready();\n}\n\n// Catch cases where $(document).ready() is called\n// after the
browser event has already occurred.\n// Support: IE <=9 - 10 only\n// Older IE sometimes signals "interactive" too
soon\nif
( document.readyState === "complete" ||\n\t( document.readyState !== "loading" &&
!document.documentElement.doScroll ) ) {\n\n\t// Handle it asynchronously to allow scripts the opportunity to delay
ready\n\twindow.setTimeout( jQuery.ready );\n\n} else {\n\n\t// Use the handy event
callback\n\tdocument.addEventListener( "DOMContentLoaded", completed );\n\n\t// A fallback to window.onload,
that will always work\n\twindow.addEventListener( "load", completed );\n}\n\n\n\n\n// Multifunctional method to
get and set values of a collection\n// The value/s can optionally be executed if it's a function\nvar access = function(
elems, fn, key, value, chainable, emptyGet, raw ) {\n\tvar i = 0,\n\t\tlen = elems.length,\n\t\tbulk = key ===
null;\n\n\t// Sets many values\n\tif ( toType( key ) === "object" ) {\n\t\tchainable = true;\n\t\tfor ( i in key )
{\n\t\t\taccess( elems, fn, i, key[ i ], true, emptyGet, raw );\n\t\t}\n\n\t// Sets one value\n\t} else if ( value !==
undefined ) {\n\t\tchainable
= true;\n\t\tif ( !isFunction( value ) ) {\n\t\t\traw = true;\n\t\t}\n\t\tif ( bulk ) {\n\t\t\t// Bulk operations run
against the entire set\n\t\t\tif ( raw ) {\n\t\t\t\tfn.call( elems, value );\n\t\t\t\tfn = null;\n\t\t\t\t// ...except when
executing function values\n\t\t\t} else {\n\t\t\t\tbulk = fn;\n\t\t\t\tfn = function( elem, key, value ) {\n\t\t\t\t\treturn
bulk.call( jQuery( elem ), value );\n\t\t\t\t}\n\t\t\t}\n\t\t\tif ( fn ) {\n\t\t\t\tfor ( ; i < len; i++ )
{\n\t\t\t\t\tfn( elems[ i ], key, raw ?\n\t\t\t\t\tvalue :\n\t\t\t\t\tvalue.call( elems[ i ], i, fn( elems[ i ], key )
)\n\t\t\t\t\t);\n\t\t\t\t}\n\t\t\t}\n\t\t\tif ( chainable ) {\n\t\t\t\treturn elems;\n\t\t\t}\n\t\t\t// Gets\n\t\t} else if ( bulk ) {\n\t\t\treturn fn.call(
elems );\n\t\t}\n\t\t// Matches dashed string for camelizing\n\tvar rmsPrefix = /^-ms-/,
\trdashAlpha = /-([a-z])/g;\n\n\t// Used by camelCase as callback to replace()\nfunction
fcamelCase(
all, letter ) {\n\t\treturn letter.toUpperCase();\n}\n\n// Convert dashed to camelCase; used by the css and data
modules\n// Support: IE <=9 - 11, Edge 12 - 15\n// Microsoft forgot to hump their vendor prefix (#9572)\nfunction
camelCase( string ) {\n\t\treturn string.replace( rmsPrefix, "ms-" ).replace( rdashAlpha, fcamelCase );\n}\n\nvar
acceptData = function( owner ) {\n\n\t// Accepts only:\n\t// - Node\n\t// - Node.ELEMENT_NODE\n\t// -
Node.DOCUMENT_NODE\n\t// - Object\n\t// - Any\n\treturn owner.nodeType === 1 || owner.nodeType === 9 ||
!( +owner.nodeType );\n};\n\n\n\nfunction Data() {\n\tthis.expando = jQuery.expando +
Data.uid++;\n}\n\nData.uid = 1;\n\nData.prototype = {\n\tcache: function( owner ) {\n\t\t// Check if the owner
object already has a cache\n\t\tvar value = owner[ this.expando ];\n\t\t// If not, create one\n\t\tif ( !value )
{\n\t\t\tvalue = {};\n\t\t}\n\t\t// We can accept data for non-element nodes in modern browsers,\n\t\t// but we should
not, see
#8335.\n\t\t// Always return an empty object.\n\t\tif ( acceptData( owner ) ) {\n\t\t\t// If it is a node unlikely to
be stringify-ed or looped over\n\t\t\t// use plain assignment\n\t\t\tif ( owner.nodeType ) {\n\t\t\t\tthis.expando ] =
value;\n\t\t\t}\n\t\t\t// Otherwise secure it in a non-enumerable property\n\t\t\t// configurable must be
true to allow the property to be\n\t\t\t// deleted when data is removed\n\t\t\t} else
{\n\t\t\tObject.defineProperty( owner, this.expando, {\n\t\t\t\tvalue: value,\n\t\t\t\tconfigurable:
true\n\t\t\t});\n\t\t\t}\n\t\t}\n\t\treturn value;\n\t},\n\tset: function( owner, data, value ) {\n\t\tvar
prop,\n\t\t\tcache = this.cache( owner );\n\n\t\t// Handle: [ owner, key, value ] args\n\t\t// Always use camelCase key
(gh-2257)\n\t\tif ( typeof data === "string" ) {\n\t\t\tcache[ camelCase( data ) ] = value;\n\t\t}\n\t\t// Handle: [ owner, {
properties } ] args\n\t\t} else {\n\t\t\t// Copy the properties
one-by-one to the cache object\n\t\t\tfor ( prop in data ) {\n\t\t\t\tcache[ camelCase( prop ) ] = data[ prop
];\n\t\t\t}\n\t\t}\n\t\treturn cache;\n\t},\n\tget: function( owner, key ) {\n\t\treturn key === undefined
?\n\t\t\tthis.cache( owner ) :\n\t\t\t// Always use camelCase key (gh-2257)\n\t\t\towner[ this.expando ] && owner[
this.expando ][ camelCase( key ) ];\n\t},\n\taccess: function( owner, key, value ) {\n\n\t\t// In cases where
either:\n\t\t// 1. No key was specified\n\t\t// 2. A string key was specified, but no value provided\n\t\t//\n\t\t// Take the "read" path and allow the get method to determine\n\t\t// which value to return, respectively

```



either:

1. The entire cache object
2. The data stored at the key ( key === undefined || ( key && typeof key === "string" ) && value === undefined ) { return this.get( owner, key ); }

When the key is not a string, or both a key and value are specified, set or extend (existing objects) with either:

1. An object of properties
2. A key and value

this.set( owner, key, value );

Since the "set" path can have two possible entry points

return the expected data based on which path was taken[\*]

return value !== undefined ? value : key;

remove: function( owner, key ) {

var i, cache = owner[ this.expando ];

if ( cache === undefined )

return;

if ( key !== undefined )

Support array or space separated string of keys

if ( Array.isArray( key ) )

If key is an array of keys...

We always set camelCase keys, so remove that.

key = key.map( camelCase );

else

key = camelCase( key );

If a key with the spaces exists, use it.

Otherwise, create an array by matching non-whitespace

key = key in cache ?

key

] :

key.match( /[\w\s]+/g ) || [] );

for ( i = 0; i < key.length; i++ )

{ delete

cache[ key[ i ] ];

Remove the expando if there's no more data

if ( key === undefined || jQuery.isEmptyObject( cache ) )

Support: Chrome <=35 - 45 Webkit & Blink performance suffers when deleting properties

from DOM nodes, so set to undefined instead

https://bugs.chromium.org/p/chromium/issues/detail?id=378607 (bug restricted)

if ( owner.nodeType )

owner[ this.expando ] = undefined;

else

delete owner[ this.expando ];

hasData: function( owner ) {

var cache = owner[ this.expando ];

return cache !== undefined && !jQuery.isEmptyObject( cache );

var dataPriv = new Data();

var dataUser = new Data();

Implementation Summary

1. Enforce API surface and semantic compatibility with 1.9.x branch

2.

3. Improve the module's maintainability by reducing the storage

paths to a single mechanism.

4. Use the same single mechanism to support "private" and "user" data.

5. \_Never\_ expose "private" data to user code (TODO: Drop \_data, \_removeData)

6. Avoid exposing implementation details on user objects (eg. expando properties)

7. Provide a clear path for implementation upgrade to WeakMap in 2014

var rbrace = /^(?:\{[\w\W]\*\}|\[[\w\W]\*\])\$/;

var rmultiDash = /[A-Z]/g;

function getData( data ) {

if ( data === "true" )

return true;

if ( data === "false" )

return false;

if ( data === "null" )

return null;

Only convert to a number if it doesn't change the string

if ( data === +data + "" )

return +data;

if ( rbrace.test( data ) )

return JSON.parse( data );

return data;

function dataAttr( elem, key, data ) {

var name;

If nothing was found internally, try to fetch any

data from the HTML5 data-\* attribute

if ( data === undefined && elem.nodeType === 1 )

name = "data-" + key.replace( rmultiDash, "-" );

data = elem.getAttribute( name );

if ( typeof data === "string" )

try

{ data = getData( data ); }

catch ( e ) { }

Make sure we set the data so it isn't changed later

dataUser.set( elem, key, data );

else

data = undefined;

return data;

jQuery.extend( {

hasData: function( elem )

return dataUser.hasData( elem ) || dataPriv.hasData( elem );

data: function( elem, name, data )

return dataUser.access( elem, name, data );

removeData: function( elem, name )

dataUser.remove( elem, name );

TODO: Now that all calls to \_data and \_removeData have been replaced

with direct calls to dataPriv methods, these can be deprecated.

\_data: function( elem, name, data )

return dataPriv.access( elem, name, data );

\_removeData: function( elem, name )

dataPriv.remove( elem, name );

jQuery.fn.extend( {

data: function( key, value )

var i, name, data, elem = this[ 0 ], attrs = elem && elem.attributes;

Gets all values

if ( key === undefined )

if ( this.length )

data = dataUser.get( elem );

if ( elem.nodeType === 1 && !dataPriv.get( elem, "hasDataAttrs" ) )

attrs.length;

for ( i = 0; i < attrs.length; i++ )

Support: IE 11 only

The attrs elements can be null (#14894)

if ( attrs[ i ] )

name = attrs[ i ].name;

if ( name.indexOf( "data-" ) === 0 )

name = camelCase( name.slice( 5 ) );

dataAttr( elem, name, data[ name ] );

dataPriv.set( elem,













```

this instanceof jQuery.Event ) {
return new jQuery.Event( src, props );
}
// Event object
if ( src &&
src.type ) {
this.originalEvent = src;
this.type = src.type;
// Events bubbling up the document may
have been marked as prevented
// by a handler lower down the tree; reflect the correct
value.
this.isDefaultPrevented = src.defaultPrevented ||
src.defaultPrevented === undefined
&&
}
// Support: Android <=2.3 only
src.returnValue === false ?
return true :
return false;
// Create
target properties
// Support: Safari <=6 - 7 only
Target should not be a text node (#504,
#13143)
this.target = ( src.target && src.target.nodeType === 3 ) ?
src.target.parentNode :
src.target;
this.currentTarget = src.currentTarget;
this.relatedTarget = src.relatedTarget;
}
// Event type
else {
this.type = src;
// Put explicitly provided properties onto the event object
if (
props ) {
jQuery.extend( this, props );
}
// Create a timestamp if incoming event doesn't have
one
this.timeStamp = src && src.timeStamp || Date.now();
// Mark it as fixed
this[ jQuery.expando ] =
true;
}
// jQuery.Event is based on DOM3 Events as specified by the ECMA Script Language Binding
// https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-script-
binding.html
jQuery.Event.prototype
= {
constructor: jQuery.Event,
isDefaultPrevented: returnFalse,
isPropagationStopped:
returnFalse,
isImmediatePropagationStopped: returnFalse,
isSimulated: false,
preventDefault: function()
{
var e = this.originalEvent;
this.isDefaultPrevented = returnTrue;
if ( e && !this.isSimulated )
e.preventDefault();
},
stopPropagation: function()
{
var e =
this.originalEvent;
this.isPropagationStopped = returnTrue;
if ( e && !this.isSimulated )
e.stopPropagation();
},
stopImmediatePropagation: function()
{
var e =
this.originalEvent;
this.isImmediatePropagationStopped = returnTrue;
if ( e && !this.isSimulated )
e.stopImmediatePropagation();
this.stopPropagation();
}
};
// Includes all common event
props including KeyEvent and MouseEvent specific props
jQuery.each( {
altKey: true,
bubbles:
true,
cancelable: true,
changedTouches:
true,
ctrlKey: true,
detail: true,
eventPhase: true,
metaKey: true,
pageX: true,
pageY:
true,
shiftKey: true,
view: true,
"char": true,
charCode: true,
key: true,
keyCode: true,
button:
true,
buttons: true,
clientX: true,
clientY: true,
offsetX: true,
offsetY: true,
pointerId:
true,
pointerType: true,
screenX: true,
screenY: true,
targetTouches: true,
toElement: true,
touches:
true,
which: function( event )
{
var button = event.button;
// Add which for key events
if (
event.which === null && rKeyEvent.test( event.type ) )
return event.charCode != null ? event.charCode :
event.keyCode;
// Add which for click: 1 === left; 2 === middle; 3 === right
if ( !event.which &&
button !== undefined && rMouseEvent.test( event.type ) )
if ( button & 1 )
return
1;
if ( button & 2 )
return 2;
if ( button & 3 )
return 3;
return event.which;
}
}, jQuery.event.addProp );
// Create mouseenter/leave events using mouseover/out and event-time checks
// so that event delegation works in
jQuery.
// Do the same for pointerenter/pointerleave and pointerover/pointerout
// Support: Safari 7 only
// Safari sends mouseenter too often; see:
// https://bugs.chromium.org/p/chromium/issues/detail?id=470258
// for
the description of the bug (it existed in older Chrome versions as well).
jQuery.each( {
mouseenter:
"mouseover",
mouseleave: "mouseout",
pointerenter: "pointerover",
pointerleave: "pointerout"
},
function( orig, fix )
{
jQuery.event.special[ orig ] = {
delegateType: fix,
bindType: fix,
handle:
function( event )
{
var ret,
target = this,
related = event.relatedTarget,
handleObj =
event.handleObj;
// For mouseenter/leave call the handler if related
is outside the target.
// NB: No relatedTarget if the mouse left/entered the browser window
if ( !related ||
( related !== target && !jQuery.contains( target, related ) ) )
return handleObj.handler.apply( this, arguments );
return ret;
}
}
};
jQuery.fn.extend( {
on: function( types, selector, data, fn )
{
return on( this, types, selector, data, fn );
},
tone: function( types, selector, data, fn, 1 )
{
return off( this, types, selector, data, fn );
}
}
);

```







```

function( elem ) {
    if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9 ) {
        var target = manipulationTarget( this, elem );
        target.appendChild( elem );
    },
    prepend: function() {
        return domManip( this, arguments, function( elem ) {
            if ( this.nodeType === 1 ||
                this.nodeType === 11 || this.nodeType === 9 ) {
                var target = manipulationTarget( this, elem );
                target.insertBefore( elem, target.firstChild );
            },
            before: function() {
                return domManip( this, arguments, function( elem ) {
                    if ( this.parentNode ) {
                        this.parentNode.insertBefore(
                            elem, this );
                    },
                    after: function() {
                        return domManip( this, arguments, function( elem ) {
                            if ( this.parentNode ) {
                                this.parentNode.insertBefore(
                                    elem, this.nextSibling );
                            },
                            empty: function() {
                                var elem, ti = 0;
                                for ( ; ( elem =
                                    this[ i ] ) != null; i++ ) {
                                    if ( elem.nodeType === 1 ) {
                                        // Prevent memory
                                        leaks
                                        jQuery.cleanData( getAll( elem, false ) );
                                        // Remove any remaining
                                        nodes
                                        elem.textContent = "";
                                    }
                                }
                                return this;
                            },
                            clone: function( dataAndEvents,
                                deepDataAndEvents ) {
                                dataAndEvents = dataAndEvents == null ? false :
                                    dataAndEvents;
                                deepDataAndEvents = deepDataAndEvents == null ?
                                    dataAndEvents :
                                    deepDataAndEvents;
                                return this.map( function() {
                                    return jQuery.clone( this, dataAndEvents,
                                        deepDataAndEvents );
                                },
                                ),
                                html: function( value ) {
                                    return access( this, function( value ) {
                                        var elem = this[ 0 ] || {};
                                        if ( ti = 0, tl = this.length,
                                            ( value === undefined &&
                                                elem.nodeType === 1 ) ) {
                                            return elem.innerHTML;
                                        }
                                        // See if we can take a shortcut and just use
                                        innerHTML
                                        if ( typeof value === "string" && !noInnerhtml.test( value )
                                            && !wrapMap[ ( rtagName.exec( value ) || [ "", "" ] )[ 1 ].toLowerCase() ] ) {
                                            value =
                                                jQuery.htmlPrefilter( value );
                                            try {
                                                for ( ; i < l; i++ ) {
                                                    elem = this[ i ] || {};
                                                    // Remove element nodes and prevent memory leaks
                                                    if ( elem.nodeType === 1 ) {
                                                        jQuery.cleanData(
                                                            getAll( elem, false ) );
                                                        elem.innerHTML =
                                                            value;
                                                    }
                                                    elem = 0;
                                                }
                                                // If using innerHTML throws an exception, use the
                                                fallback method
                                                catch ( e ) {}
                                            }
                                            if ( elem ) {
                                                this.empty().append( value );
                                            },
                                            null, value, arguments.length );
                                        },
                                        replaceWith: function() {
                                            var ignored = [];
                                            // Make the changes,
                                            replacing each non-ignored context element with the new content
                                            return domManip( this, arguments, function(
                                                elem ) {
                                                    var parent = this.parentNode;
                                                    if ( jQuery.inArray( this, ignored )
                                                        < 0 ) {
                                                        jQuery.cleanData(
                                                            getAll( this ) );
                                                    }
                                                    if ( parent ) {
                                                        parent.replaceChild( elem, this );
                                                    }
                                                },
                                                // Force callback invocation
                                                ignored );
                                        },
                                        jQuery.each( {
                                            appendTo: "appendTo",
                                            prependTo: "prepend",
                                            insertBefore: "before",
                                            insertAfter: "after",
                                            replaceAll:
                                                "replaceWith"
                                        }, function( name, original ) {
                                            jQuery.fn[ name ] = function( selector ) {
                                                var elems,
                                                    t = jQuery( selector ),
                                                    last = t.length - 1,
                                                    ti = 0;
                                                for ( ; i <= last; i++ ) {
                                                    elems = i === last ? this : this.clone( true );
                                                    jQuery( insert[ i ] )( original )( elems );
                                                }
                                                // Support:
                                                Android <=4.0 only, PhantomJS 1 only
                                                // .get() because push.apply(_, arraylike) throws on ancient
                                                WebKit
                                                push.apply( ret, elems.get() );
                                                return this.pushStack( ret );
                                            };
                                        },
                                        nvar rnumnonpx =
                                            new RegExp( "(^| )" + pnum + "(?!px)[a-z%]+$",
                                                "i" );
                                        nvar getStyles = function( elem ) {
                                            // Support: IE <=11 only, Firefox <=30 (#15098, #14150)
                                            // IE throws on elements created in popups
                                            // FF meanwhile throws on frame elements through
                                            // defaultView.getComputedStyle
                                            var view = elem.ownerDocument.defaultView;
                                            if ( !view ||
                                                !view.opener ) {
                                                view = window;
                                            }
                                            return view.getComputedStyle( elem );
                                        },
                                        nvar rboxStyle =
                                            new RegExp( cssExpand.join( "|" ), "i" );
                                        // Executing both pixelPosition &
                                        boxSizingReliable tests require only one layout
                                        // so they're executed at the same time to save the second
                                        computation.
                                        function computeStyleTests() {
                                            // This is a singleton, we need to execute it only once
                                            if ( !div ) {
                                                return;
                                            }
                                            ncontainer.style.cssText = "position:absolute;left:-1111px;width:60px;"
                                                + "margin-top:1px;padding:0;border:0";
                                            div.style.cssText = "position:relative;display:block;box-
                                                sizing:border-box;overflow:scroll;"

```



```

},\n\tcssNormalTransform = {\n\t\tletterSpacing: \"0\",\n\t\tfontWeight: \"400\"\n\t},\n\t\tcssPrefixes = [
  \"Webkit\", \"Moz\", \"ms\" ],\n\t\temptyStyle = document.createElement( \"div\" ).style;\n\t\t// Return a css property
  mapped to a potentially vendor prefixed property\n\t\tfunction vendorPropName( name ) {\n\t\t\t// Shortcut for names
  that are not vendor prefixed\n\t\t\tif ( name in emptyStyle ) {\n\t\t\t\treturn name;\n\t\t\t}\n\t\t\t// Check for vendor prefixed
  names\n\t\t\tvar capName = name[ 0 ].toUpperCase() + name.slice( 1 ),\n\t\t\t\tti = cssPrefixes.length;\n\t\t\twhile ( i-- )
  {\n\t\t\t\tname = cssPrefixes[ i ] + capName;\n\t\t\t\tif ( name in emptyStyle ) {\n\t\t\t\t\treturn name;\n\t\t\t\t}\n\t\t\t}\n\t\t\t//
  Return a property mapped along what jQuery.cssProps suggests or to\n\t\t\t// a vendor prefixed property.\n\t\t\tfunction
  finalPropName( name ) {\n\t\t\t\tvar ret = jQuery.cssProps[ name ];\n\t\t\t\tif ( !ret ) {\n\t\t\t\t\tret = jQuery.cssProps[ name ] =
  vendorPropName( name ) || name;\n\t\t\t\t}\n\t\t\t\treturn ret;\n\t\t\t}\n\t\t\tfunction setPositiveNumber( elem,
  value, subtract ) {\n\t\t\t\t// Any relative (+/-) values have already been\n\t\t\t\t// normalized at this point\n\t\t\t\tvar matches =
  rcssNum.exec( value );\n\t\t\t\treturn matches ?\n\t\t\t\t\t// Guard against undefined \"subtract\", e.g., when used as in
  cssHooks\n\t\t\t\t\tMath.max( 0, matches[ 2 ] - ( subtract || 0 ) ) + ( matches[ 3 ] || \"px\" ) :
  value;\n\t\t\t}\n\t\t\tfunction
  boxModelAdjustment( elem, dimension, box, isBorderBox, styles, computedVal ) {\n\t\t\t\tvar i = dimension ===
  \"width\" ? 1 : 0,\n\t\t\t\t\textra = 0,\n\t\t\t\t\tdelta = 0;\n\t\t\t\t// Adjustment may not be necessary\n\t\t\t\tif ( box === ( isBorderBox
  ? \"border\" : \"content\" ) ) {\n\t\t\t\t\treturn 0;\n\t\t\t\t}\n\t\t\t\tfor ( ; i < 4; i += 2 ) {\n\t\t\t\t\t// Both box models exclude
  margin\n\t\t\t\t\tif ( box === \"margin\" ) {\n\t\t\t\t\t\tdelta += jQuery.css( elem, box + cssExpand[ i ], true, styles
  );\n\t\t\t\t\t}\n\t\t\t\t\t// If we get here with a content-box, we're seeking \"padding\" or \"border\" or \"margin\"\n\t\t\t\t\tif (
  !isBorderBox ) {\n\t\t\t\t\t\t// Add padding\n\t\t\t\t\t\tdelta += jQuery.css( elem,
  \"padding\" + cssExpand[ i ], true, styles );\n\t\t\t\t\t\t// For \"border\" or \"margin\", add border\n\t\t\t\t\t\tif ( box !==
  \"padding\" ) {\n\t\t\t\t\t\t\tdelta += jQuery.css( elem, \"border\" + cssExpand[ i ] + \"Width\", true, styles );\n\t\t\t\t\t\t}\n\t\t\t\t\t\t// But
  still keep track of it otherwise\n\t\t\t\t\t\telse {\n\t\t\t\t\t\t\textra += jQuery.css( elem, \"border\" + cssExpand[ i ] +
  \"Width\", true, styles );\n\t\t\t\t\t\t}\n\t\t\t\t\t\t// If we get here with a border-box (content + padding + border), we're seeking
  \"content\" or\n\t\t\t\t\t\t// \"padding\" or \"margin\"\n\t\t\t\t\t\telse {\n\t\t\t\t\t\t\t// For \"content\", subtract padding\n\t\t\t\t\t\t\tif ( box
  === \"content\" ) {\n\t\t\t\t\t\t\t\tdelta -= jQuery.css( elem, \"padding\" + cssExpand[ i ], true, styles );\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t// For
  \"content\" or \"padding\", subtract border\n\t\t\t\t\t\t\tif ( box !== \"margin\" ) {\n\t\t\t\t\t\t\t\tdelta -= jQuery.css( elem,
  \"border\" + cssExpand[ i ] + \"Width\", true, styles );\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t\t// Account for positive content-box
  scroll gutter when requested
  by providing computedVal\n\t\t\t\t\tif ( !isBorderBox && computedVal >= 0 ) {\n\t\t\t\t\t\t// offsetWidth/offsetHeight is a
  rounded sum of content, padding, scroll gutter, and border\n\t\t\t\t\t\t// Assuming integer scroll gutter, subtract the rest and
  round down\n\t\t\t\t\t\t\tdelta += Math.max( 0, Math.ceil( \n\t\t\t\t\t\t\t\t// offset\" + dimension[ 0 ].toUpperCase() +
  dimension.slice( 1 ) ) -\n\t\t\t\t\t\t\t\tcomputedVal -\n\t\t\t\t\t\t\t\tdelta -\n\t\t\t\t\t\t\t\textra -\n\t\t\t\t\t\t\t\t( 0.5 * dimension ) );\n\t\t\t\t\t\t}\n\t\t\t\t\t\treturn
  delta;\n\t\t\t\t}\n\t\t\t\tfunction getWidthOrHeight( elem, dimension, extra ) {\n\t\t\t\t\t// Start with computed style\n\t\t\t\t\tvar styles =
  getStyles( elem ),\n\t\t\t\t\t\tval = curCSS( elem, dimension, styles ),\n\t\t\t\t\t\tisBorderBox = jQuery.css( elem, \"boxSizing\",
  false, styles ) === \"border-box\",
  valueIsBorderBox = isBorderBox;\n\t\t\t\t\t// Support: Firefox <=54\n\t\t\t\t\t// Return a confounding non-pixel value or feign ignorance, as appropriate.\n\t\t\t\t\tif ( rnumnonpx.test( val ) ) {\n\t\t\t\t\t\tif ( !extra )
  {\n\t\t\t\t\t\t\treturn val;\n\t\t\t\t\t\t}\n\t\t\t\t\t\tval = \"auto\";\n\t\t\t\t\t}\n\t\t\t\t\t// Check for style in
  case a browser which returns unreliable values\n\t\t\t\t\t// for getComputedStyle silently falls back to the reliable
  elem.style\n\t\t\t\t\tvalueIsBorderBox = valueIsBorderBox &&\n\t\t\t\t\t( support.boxSizingReliable() || val === elem.style[
  dimension ] );\n\t\t\t\t\t// Fall back to offsetWidth/offsetHeight when value is \"auto\"\n\t\t\t\t\t// This happens for inline
  elements with no explicit setting (gh-3571)\n\t\t\t\t\t// Support: Android <=4.1 - 4.3 only\n\t\t\t\t\t// Also use
  offsetWidth/offsetHeight for misreported inline dimensions (gh-3602)\n\t\t\t\t\tif ( val === \"auto\" ||\n\t\t\t\t\t\t!parseFloat( val )
  && jQuery.css( elem, \"display\", false, styles ) === \"inline\" ) {\n\t\t\t\t\t\tval = elem[ \"offset\" + dimension[ 0
  ].toUpperCase() + dimension.slice( 1 ) ];\n\t\t\t\t\t}\n\t\t\t\t\t// offsetWidth/offsetHeight provide border-box
  values\n\t\t\t\t\tvalueIsBorderBox = true;\n\t\t\t\t\t// Normalize \"\" and auto\n\t\t\t\t\tval = parseFloat( val ) || 0;\n\t\t\t\t\t// Adjust
  for the element's box model\n\t\t\t\t\treturn ( val +\n\t\t\t\t\t\tboxModelAdjustment( \n\t\t\t\t\t\t\t// elem,\n\t\t\t\t\t\t\t// dimension,\n\t\t\t\t\t\t\t// extra
  || ( isBorderBox ? \"border\" : \"content\" ),\n\t\t\t\t\t\t\tvalueIsBorderBox,\n\t\t\t\t\t\t\tstyles,\n\t\t\t\t\t\t\t// Provide the current
  computed size to request scroll gutter calculation (gh-3589)\n\t\t\t\t\t\t\tval +\n\t\t\t\t\t\t\t//\n\t\t\t\t\t\t\t\"px\" );\n\t\t\t\t\t}\n\t\t\t\t\tjQuery.extend(
  {\n\t\t\t\t\t\t// Add in style property hooks for overriding the default\n\t\t\t\t\t\t// behavior of getting and setting a style

```















```

);
}( function()
  {
    var input = document.createElement( "input" );
    select = document.createElement( "select" );
    topt =
    select.appendChild( document.createElement( "option" ) );
    input.type = "checkbox";
    // Support: Android
    // <=4.3 only
    // Default value for a checkbox should be "on"
    support.checkOn = input.value !== "";
    // Support: IE <=11 only
    // Must access selectedIndex to make default options work
    support.optSelected =
    opt.selected;
    // Support: IE <=11 only
    // An input loses its value after becoming a radio
    input =
    document.createElement( "input" );
    input.value = "t";
    input.type = "radio";
    support.radioValue =
    input.value === "t";
  }
);
var boolHook,
    attrHandle = jQuery.expr.attrHandle;
jQuery.fn.extend(
  {
    attr: function( name, value ) {
      return access( this, jQuery.attr, name, value, arguments.length > 1 );
    },
    removeAttr: function( name ) {
      return this.each( function() {
        jQuery.removeAttr(
          this, name );
      } );
    },
    jQuery.extend( {
      attr: function( elem, name, value ) {
        var ret,
            hooks,
            nType = elem.nodeType;
        // Don't get/set attributes on text, comment and attribute nodes
        if (
            nType === 3 ||
            nType === 8 ||
            nType === 2 ) {
          return;
        }
        // Fallback to prop when attributes are not supported
        if (
            typeof elem.getAttribute === "undefined" ) {
          return jQuery.prop( elem, name, value );
        }
        // Attribute hooks are determined by the lowercase version
        // Grab necessary hook if one is defined
        if (
            nType !== 1 ||
            !jQuery.isXMLDoc( elem ) ) {
          hooks = jQuery.attrHooks[
            name.toLowerCase()
          ] ||
            (
              jQuery.expr.match.bool.test(
                name ) ?
                boolHook :
                undefined );
        }
        if (
            value === null ) {
          jQuery.removeAttr(
            elem, name );
          return;
        }
        if (
            hooks &&
            "set" in hooks &&
            (
              ret = hooks.set(
                elem, value,
                name ) ) !==
            undefined ) {
          return ret;
        }
        elem.setAttribute(
          name, value + "" );
        if (
            hooks &&
            "get" in hooks &&
            (
              ret = hooks.get(
                elem, name ) ) !==
            null ) {
          return ret;
        }
        // Non-existent attributes return null, we normalize to undefined
        return ret == null ?
          undefined :
          ret;
      },
      attrHooks: {
        type: {
          set: function( elem, value ) {
            if (
                !support.radioValue &&
                value === "radio" &&
                nodeName(
                  elem, "input" ) ) {
              var val = elem.value;
              elem.setAttribute(
                "type", value );
              if (
                  val ) {
                    elem.value =
                    val;
              }
            }
            return value;
          },
          removeAttr: function( elem, value ) {
            var name,
                ti = 0;
            // Attribute names can contain non-HTML whitespace characters
            // https://html.spec.whatwg.org/multipage/syntax.html#attributes-2
            attrNames =
            value &&
            value.match(
              rnohtmlwhite ) ||
            [];
            while (
                (
                  name =
                  attrNames[
                    ti++ ] ) ) {
              elem.removeAttribute(
                name );
            }
          },
          boolean: {
            set: function( elem, value, name ) {
              if (
                  value === false ) {
                    // Remove boolean attributes when set to false
                    jQuery.removeAttr(
                      elem, name );
                  } else {
                    elem.setAttribute(
                      name, name );
                  }
              return name;
            },
            jQuery.each(
              jQuery.expr.match.bool.source.match(
                /\w+/g ),
              function(
                i, name ) {
                var getter = attrHandle[
                  name ] ||
                  jQuery.find.attr;
                if (
                    name,
                    isXML ) {
                  return;
                }
                // Avoid an infinite loop by temporarily removing this function from the getter
                attrHandle[
                  lowercaseName ] =
                getter;
                ret =
                getter(
                  elem, name,
                  isXML ) !==
                null ?
                lowercaseName :
                attrHandle[
                  lowercaseName ] =
                handle;
                return ret;
              } );
            },
            rfocusable =
            /^(?:input|select|textarea|button)$/i,
            rclickable =
            /^(?:a|area)$/i;
            jQuery.fn.extend(
              {
                prop: function(
                  name, value ) {
                  return access(
                    this,
                    jQuery.prop,
                    name,
                    value,
                    arguments.length > 1 );
                },
                removeProp: function(
                  name ) {
                  return this.each(
                    function() {
                      delete this[
                        jQuery.propFix[
                          name ] ||
                          name ];
                    } );
                },
                jQuery.extend(
                  {
                    prop: function(
                      elem, name, value ) {
                      var ret,
                          hooks,
                          nType =
                          elem.nodeType;
                      // Don't get/set properties on text, comment and attribute nodes
                      if (
                          nType === 3 ||
                          nType === 8 ||
                          nType === 2 ) {
                        return;
                      }
                      // Fix name and attach hooks
                      name =
                      jQuery.propFix[
                        name ] ||
                        name;
                      hooks =
                      jQuery.propHooks[
                        name ];
                      if (
                          value !==
                          undefined ) {
                        if (
                            hooks &&
                            "set" in
                            hooks &&
                            (
                              ret =
                              hooks.set(
                                elem,
                                value,
                                name ) ) !==
                            undefined ) {
                          return ret;
                        }
                        return (
                            elem[
                              name ] =
                              value );
                      }
                    }
                  }
                )
              }
            )
          }
        }
      }
    )
  }
);

```

```

hooks && "get" in hooks && ( ret = hooks.get( elem, name ) !== null ) {
return ret;
}
return elem[ name ];
},
propHooks: {
tabIndex: {
get: function( elem ) {
Support: IE <=9 - 11 only
elem.tabIndex doesn't always return the correct value when it hasn't been explicitly set
https://web.archive.org/web/20141116233347/http://fluidproject.org/blog/2008/01/09/getting-setting-and-removing-tabindex-values-with-javascript/
Use proper attribute retrieval(#12072)
var tabIndex = jQuery.find.attr( elem, "tabindex" );
if ( !tabIndex ) {
return parseInt( elem.getAttribute( "tabindex" ), 10 );
}
return elem.getAttribute( "tabindex" ) || elem.clickable.test( elem.nodeName ) && elem.href.test( elem.nodeName ) ? 0 : -1;
},
propFix: {
for: "htmlFor",
class: "className"
}
}
// Support: IE <=11 only
// Accessing the selectedIndex property
// forces the browser to respect setting selectedIndex
// on the option
// The getter ensures a default option is selected
// when in an optgroup
// eslint rule "no-unused-expressions" is disabled for this code
// since it considers such accessions noop
if ( !support.optSelected ) {
jQuery.propHooks.selected = {
get: function( elem ) {
eslint no-unused-expressions: "off"
var parent = elem.parentNode;
if ( !parent || parent.parentNode.selectedIndex ) {
return null;
}
set: function( elem ) {
eslint no-unused-expressions: "off"
var parent = elem.parentNode;
if ( !parent || parent.parentNode.selectedIndex ) {
return;
}
jQuery.each( [ "tabIndex", "readOnly", "maxLength", "cellSpacing", "cellPadding", "rowSpan", "colSpan", "useMap", "frameBorder", "contentEditable" ], function() {
jQuery.propFix[ this.toLowerCase() ] = this;
} );
// Strip and collapse whitespace according to HTML spec
https://infra.spec.whatwg.org/#strip-and-collapse-ascii-whitespace
function stripAndCollapse( value ) {
var tokens = value.match( /\s+/g ) || [];
return tokens.join( " " );
}
function getClass( elem ) {
return elem.getAttribute( "class" ) || "";
}
function classesToArray( value ) {
if ( !Array.isArray( value ) ) {
return value;
}
if ( typeof value === "string" ) {
return value.match( /\s+/g ) || [];
}
return [];
}
jQuery.fn.extend( {
addClass: function( value ) {
var classes, elem, cur, curValue, clazz, j, finalValue,
ti = 0;
if ( isFunction( value ) ) {
return this.each( function( j ) {
jQuery( this ).addClass( value.call( this, j, getClass( this ) ) );
} );
}
classes = classesToArray( value );
if ( classes.length ) {
while ( ( elem = this[ ti++ ] ) ) {
curValue = getClass( elem );
cur = elem.nodeType === 1 && ( " " + stripAndCollapse( curValue ) + " " );
if ( ti = 0; while ( ( clazz = classes[ j++ ] ) ) {
if ( cur.indexOf( " " + clazz + " " ) < 0 ) {
cur += " " + clazz + " ";
}
}
// Only assign if different to avoid unneeded rendering
finalValue = stripAndCollapse( cur );
if ( curValue !== finalValue ) {
jQuery( elem ).text( finalValue );
}
}
return this;
},
removeClass: function( value ) {
var classes, elem, cur, curValue, clazz, j, finalValue,
ti = 0;
if ( isFunction( value ) ) {
return this.each( function( j ) {
jQuery( this ).removeClass( value.call( this, j, getClass( this ) ) );
} );
}
if ( !arguments.length ) {
return this.attr( "class", "" );
}
classes = classesToArray( value );
if ( classes.length ) {
while ( ( elem = this[ ti++ ] ) ) {
curValue = getClass( elem );
cur = elem.nodeType === 1 && ( " " + stripAndCollapse( curValue ) + " " );
if ( ti = 0; while ( ( clazz = classes[ j++ ] ) ) {
if ( cur.indexOf( " " + clazz + " " ) > -1 ) {
cur = cur.replace( " " + clazz + " ", " " );
}
}
// Only assign if different to avoid unneeded rendering
finalValue = stripAndCollapse( cur );
if ( curValue !== finalValue ) {
jQuery( elem ).text( finalValue );
}
}
return this;
},
toggleClass: function( value, stateVal ) {
var type = typeof value,
tisValidValue = type === "string" || Array.isArray( value );
if ( type === "boolean" && !tisValidValue ) {
return

```













```

location.href,\n\t\ttype: \"GET\", \n\t\tisLocal: rlocalProtocol.test( location.protocol ), \n\t\tglobal:
true, \n\t\tprocessData: true, \n\t\tasync: true, \n\t\tcontentType: \"application/x-www-form-urlencoded; charset=UTF-
8\", \n\t\t/*\n\t\t\ttimeout: 0, \n\t\t\tdata: null, \n\t\t\tdataType: null, \n\t\t\tusername: null, \n\t\t\tpassword: null, \n\t\t\tcache:
null, \n\t\t\tthrows: false, \n\t\t\ttraditional: false, \n\t\t\theaders: {}, \n\t\t\t/*\n\t\t\t\taccepts: { \n\t\t\t\t\t\"*\": allTypes, \n\t\t\t\t\t\"text/
plain\", \n\t\t\t\t\t\"text/html\", \n\t\t\t\t\t\"application/xml, text/xml\", \n\t\t\t\t\t\"application/json,
text/javascript\" \n\t\t\t\t}, \n\t\t\t\tcontents: { \n\t\t\t\t\t\"application/xml\": \"application/xml\", \n\t\t\t\t\t\"text/html\": \"text/html\", \n\t\t\t\t\t\"text/xml\": \"text/xml\", \n\t\t\t\t\t\"application/json\": \"application/json\", \n\t\t\t\t\t\"text/javascript\": \"text/javascript\"
}, \n\t\t\t\t\tresponseFields: { \n\t\t\t\t\t\t\"responseXML\": \"responseXML\", \n\t\t\t\t\t\t\"responseText\": \"responseText\", \n\t\t\t\t\t\t\"responseJSON\": \"responseJSON\" \n\t\t\t\t\t}, \n\t\t\t\t\t// Data converters\n\t\t\t\t\t// Keys separate source (or
catchall \"*\") and destination types with a single space\n\t\t\t\t\tconverters: { \n\t\t\t\t\t\t\"text/html\": true, \n\t\t\t\t\t\t\"text/json\": JSON.parse, \n\t\t\t\t\t\t\"text/xml\": jQuery.parseXML \n\t\t\t\t\t}, \n\t\t\t\t\t// For options that shouldn't be deep extended:
\n\t\t\t\t\t// you can add your own custom
options here if\n\t\t\t\t\t// and when you create one that shouldn't be\n\t\t\t\t\t// deep extended (see
ajaxExtend)\n\t\t\t\t\tflatOptions: { \n\t\t\t\t\t\t\"url\": true, \n\t\t\t\t\t\t\"context\": true \n\t\t\t\t\t}, \n\t\t\t\t\t// Creates a full fledged settings
object into target\n\t\t\t\t\t// with both ajaxSettings and settings fields.\n\t\t\t\t\t// If target is omitted, writes into
ajaxSettings.\n\t\t\t\t\tajaxSetup: function( target, settings ) { \n\t\t\t\t\t\treturn settings
\n\t\t\t\t\t\t// Building a settings object\n\t\t\t\t\t\tajaxExtend( ajaxExtend( target, jQuery.ajaxSettings ), settings )
\n\t\t\t\t\t\t// Extending ajaxSettings\n\t\t\t\t\t\tajaxExtend( jQuery.ajaxSettings, target ); \n\t\t\t\t\t}, \n\t\t\t\t\tajaxPrefilter:
addToPrefiltersOrTransports( prefilters ), \n\t\t\t\t\tajaxTransport: addToPrefiltersOrTransports( transports ), \n\t\t\t\t\t// Main
method\n\t\t\t\t\tajax: function( url, options ) { \n\t\t\t\t\t\t// If url is an object, simulate pre-1.5 signature\n\t\t\t\t\t\tif ( typeof url ===
\"object\" ) { \n\t\t\t\t\t\t\toptions = url; \n\t\t\t\t\t\t\turl = undefined; \n\t\t\t\t\t\t} \n\t\t\t\t\t\t// Force options to be an object\n\t\t\t\t\t\toptions =
options || {} ; \n\t\t\t\t\t\tvar transport, \n\t\t\t\t\t\t// URL without anti-cache param\n\t\t\t\t\t\tcacheURL, \n\t\t\t\t\t\t// Response
headers\n\t\t\t\t\t\tresponseHeadersString, \n\t\t\t\t\t\tresponseHeaders, \n\t\t\t\t\t\t// timeout handle\n\t\t\t\t\t\ttimeoutTimer, \n\t\t\t\t\t\t//
Url cleanup\n\t\t\t\t\t\turlAnchor, \n\t\t\t\t\t\t// Request state (becomes false upon send and true upon
completion)\n\t\t\t\t\t\tcompleted, \n\t\t\t\t\t\t// To know if global events
are to be dispatched\n\t\t\t\t\t\tfireGlobals, \n\t\t\t\t\t\t// Loop variable\n\t\t\t\t\t\ti, \n\t\t\t\t\t\t// uncached part of the
url\n\t\t\t\t\t\tuncached, \n\t\t\t\t\t\t// Create the final options object\n\t\t\t\t\t\tts = jQuery.ajaxSetup( {}, options ), \n\t\t\t\t\t\t//
Callbacks context\n\t\t\t\t\t\tcallbackContext = s.context || s, \n\t\t\t\t\t\t// Context for global events is callbackContext if it is
a DOM node or jQuery collection\n\t\t\t\t\t\tglobalEventContext = s.context &&\n\t\t\t\t\t\t( callbackContext.nodeType ||
callbackContext.jquery ) ?\n\t\t\t\t\t\tjQuery( callbackContext ) :\n\t\t\t\t\t\tjQuery.event, \n\t\t\t\t\t\t//
Deferreds\n\t\t\t\t\t\tdeferred = jQuery.Deferred(), \n\t\t\t\t\t\tcompleteDeferred = jQuery.Callbacks( \"once memory\"
), \n\t\t\t\t\t\t// Status-dependent callbacks\n\t\t\t\t\t\tstatusCode = s.statusCode || {}, \n\t\t\t\t\t\t// Headers (they are sent all at
once)\n\t\t\t\t\t\trequestHeaders = {}, \n\t\t\t\t\t\trequestHeadersNames = {}, \n\t\t\t\t\t\t// Default abort message\n\t\t\t\t\t\tstrAbort =
\"canceled\", \n\t\t\t\t\t\t// Fake xhr\n\t\t\t\t\t\tjqXHR = { \n\t\t\t\t\t\t\treadyState: 0, \n\t\t\t\t\t\t} \n\t\t\t\t\t\tBuilds headers hashtable if needed\n\t\t\t\t\t\tgetResponseHeader: function( key ) { \n\t\t\t\t\t\t\tvar match; \n\t\t\t\t\t\t\tif (
completed ) { \n\t\t\t\t\t\t\t\tif ( !responseHeaders ) { \n\t\t\t\t\t\t\t\t\tresponseHeaders = {} ; \n\t\t\t\t\t\t\t\t\twhile ( ( match =
rheaders.exec( responseHeadersString ) ) ) { \n\t\t\t\t\t\t\t\t\t\tresponseHeaders[ match[ 1 ].toLowerCase() ] = match[ 2
]; \n\t\t\t\t\t\t\t\t\t} \n\t\t\t\t\t\t\t\t\tmatch = responseHeaders[ key.toLowerCase() ]; \n\t\t\t\t\t\t\t\t\treturn match
=== null ? null : match; \n\t\t\t\t\t\t\t} \n\t\t\t\t\t\t\t// Raw string\n\t\t\t\t\t\t\tgetAllResponseHeaders: function() { \n\t\t\t\t\t\t\t\treturn
completed ? responseHeadersString : null; \n\t\t\t\t\t\t\t} \n\t\t\t\t\t\t\t// Caches the header\n\t\t\t\t\t\t\tsetRequestHeader:
function( name, value ) { \n\t\t\t\t\t\t\t\tif ( completed === null ) { \n\t\t\t\t\t\t\t\t\tname = requestHeadersNames[
name.toLowerCase() ] =\n\t\t\t\t\t\t\t\t\trequestHeadersNames[ name.toLowerCase() ] ||
name; \n\t\t\t\t\t\t\t\t\trequestHeaders[ name ] = value; \n\t\t\t\t\t\t\t\t} \n\t\t\t\t\t\t\t\treturn
this; \n\t\t\t\t\t\t\t} \n\t\t\t\t\t\t\t// Overrides response content-type header\n\t\t\t\t\t\t\toverrideMimeType: function( type ) { \n\t\t\t\t\t\t\t\tif (
completed === null ) { \n\t\t\t\t\t\t\t\t\tts.mimeType = type; \n\t\t\t\t\t\t\t\t} \n\t\t\t\t\t\t\t\treturn this; \n\t\t\t\t\t\t\t} \n\t\t\t\t\t\t\t//
Status-dependent callbacks\n\t\t\t\t\t\t\tstatusCode: function( map ) { \n\t\t\t\t\t\t\t\tvar code; \n\t\t\t\t\t\t\t\tif ( map ) { \n\t\t\t\t\t\t\t\t\tif (
completed ) { \n\t\t\t\t\t\t\t\t\t\tExecute the appropriate callbacks\n\t\t\t\t\t\t\t\t\t\tjqXHR.always( map[ jqXHR.status ]
); \n\t\t\t\t\t\t\t\t\t} else { \n\t\t\t\t\t\t\t\t\t\tLazy-add the new callbacks in a way that preserves old ones\n\t\t\t\t\t\t\t\t\t\tfor ( code

```

```

in map ) {
  statusCode[ code ] = [ statusCode[ code ], map[ code ]
];
return this;
}
Cancel the request
function( statusText ) {
  var finalText = statusText || strAbort;
  if ( transport )
    transport.abort( finalText );
  done(
    0, finalText );
  return this;
}
Attach deferreds
deferred.promise( jqXHR );
Add protocol if not provided (prefilters might expect it)
Handle falsy url in the settings object (#10093:
consistency with old signature)
We also use the url parameter if available
ts.url = ( url || s.url ||
location.href ) + "\/" );
replace( rprotocol, location.protocol + "\/" );
Alias method option to type as
per ticket #12004
ts.type = options.method || options.type || s.method || s.type;
Extract dataTypes
list
ts.dataTypes = ( s.dataType || "*" ).toLowerCase().match( rnohtmlwhite ) || [ "" ];
A cross-domain
request is in order when the origin doesn't match the current origin.
if ( s.crossDomain == null )
  urlAnchor = document.createElement( "a" );
Support: IE <=8 - 11, Edge 12 - 15
IE throws
exception on accessing
the href property if url is malformed, e.g. http://example.com:80x
try {
  urlAnchor.href =
s.url;
Support: IE <=8 - 11 only
Anchor's host property isn't correctly set when s.url is
relative
urlAnchor.href = urlAnchor.href;
ts.crossDomain = originAnchor.protocol + "\/" +
originAnchor.host !== urlAnchor.protocol + "\/" + urlAnchor.host;
} catch ( e ) {
  // If there
  is an error parsing the URL, assume it is crossDomain, it can be rejected by the transport if it is
  invalid
  ts.crossDomain = true;
}
Convert data if not already a string
if ( s.data &&
s.processData && typeof s.data !== "string" )
  ts.data = jQuery.param( s.data, s.traditional );
Apply prefilters
inspectPrefiltersOrTransports( prefilters, s, options, jqXHR );
If request was aborted
inside a prefilter, stop there
if ( completed )
  return
jqXHR;
We can fire global events as of now if asked to
Don't fire events if jQuery.event is
undefined in an AMD-usage scenario (#15118)
fireGlobals = jQuery.event && s.global;
Watch for a
new set of requests
if ( fireGlobals && jQuery.active++ === 0 )
  jQuery.event.trigger( "ajaxStart" );
Uppercase the type
ts.type = s.type.toUpperCase();
Determine if request has
content
ts.hasContent = !noContent.test( s.type );
Save the URL in case we're toying with the If-
Modified-Since and/or If-None-Match header later on
Remove hash to simplify url
manipulation
cacheURL = s.url.replace( rhash, "" );
More options handling for requests with no
content
if ( !s.hasContent )
  // Remember the hash so we can put it back
  tuncached = s.url.slice(
cacheURL.length );
If data is available and should be processed, append data to url
if ( s.data && ( s.processData || typeof s.data === "string" ) )
  cacheURL += ( rquery.test( cacheURL ) ?
"&": "?" ) + s.data;
#9682: remove data so that it's not used in an eventual retry
delete
s.data;
Add or update anti-cache param if needed
if ( s.cache === false )
  cacheURL =
cacheURL.replace( rantiCache, "$1" );
tuncached = ( rquery.test( cacheURL ) ? "&": "?" ) + "_=" + (
nonce++ ) + tuncached;
Put hash and anti-cache on the URL that will be requested (gh-
1732)
ts.url = cacheURL + tuncached;
Change '%20' to '+' if this is encoded form body content (gh-
2658)
else if ( s.data && s.processData && ( s.contentType || "" ).indexOf( "application/x-www-form-
urlencoded" ) === 0 )
  ts.data = s.data.replace( r20, "+" );
Set the If-Modified-Since and/or If-
None-Match header, if in ifModified mode.
if ( s.ifModified )
  if ( jQuery.lastModified[ cacheURL ] )
    jqXHR.setRequestHeader( "If-Modified-Since",
jQuery.lastModified[ cacheURL ] );
  if ( jQuery.etag[ cacheURL ] )
    jqXHR.setRequestHeader( "If-None-Match",
jQuery.etag[ cacheURL ] );
Set the correct header, if data is being
sent
if ( s.data && s.hasContent && s.contentType !== false || options.contentType )
  jqXHR.setRequestHeader( "Content-Type", s.contentType );
Set the Accepts header for the
server, depending on the dataType
jqXHR.setRequestHeader( "Accept", ts.dataTypes[ 0 ] &&
s.accepts[ s.dataTypes[ 0 ] ] ? ts.accepts[ s.dataTypes[ 0 ] ] + "\n" +
allTypes + ";" : "q=0.01" );
ts.accepts[ "*" ] );
Check for headers option
for ( i in

```

















```

identity = require('./identity');\n\n/**\n * Casts `value`
to `identity` if it's not a function.\n *\n * @private\n * @param {*} value The value to inspect.\n *\n * @returns
{Function} Returns cast function.\n *\nfunction castFunction(value) {\n  return typeof value === 'function' ? value :
identity;\n}\n\nmodule.exports = castFunction;\n", "*/\n * Checks if `value` is object-like. A value is object-like if
it's not `null`\n * and has a `typeof` result of `object`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n *
@category Lang\n * @param {*} value The value to check.\n *\n * @returns {boolean} Returns `true` if `value` is
object-like, else `false`.\n *\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n *
// => true\n *\n * _.isObjectLike(_noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n *\nfunction
isObjectLike(value) {\n  return value != null && typeof value === 'object';\n}\n\nmodule.exports =
isObjectLike;\n", "module.exports =
\"
owA6AADnOD5/AAAACXBIWXMAAAsTAAALEwEAmpwYAAAAB3RJTUUH4QgLCggYIJ85zwAAAB10R
Vh0Q29tbWVudABDcmVhdGVkIHdpdGggR0lNUFeBDhcAAAFMSURBVHja7d1dUFTnHcfx3x4W2EVSFQQFj
YUYTTJRg2NMtUo1RrCKU2sTqx18STPWZGzTi87UWmvTzvSiM0mmrampY9J0xqlp1CQ6sWMUNVbBVDMI
eQGHaCMKEcLL8uIqsLssSy9ykbZyHkiu4u7388183DO7p/vnt09CvxHTiu5X0AEORz9shgDooHwQHggPIDwQ
HgA4YHwAMID4QGEB8ID4QGEB8IDCA+EBxAeCA8gPBaeQHggPBaeQHggPIDwQHgA4YHwAMID4QGE
B8ID4QGEB8IDCA+EBxAeCO9W5bAsOVPcDCJCNjHaUWrOeMlhr/Pg9evytXrCc4fdLmXmz9HYhQUaOS1Prs
xMuTJGyZWeLjks9fV0q7upWb7mZl27WKsrBw+psaREgU7vLT+bBFey3FIZttf7WloV7OoKzWm9UpeUWuW/L
stpr/PaV/6uU2seH9T9Z8z6hqZs/rmy5j+oBjFzks0U7FXT8ZOqfY5NR0/MeizKe7qsH2bLu3eo7LitV9pP1nz56ng
6GHb68tWrdWIV/cMfnTxcEmpkVMna/6BN7To1EmNW7zYODpJspyJyi5coMKjhzXv9d2fHaHAa7wvM+Gx1So
qP61xRUWDts3xy76rpec+0O1L11AP4f3/odyhab/9jWa//JIsZ+Kgbz/B5dbcvbVW7ySggjvc1O3bNKUzZvCOzinU
/k7/6qcFY9QEEfJo+fma8qvtkTo0Gpp5vZtGjYum5LiObykEV9T/q6dshISIrP4SM066UXKSmew5u4fp1SsiN/9M
kuXKDxy75DTfEYnpWUqHue+nHU9n/3jzZQkwFnrNyRry9/2Pho5+/o0PkXtqvX6DF11X+ivp4epd6RqwmrHtXE
9ettn/CWpDEPzOIe+9R57ma2Kmjv5/wBjJ2YaHR+o7qah1dsEi+1tb/+bqv1SPPu+Wq2/+mHjqwXwnuFNvbnLB2
tSo2buZwFk9PtaPz59heGwoGVbpy1Rei+29Nx0/q7M/MTsmMnjMntupwOajvRIJzxmVYePsfYzWWIOhqzUcDrr
uw4y/qqq+3vd206dPkdLs4nMVNeHfkGq1vOHLm3kucUMjoQ3LLmaj0GdOpKI7CSx6ZZrTee/6C7bWtZ84Ybdv
kyEt4t3p46Wbh+T32f5/tas15o20nGT4ICO8WljhiuNH6vh6f7bWBzk6zB0HaSKqK3e1Zu+++kMh22uD3T1hfRA
QHr6sUrOBWoyU8EB4AOEh6pyM4MZCvUFV/ML+56/tFe8xNMibjPB6de6Z3zMIInmpBeADhgfAAwgPhAYQ
HwgPhAYQHwgMID4QHEB4IDyA8EB5AeCA8xBf+5mKgR2ZSombt+LPt9Y3H3talV3YzOMK7yfCcTk1Ys9r2
+16vl/B4qgXhAYQHwgPhAYQHwhvq+gMBo/UjYum21zoML8jX5/dTVbyE5zP4Z9qS5ExNtb3WIZlhtG1/W/vQ
HVQYL5gS1+GZ/rBTc3Jsr3VnZZndlvahG547awzhDeoRr6XFah36A/fbXnvbnXeG9bZE0m25OUbr+wJ+wruRjqp
q9fns/3f2nIeXybl5Ou+uJ9cZ3Za28rNDdk5ZBQV6G3u91wvRkKBXrWefit2+pSx45T39MCXjx9XtEijZjxge7vej
z9Wd2PTkXrZorlypZ9TbPwDK/xEXfhSVJzaanR+smbNmrmC1vlyvjimweHZenejT/VvH2vGW2zpbRsyM3FmeL
W3U9t0OyXdxh/b3fjp+G7XbESXu2uVzV1y9IGZz+mPtK5eR0xA/V/sGH6qqrV7C7W8np6UqfMd34+miSdPFvu
6I6g/ue3qzU3Fw5LiecKcPkHputtPumKsHINT5WT3OTuhsaCW8g12ovqX7ffuUsf8TwFIOltLw8peXI3dT+PWfL1
Vz6TIRnMLZokUbdP2NQtV2toJ3tXadey56/yT73LN/iKVRqm7fm4Rn/1FaqZo/bo34fq8cPKi61/ffzBz9He2q27O
X8ExUbNoiz9nyiO2vu7FR/3p8fUzN8KOf1LQ4AqXhKfPrktRuqJY1y9fDvu+eq95VbqyWD5PW8zMr7nslKp+90
zY9xOTv51y/XK93po5x/jq2mZHugYd/tZ8tbxzOmbmdq32osqK1ygU7CO8r8rX6tGRhxbqwo4XFeob3EE2/foEDs
3KV8eH1TEzr08O/EMHZ8wK6ymUuAhPkvp8fp3Z8BMdmJyny3tfk9R/U9vrqKrS20uW6siCb6vrSmNmZKitolJla
x7Tie99X4FOb8T2G7HzeDXPb5OVYK9zT0XloO7be+HfKn10td7b8mvdvmSxsgoLNGZuvhLcKQN+b2dNjRreO
qSGwyVqPIFmdHVv2y/mt22XIWjvR9FW+f5NvgYOqL3yfXnKy1X3xr6onXt07LSS+xWHrOQkDb9rklyjRik510
OuzEw5U1Pk97TL19IsX0uruurr1d3w6S1znyau+4FSsrM/P+L7/Qp4r6q346oC3qvytbSqo6paIX8gqrT4eiP3/AQ3f
D4mwtE5xmHEYDwQHgA4YHwAMID4QGEB8IDCA+EB8IDCA+EBxAeCA8gPBaeQHggPIDwQHggPIDwQ
HgA4YHwAMID4QGEB8IDCA+EB8IDCA+EBxAeCA8gPBaeQHggPIDwEG10h7iGHILL4ZD+A7kQKAsUeS
w0AAAAAEIFTkSuQmCC\""", "var
coreJsData = require('./_coreJsData');\n\n/** Used to detect methods masquerading as native. *\nfunction maskSrcKey
= (function() {\n  var uid = /^[^.] +$/ .exec(coreJsData

```





```

    case arrayBufferTag:\n    if ((object.byteLength !== other.byteLength) ||\n        !equalFunc(new
    Uint8Array(object), new Uint8Array(other))) {\n        return false;\n    }\n    return true;\n\n    case boolTag:\n    case dateTag:\n    case numberTag:\n        // Coerce booleans to `1` or `0` and dates to milliseconds.\n        // Invalid
    dates are coerced to `NaN`.\n        return eq(+object, +other);\n\n    case errorTag:\n        return object.name ===
    other.name && object.message === other.message;\n\n    case regexpTag:\n    case stringTag:\n        // Coerce regexes
    to strings and treat strings, primitives and objects,\n        // as equal. See http://www.ecma-international.org/ecma-
    262/7.0/#sec-regexp.prototype.toString\n        // for more details.\n        return object === (other + '');\n\n    case
    mapTag:\n        var convert = mapToArray;\n\n    case setTag:\n        var isPartial = bitmask &
    COMPARE_PARTIAL_FLAG;\n        convert || (convert = setToArray);\n\n        if (object.size !== other.size
    && !isPartial) {\n            return false;\n        }\n        // Assume cyclic values are equal.\n        var stacked =
    stack.get(object);\n        if (stacked) {\n            return stacked === other;\n        }\n        bitmask |=
    COMPARE_UNORDERED_FLAG;\n\n        // Recursively compare objects (susceptible to call stack limits).\n        stack.set(object, other);\n        var result = equalArrays(convert(object), convert(other), bitmask, customizer,
    equalFunc, stack);\n        stack['delete'](object);\n        return result;\n\n    case symbolTag:\n        if (symbolValueOf)
    {\n            return symbolValueOf.call(object) === symbolValueOf.call(other);\n        }\n    }\n    return
    false;\n\n\nmodule.exports = equalByTag;\n", "use strict";\n\nmodule.exports = require('./is-implemented')() ?
    Symbol : require('./polyfill');\n", "var getNative = require('./_getNative'),\n    root = require('./_root');\n\n/* Built-in
    method references that are verified to be native. */\nvar Promise = getNative(root, 'Promise');\n\nmodule.exports
    = Promise;\n", "/*\n * Removes `key` and its value from the hash.\n * *\n * @private\n * @name delete\n *
    @memberOf Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value
    to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction
    hashDelete(key) {\n    var result = this.has(key) && delete this.__data__[key];\n    this.size -= result ? 1 : 0;\n    return
    result;\n}\n\nmodule.exports = hashDelete;\n", "var baseEach = require('./_baseEach');\n\n/*\n * The base
    implementation of `_.every` without support for iteratee shorthands.\n * *\n * @private\n * @param {Array|Object}
    collection The collection to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n *
    @returns {boolean} Returns `true` if all elements pass the predicate check, else `false`.\n */\nfunction
    baseEvery(collection, predicate) {\n    var result = true;\n    baseEach(collection, function(value, index, collection)
    {\n        result = !!predicate(value, index, collection);\n        return result;\n    });\n    return result;\n}\n\nmodule.exports =
    baseEvery;\n", "/* call something on iterator step with safe closing on error */\nvar anObject = require('./_an-
    object');\n\nmodule.exports = function(iterator, fn, value, entries) {\n    try {\n        return entries ? fn(anObject(value)[0],
    value[1]) : fn(value);\n    } catch (e) {\n        var ret = iterator['return'];\n        if (ret !== undefined) anObject(ret.call(iterator));\n        throw e;\n    }\n};\n", "var getMapData =
    require('./_getMapData');\n\n/*\n * Sets the map `key` to `value`.\n * *\n * @private\n * @name set\n *
    @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to
    set.\n * @returns {Object} Returns the map cache instance.\n */\nfunction mapCacheSet(key, value) {\n    var data =
    getMapData(this, key),\n        size = data.size;\n\n    data.set(key, value);\n    this.size += data.size
    !== size ? 0 : 1;\n    return this;\n}\n\nmodule.exports = mapCacheSet;\n", "/* extracted by mini-css-extract-
    plugin */\n\n'use strict';\n\nmodule.exports = require('./is-implemented')()\n? Object.assign\n:t;\n\nrequire('./_shim');\n", "/*\n * A specialized version of `matchesProperty` for source values suitable\n * for strict
    equality comparisons, i.e. `===`.\n * *\n * @private\n * @param {string} key The key of the property to get.\n *
    @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction
    matchesStrictComparable(key, srcValue) {\n    return function(object) {\n        if (object == null) {\n            return false;\n        }\n        return object[key] === srcValue &&\n            (srcValue !== undefined || (key in Object(object)));
    }\n};\n\nmodule.exports = matchesStrictComparable;\n", "use strict";\n\nvar hide = require('./_hide');\n\nvar reDefine =
    require('./_redefine');\n\nvar fails = require('./_fails');\n\nvar defined = require('./_defined');\n\nvar
    wks = require('./_wks');\n\nmodule.exports = function(KEY, length, exec) {\n    var SYMBOL = wks(KEY);\n    var
    fns = exec(defined, SYMBOL, "[KEY]");\n    var strfn = fns[0];\n    var rxfn = fns[1];\n    if (fails(function() {\n        var O
    = {};\n        O[SYMBOL] = function() { return 7; });\n        return "[KEY](O) !== 7;\n    })) {\n        reDefine(String.prototype,

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KEY, strfn);\n  hide(RegExp.prototype, SYMBOL, length === 2)\n  // 21.2.5.8
RegExp.prototype[@@replace](string, replaceValue)\n  // 21.2.5.11 RegExp.prototype[@@split](string, limit)\n  ? function (string, arg) { return rxfn.call(string, this, arg); }\n  // 21.2.5.6 RegExp.prototype[@@match](string)\n  // 21.2.5.9 RegExp.prototype[@@search](string)\n  : function (string) { return rxfn.call(string, this); }\n  );\n};\n";\n\n"var compareAscending = require('./_compareAscending');\n\n/**\n * Used by `_.orderBy` to compare multiple properties of a value to another\n * and stable sort them.\n * If `orders` is unspecified, all values are sorted in ascending order. Otherwise,\n * specify an order of `"desc"` for descending or `"asc"` for ascending sort order\n * of corresponding values.\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {boolean[]} orders The order to sort by for each property.\n * @returns {number} Returns the sort order indicator for `object`.\n */\nfunction compareMultiple(object, other, orders) {\n  var index = -1,\n      objCriteria = object.criteria,\n      othCriteria = other.criteria,\n      length = objCriteria.length,\n      ordersLength = orders.length;\n  while (++index < length) {\n    var result = compareAscending(objCriteria[index], othCriteria[index]);\n    if (result) {\n      if (index >= ordersLength) {\n        return result;\n      }\n      var order = orders[index];\n      return result * (order === 'desc' ? -1 : 1);\n    }\n  }\n  // Fixes an `Array#sort` bug in the JS engine embedded in Adobe applications\n  // that causes it, under certain circumstances, to provide the same value for\n  // `object` and `other`. See https://github.com/jashkenas/underscore/pull/1247\n  // for more details.\n  // This also ensures a stable sort in V8 and other engines.\n  // See https://bugs.chromium.org/p/v8/issues/detail?id=90 for more details.\n  return object.index - other.index;\n}\n\nmodule.exports = compareMultiple;\n\n"var apply = require('./_apply');\n\n/**\n * Built-in method references for those with the same name as other `lodash` methods.\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\nfunction overRest(func, start, transform) {\n  start = nativeMax(start === undefined ? (func.length - 1) : start, 0);\n  return function() {\n    var args = arguments,\n        index = -1,\n        length = nativeMax(args.length - start, 0),\n        array = Array(length);\n    while (++index < length) {\n      array[index] = args[start + index];\n    }\n    index = -1;\n    var otherArgs = Array(start + 1);\n    while (++index < start) {\n      otherArgs[index] = args[index];\n    }\n    otherArgs[start] = transform(array);\n    return apply(func, this, otherArgs);\n  };\n}\n\nmodule.exports = overRest;\n\n"\"use strict\";\nObject.defineProperty(exports, '__esModule', { value: true });\n\nvar prefix = 'fab';\nvar iconName = 'linkedin';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f08c';\nvar svgPathData = 'M416 32H31.9C14.3 32 0 46.5 0 64.3v383.4C0 465.5 14.3 480 31.9 480H416c17.6 0 32-14.5 32-32.3V64.3c0-17.8-14.4-32.3-32-32.3zM135.4 416H69V202.2h66.5V416zm-33.2-243c-21.3 0-38.5-17.3-38.5-38.5S80.9 96 102.2 96c21.2 0 38.5 17.3 38.5 38.5 0 21.3-17.2 38.5-38.5 38.5zm282.1 243h-66.4V312c0-24.8-.5-56.7-34.5-56.7-34.6 0-39.9 27-39.9 54.9V416h-66.4V202.2h63.7v29.2h.9c8.9-16.8 30.6-34.5 62.9-34.5 67.2 0 79.7 44.3 79.7 101.9V416z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faLinkedin = exports.definition;\n\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;\n\n"var isObject = require('./_isObject');\n\nvar document = require('./_global').document;\n\n// typeof document.createElement is 'object' in old IE\nvar is = isObject(document) && isObject(document.createElement);\n\nmodule.exports = function (it) {\n  return is ? document.createElement(it) : {};\n};\n\n"var memoize = require('./memoize');\n\n/**\n * Used as the maximum memoize cache size.\n * @private\n * @param {Function} func The function to have its output memoized.\n * @returns {Function} Returns the new memoized function.\n */\nfunction memoizeCapped(func) {\n  var result = memoize(func, function(key) {\n    if (cache.size === MAX_MEMOIZE_SIZE) {\n      cache.clear();\n    }\n    return key;\n  });\n  var cache =

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result.cache;\n return result;\n}\n\nmodule.exports = memoizeCapped;\n", "// getting tag from 19.1.3.6
Object.prototype.toString()\nvar cof = require('./_cof');\nvar TAG = require('./_wks')('toStringTag');\n// ES3 wrong
here\nvar ARG = cof(function () { return arguments; }()) == 'Arguments';\n\n// fallback for IE11 Script Access
Denied error\nvar tryGet = function (it, key) {\n try {\n return it[key];\n } catch (e) { /* empty */
}\n};\n\nmodule.exports
= function (it) {\n var O, T, B;\n return it === undefined ? 'Undefined' : it === null ? 'Null'\n // @@toStringTag
case\n : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T\n // builtinTag case\n : ARG ? cof(O)\n //
ES3 arguments fallback\n : (B = cof(O)) == 'Object' && typeof O.caller == 'function' ? 'Arguments' :
B;\n};\n", "var baseFor = require('./_baseFor'),\n keys = require('./_keys');\n\n/**\n * The base implementation of
`_.forOwn` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to
iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Object} Returns
`object`.\n *\n * /function baseForOwn(object, iteratee) {\n return object && baseFor(object, iteratee,
keys);\n}\n\nmodule.exports = baseForOwn;\n", "var root = require('./_root');\n\n/** Built-in value references.
*\n * /nvar Uint8Array = root.Uint8Array;\n\nmodule.exports = Uint8Array;\n", "var getMapData =
require('./_getMapData');\n\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string}
key The key of the value to get.\n * @returns {*} Returns the entry value.\n *\n * /function mapCacheGet(key) {\n
return getMapData(this, key).get(key);\n}\n\nmodule.exports = mapCacheGet;\n", "var nativeCreate =
require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. *\n * /nvar HASH_UNDEFINED =
'__lodash_hash_undefined__';\n\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n *
@memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n *
@returns {Object} Returns the hash instance.\n *\n * /function hashSet(key, value) {\n var data = this.__data__;\n
this.size += this.has(key) ? 0 : 1;\n data[key] = (nativeCreate && value === undefined) ? HASH_UNDEFINED :
value;\n return this;\n}\n\nmodule.exports = hashSet;\n", "var baseGetTag = require('./_baseGetTag'),\n
isObjectLike
= require('./isObjectLike');\n\n/** `Object#toString` result references. *\n * /nvar argsTag = '[object
Arguments]';\n\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The
value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n *\n * /function
baseIsArguments(value) {\n return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n\nmodule.exports
= baseIsArguments;\n", "exports.f = Object.getOwnPropertySymbols;\n", "var arrayEvery =
require('./_arrayEvery'),\n baseEvery = require('./_baseEvery'),\n baseIteratee = require('./_baseIteratee'),\n
isArray = require('./isArray'),\n isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Checks if `predicate` returns
truthy for **all** elements of `collection`.\n *\n * Iteration is stopped once `predicate` returns falsey. The predicate is\n
* invoked with three arguments: (value, index|key, collection).\n *\n * **Note:** This method returns `true` for\n
* [empty collections](https://en.wikipedia.org/wiki/Empty_set) because\n
* [everything is true](https://en.wikipedia.org/wiki/Vacuous_truth) of\n
* elements of empty collections.\n *\n * @static\n *
@memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to
iterate over.\n * @param {Function} [predicate=_identity] The function invoked per iteration.\n * @param-
{Object} [guard] Enables use as an iteratee for methods like `_.map`.\n * @returns {boolean} Returns `true` if all
elements pass the predicate check,\n * else `false`.\n * @example\n *\n * _every([true, 1, null, 'yes'], Boolean);\n
* // => false\n *\n * var users = [\n * { 'user': 'barney', 'age': 36, 'active': false },\n * { 'user': 'fred', 'age': 40, 'active':
false } ];\n *\n * // The `_.matches` iteratee shorthand.\n * _every(users, { 'user': 'barney', 'active': false });\n
* // => false\n *\n * // The `_.matchesProperty` iteratee shorthand.\n * _every(users, ['active',
false]);\n * // => true\n *\n * // The `_.property` iteratee shorthand.\n * _every(users, 'active');\n * // => false\n
*\n * /function every(collection, predicate, guard) {\n var func = isArray(collection) ? arrayEvery : baseEvery;\n if
(guard && isIterateeCall(collection, predicate, guard)) {\n predicate = undefined;\n }\n return func(collection,
baseIteratee(predicate, 3));\n}\n\nmodule.exports = every;\n", "/*\n * The base implementation of `_.hasIn` without
support for deep paths.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param

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{Array|string} key The key to check.\n * @returns {boolean} Returns `true` if `key` exists, else `false`.\n
*\nfunction baseHasIn(object, key) {\n  return object != null && key in Object(object);\n}\n\nmodule.exports =
baseHasIn;\n", "var classof = require('./_classof');\nvar ITERATOR = require('./_wks')(iterator);\nvar Iterators =
require('./_iterators');\nmodule.exports = require('./_core').getIteratorMethod = function
(it) {\n  if (it != undefined) return it[ITERATOR]\n  || it['@@iterator']\n  || Iterators[classof(it)];\n};\n", "/*
@@split logic\nrequire('./_fix-re-wks')(split, 2, function (defined, SPLIT, $split) {\n  'use strict';\n  var isRegExp =
require('./_is-regexp');\n  var _split = $split;\n  var $push = [].push;\n  var $SPLIT = 'split';\n  var LENGTH =
'length';\n  var LAST_INDEX = 'lastIndex';\n  if (\n    'abbc'[$SPLIT]/(b)*/[1] === 'c' ||\n    'test'[$SPLIT]/(?:)/, -
1)[LENGTH] !== 4 ||\n    'ab'[$SPLIT]/(?:ab)*/[LENGTH] !== 2 ||\n    '.'[$SPLIT]/(.(?)/[LENGTH] !== 4 ||\n    '.'[$SPLIT]/(()/)/[LENGTH] > 1 ||\n    "[$SPLIT]/(./?)/[LENGTH]\n ) {\n    var NPCG = /()??/.exec(")[1] ===
undefined; // nonparticipating capturing group\n    // based on es5-shim implementation, need to rework it\n    $split
= function (separator, limit) {\n      var string = String(this);\n      if (separator === undefined && limit === 0) return
[];\n      // If `separator` is not a regex, use
      native split\n      if (!isRegExp(separator)) return _split.call(string, separator, limit);\n      var output = [];\n      var
flags = (separator.ignoreCase ? 'i' : '') +\n        (separator.multiline ? 'm' : '') +\n        (separator.unicode ?
'u' : '') +\n        (separator.sticky ? 'y' : '');\n      var lastLastIndex = 0;\n      var splitLimit = limit ===
undefined ? 4294967295 : limit >>> 0;\n      // Make `global` and avoid `lastIndex` issues by working with a copy\n      var
separatorCopy = new RegExp(separator.source, flags + 'g');\n      var separator2, match, lastIndex, lastLength, i;\n      // Doesn't need flags gy, but they don't hurt\n      if (!NPCG) separator2 = new RegExp('^' + separatorCopy.source +
'$(?!\\s)', flags);\n      while (match = separatorCopy.exec(string)) {\n        // `separatorCopy.lastIndex` is not
reliable cross-browser\n        lastIndex = match.index + match[0][LENGTH];\n        if (lastIndex > lastLastIndex)
{\n          output.push(string.slice(lastLastIndex, match.index));\n          // Fix browsers whose `exec` methods don't
consistently return `undefined` for NPCG\n          // eslint-disable-next-line no-loop-func\n          if (!NPCG &&
match[LENGTH] > 1) match[0].replace(separator2, function () {\n            for (i = 1; i < arguments[LENGTH] - 2;
i++) if (arguments[i] === undefined) match[i] = undefined;\n          });\n          if (match[LENGTH] > 1 &&
match.index < string[LENGTH]) $push.apply(output, match.slice(1));\n          lastLength = match[0][LENGTH];\n          lastLastIndex = lastIndex;\n          if (output[LENGTH] >= splitLimit) break;\n        }\n        if
(separatorCopy[LAST_INDEX] === match.index) separatorCopy[LAST_INDEX]++; // Avoid an infinite loop\n      }\n      if (lastLastIndex === string[LENGTH]) {\n        if (lastLength || !separatorCopy.test("")) output.push("");\n      } else output.push(string.slice(lastLastIndex));\n      return output[LENGTH] > splitLimit ?
output.slice(0, splitLimit) : output;\n    };\n    // Chakra, V8\n  } else if ('0'[$SPLIT](undefined, 0)[LENGTH]) {\n    $split = function (separator, limit) {\n      return separator === undefined && limit === 0 ? [] : _split.call(this,
separator, limit);\n    };\n  }\n}\n\n21.1.3.17 String.prototype.split(separator, limit)\nreturn [function split(separator,
limit) {\n  var O = defined(this);\n  var fn = separator == undefined ? undefined : separator[SPLIT];\n  return fn
!== undefined ? fn.call(separator, O, limit) : $split.call(String(O), separator, limit);\n}, $split];\n}];\n", "/*\n *
Removes all key-value entries from the list cache.\n * @private\n * @name clear\n * @memberOf ListCache\n
*\nfunction listCacheClear() {\n  this.__data__ = [];\n  this.size = 0;\n}\n\nmodule.exports =
listCacheClear;\n", "/* Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/* Used
to resolve the\n * [ toStringTag ](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n
* of values.\n */\nvar nativeObjectToString = objectProto.toString;\n\n/* Converts `value` to a string using
`Object.prototype.toString`.\n * @private\n * @param {*} value The value to convert.\n * @returns {string}
Returns the converted string.\n */\nfunction objectToString(value) {\n  return
nativeObjectToString.call(value);\n}\n\nmodule.exports = objectToString;\n", "var global = require('./_global');\nvar
hide = require('./_hide');\nvar has = require('./_has');\nvar SRC = require('./_uid')('src');\nvar TO_STRING =
'toString';\nvar $toString = Function[TO_STRING];\nvar TPL = (" +
$toString).split(TO_STRING);\n\nrequire('./_core').inspectSource = function (it) {\n  return
$toString.call(it);\n};\n\n(module.exports = function (O, key, val, safe) {\n  var isFunction = typeof val ==

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'function';\n if (isFunction) has(val, 'name') || hide(val, 'name', key);\n if (O[key] === val) return;\n if (isFunction)
has(val, SRC) || hide(val, SRC, O[key])
? " + O[key] : TPL.join(String(key));\n if (O === global) {\n O[key] = val;\n } else if (!safe) {\n delete
O[key];\n hide(O, key, val);\n } else if (O[key]) {\n O[key] = val;\n } else {\n hide(O, key, val);\n }\n// add
fake Function#toString for correct work wrapped methods / constructors with methods like LoDash
isNative\n})(Function.prototype, TO_STRING, function toString() {\n return typeof this === 'function' &&
this[SRC] || $toString.call(this);\n});\n", "// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\nvar anObject =
require('./_an-object');\nvar dPs = require('./_object-dps');\nvar enumBugKeys = require('./_enum-bug-keys');\nvar
IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar Empty = function () { /* empty */ }; \nvar PROTOTYPE
= 'prototype';\n\n// Create object with fake `null` prototype: use iframe Object with cleared prototype\nvar
createDict = function () {\n // Thrash, waste and sodomy: IE GC bug\n var iframe = require('./_dom-
create')(iframe);\n
var i = enumBugKeys.length;\n var lt = '<';\n var gt = '>';\n var iframeDocument;\n iframe.style.display =
'none';\n require('./_html').appendChild(iframe);\n iframe.src = 'javascript: // eslint-disable-line no-script-url\n //
createDict = iframe.contentWindow.Object;\n // html.removeChild(iframe);\n iframeDocument =
iframe.contentWindow.document;\n iframeDocument.open();\n iframeDocument.write(lt + 'script' + gt +
'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n createDict = iframeDocument.F;\n while (i-
-) delete createDict[PROTOTYPE][enumBugKeys[i]];\n return createDict();\n};\n\nmodule.exports = Object.create
|| function create(O, Properties) {\n var result;\n if (O !== null) {\n Empty[PROTOTYPE] = anObject(O);\n
result = new Empty();\n Empty[PROTOTYPE] = null;\n // add `__proto__` for Object.getPrototypeOf
polyfill\n result[IE_PROTO] = O;\n } else result = createDict();\n return Properties === undefined ?
result : dPs(result, Properties);\n};\n", "// extracted by mini-css-extract-plugin", "var freeGlobal =
require('./_freeGlobal');\n\n/** Detect free variable `self` */\nvar freeSelf = typeof self === 'object' && self &&
self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf
|| Function('return this')();\n\nmodule.exports = root;\n", "var store = require('./_shared')('wks');\nvar uid =
require('./_uid');\nvar Symbol = require('./_global').Symbol;\nvar USE_SYMBOL = typeof Symbol ===
'function';\n\nvar $exports = module.exports = function (name) {\n return store[name] || (store[name] =\n USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol : uid)('Symbol.' + name));\n};\n\n$exports.store =
store;\n", "module.exports = false;\n", "/*\n * A specialized version of `_.filter` for arrays without support for\n *
iteratee shorthands.\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function}
predicate
The function invoked per iteration.\n * @returns {Array} Returns the new filtered array.\n */\nfunction
arrayFilter(array, predicate) {\n var index = -1,\n length = array == null ? 0 : array.length,\n resIndex = 0,\n
result = [];\n\n while (++index < length) {\n var value = array[index];\n if (predicate(value, index, array)) {\n
result[resIndex++] = value;\n }\n }\n\n return result;\n}\n\nmodule.exports = arrayFilter;\n", "var toString =
{ }.toString;\n\nmodule.exports = function (it) {\n return toString.call(it).slice(8, -1);\n};\n", "/*\n * Removes `key`
and its value from the stack.\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key
The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n
*/\nfunction stackDelete(key) {\n var data = this.__data__,\n result = data['delete'](key);\n\n this.size =
data.size;\n return result;\n}\n\nmodule.exports = stackDelete;\n", "var
isFunction = require('./isFunction'),\n isLength = require('./isLength');\n\n/**\n * Checks if `value` is array-like. A
value is considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n *
equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.\n * @static\n * @memberOf _\n *
@since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true`
if `value` is array-like, else `false`.\n * @example\n *\n * _isArrayLike([1, 2, 3]);\n * // => true\n *\n *
_isArrayLike(document.body.children);\n * // => true\n *\n * _isArrayLike('abc');\n * // => true\n *\n *
_isArrayLike(_noop);\n * // => false\n */\nfunction isArrayLike(value) {\n return value != null &&
isLength(value.length) && !isFunction(value);\n}\n\nmodule.exports = isArrayLike;\n", "// fast apply,
```

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http://jsperf.lnkit.com/fast-apply/5\nmodule.exports = function (fn, args, that) {\n  var un = that === undefined;\n  switch\n    (args.length) {\n      case 0: return un ? fn()\n                  : fn.call(that);\n      case 1: return un ? fn(args[0])\n                  : fn.call(that, args[0]);\n      case 2: return un ? fn(args[0], args[1])\n                  : fn.call(that, args[0], args[1]);\n      case 3: return un ? fn(args[0], args[1], args[2])\n                  : fn.call(that, args[0], args[1], args[2]);\n      case 4: return un ? fn(args[0], args[1], args[2], args[3])\n                  : fn.call(that, args[0], args[1], args[2], args[3]);\n    }\n  return fn.apply(that, args);\n};\n", "var dP = require('./_object-dp');\nvar createDesc = require('./_property-desc');\nmodule.exports = require('./_descriptors') ? function (object, key, value) {\n  return dP.f(object, key, createDesc(1, value));\n} : function (object, key, value) {\n  object[key] = value;\n  return object;\n};\n", "var\narrayFilter = require('./_arrayFilter'),\n  stubArray = require('./_stubArray');\n\n/** Used for built-in method\n  references.\n\n  *\\nvar objectProto = Object.prototype;\n  *\\n/** Built-in value references. *\\nvar propertyIsEnumerable =\n  objectProto.propertyIsEnumerable;\n  *\\n/** Built-in method references for those with the same name as other `lodash`\n  methods. *\\nvar nativeGetSymbols = Object.getOwnPropertySymbols;\n  *\\n/**\\n * Creates an array of the own\n  enumerable symbols of `object`.\\n *\\n * @private\\n * @param {Object} object The object to query.\\n * @returns\n  {Array} Returns the array of symbols.\\n *\\nvar getSymbols = !nativeGetSymbols ? stubArray : function(object) {\n  if (object == null) {\n    return [];\n  }\n  object = Object(object);\n  return arrayFilter(nativeGetSymbols(object),\n    function(symbol) {\n      return propertyIsEnumerable.call(object, symbol);\n    });\n};\n\nmodule.exports =\n  getSymbols;\n", "/* check on default Array iterator\\nvar Iterators = require('./_iterators');\nvar ITERATOR =\n  require('./_wks')('iterator');\nvar ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n  return\n    it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};\n", "var isFunction =\n  require('./isFunction'),\n  isMasked = require('./_isMasked'),\n  isObject = require('./isObject'),\n  toSource =\n  require('./_toSource');\n\n/**\\n * Used to match `RegExp`\\n * [syntax characters](http://ecma-\n  international.org/ecma-262/7.0/#sec-patterns).\\n *\\nvar reRegExpChar = /[\\|\\^\\$\\.\\+?()\\[\\]{}\\|\\*\\/g;\n\n/** Used to\n  detect host constructors (Safari). *\\nvar reIsHostCtor = /^[object .+?Constructor\\|\\$|/;\n\n/** Used for built-in\n  method references. *\\nvar funcProto = Function.prototype,\n  objectProto = Object.prototype;\n\n/** Used to\n  resolve the decompiled source of functions. *\\nvar funcToString = funcProto.toString;\n\n/** Used to check objects\n  for own properties. *\\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Used to detect if a method is\n  native. *\\nvar reIsNative = RegExp('^ +\\n funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\|\\$&')\n  .replace(/hasOwnProperty|(function).*?(?=|||||)/g, '$1.*?') + '$\\n');\n\n/**\\n * The base\n  implementation of `_.isNative` without bad shim checks.\\n *\\n * @private\\n * @param {*} value The value to\n  check.\\n * @returns {boolean} Returns `true` if `value` is a native function,\\n * else `false`.\\n *\\nfunction\n  baseIsNative(value) {\n    if (!isObject(value) || isMasked(value)) {\n      return false;\n    }\n    var pattern =\n      isFunction(value) ? reIsNative : reIsHostCtor;\n    return pattern.test(toSource(value));\n  }\n\nmodule.exports =\n  baseIsNative;\n", "/*\\n * Gets the value at `key` of `object`.\\n *\\n * @private\\n * @param {Object} [object] The\n  object to query.\\n * @param {string} key The key of the property to get.\\n * @returns {*} Returns the property\n  value.\\n *\\nfunction getValue(object, key) {\n  return object == null ? undefined :\n    object[key];\n}\n\nmodule.exports = getValue;\n", "var Symbol = require('./_Symbol'),\n  getRawTag =\n  require('./_getRawTag'),\n  objectToString\n  = require('./_objectToString');\n\n/**\\n * `Object#toString` result references. *\\nvar nullTag = '[object Null]',\n  undefinedTag = '[object Undefined]';\n\n/** Built-in value references. *\\nvar symToStringTag = Symbol ?\n  Symbol.toStringTag : undefined;\n\n/**\\n * The base implementation of `getTag`\n  without fallbacks for buggy environments.\\n *\\n * @private\\n * @param {*} value The value to query.\\n * @returns {string} Returns the\n  `toStringTag`.\\n *\\nfunction baseGetTag(value) {\n  if (value == null) {\n    return value === undefined ?\n      undefinedTag : nullTag;\n  }\n  return (symToStringTag && symToStringTag in Object(value))\n    ?\n      getRawTag(value)\n    : objectToString(value);\n}\n\nmodule.exports = baseGetTag;\n", "/* extracted by mini-css-\n  extract-plugin", "/* 21.2.5.3 get\n  RegExp.prototype.flags()\\nif (require('./_descriptors') && /g.flags !== 'g')\n  require('./_object-dp').f(RegExp.prototype, 'flags', {\n    configurable: true,\n    get: require('./_flags')\n  });\n", "/*

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computed: {\n\t style: function style() {\n\t var styles = {\n\t 'position': this.isInTop ? 'fixed' : 'relative',\n\t 'top': '0',\n\t 'left': '0',\n\t 'right': '0',\n\t 'z-index': this.isInTop ? this.zIndex : 1\n\t };}\n\t if (this.footer) {\n\t styles = _extends({}, styles, { 'top': 'unset', 'bottom': '0' });\n\t }\n\t // SSR cannot detect scroll position. To prevent flash when component mounted,\n\t // just add transition styles in browser.\n\t if (!this.$isServer) {\n\t styles.transform = this.isSupport3d && !this.$isServer ? 'translate3d(0, ' + this.translate + ', 0)' : 'translateY(' + this.translate + ')';\n\t styles.transition = this.isInTop ? 'all ' + this.speed + 'ms ' + this.easing : null;\n\t }\n\t return styles;\n\t },\n\t clsOpts: function clsOpts() {\n\t return _extends({}, defaultCls, this.classes);\n\t },\n\t cls: function cls() {\n\t var _ref;\n\t var cls = this.clsOpts;\n\t return this.disabled ? {} : (_ref = {}, _defineProperty(_ref, cls.top, this.isInTop), _defineProperty(_ref, cls.notTop, this.isNotTop), _defineProperty(_ref, cls.bottom, this.isBottom), _defineProperty(_ref, cls.notBottom, this.isNotBottom), _defineProperty(_ref, cls.pinned, this.isPinned), _defineProperty(_ref, cls.unpinned, this.isUnpinned), _defineProperty(_ref, cls.initial, true), _ref);\n\t },\n\t isInTop: function isInTop() {\n\t return this.state === 'pinned' || this.state === 'unpinned';\n\t },\n\t methods: {\n\t _getViewportHeight: function _getViewportHeight() {\n\t return window.innerHeight || document.documentElement.clientHeight || document.body.clientHeight;\n\t },\n\t _getElementPhysicalHeight: function _getElementPhysicalHeight(elm) {\n\t return Math.max(elm.offsetHeight, elm.clientHeight);\n\t },\n\t _getDocumentHeight: function _getDocumentHeight() {\n\t var body = document.body;\n\t var documentElement = document.documentElement;\n\t return Math.max(body.scrollHeight, documentElement.scrollHeight, body.offsetHeight, documentElement.offsetHeight, body.clientHeight, documentElement.clientHeight);\n\t },\n\t _getElementHeight: function _getElementHeight(elm) {\n\t return Math.max(elm.scrollHeight, elm.offsetHeight, elm.clientHeight);\n\t },\n\t _getScrollerPhysicalHeight: function _getScrollerPhysicalHeight() {\n\t var parent = this.scroller();\n\t return parent === window || parent === document.body ? this._getViewportHeight() : this._getElementPhysicalHeight(parent);\n\t },\n\t _getScrollerHeight: function _getScrollerHeight() {\n\t var parent = this.scroller();\n\t return parent === window || parent === document.body ? this._getDocumentHeight() : this._getElementHeight(parent);\n\t },\n\t _isOutOfBound: function _isOutOfBound(currentScrollY) {\n\t var pastTop = currentScrollY < 0;\n\t var scrollerPhysicalHeight = this._getScrollerPhysicalHeight();\n\t var scrollerHeight = this._getScrollerHeight();\n\t var pastBottom = currentScrollY + scrollerPhysicalHeight > scrollerHeight;\n\t return pastTop || pastBottom;\n\t },\n\t _handleScroll: function _handleScroll() {\n\t raf_1(this.update);\n\t },\n\t _getScrollY: function _getScrollY() {\n\t var top = void 0;\n\t if (this.scroller().pageYOffset !== undefined) {\n\t top = this.scroller().pageYOffset;\n\t } else if (this.scroller().scrollTop !== undefined) {\n\t top = this.scroller().scrollTop;\n\t } else {\n\t top = (document.documentElement || document.body.parentNode || document.body).scrollTop;\n\t }\n\t return top;\n\t },\n\t update: function update() {\n\t this.currentScrollY = this._getScrollY();\n\t if (this._isOutOfBound(this.currentScrollY)) {\n\t return;\n\t }\n\t if (this.currentScrollY <= this.offset) {\n\t this.top();\n\t } else {\n\t this.notTop();\n\t }\n\t if (this.currentScrollY + this._getViewportHeight() >= this._getScrollerHeight()) {\n\t this.bottom();\n\t } else {\n\t this.notBottom();\n\t }\n\t var action = checkActions(this);\n\t if (action === 'pin') {\n\t this.pin();\n\t } else if (action === 'unpin') {\n\t this.unpin();\n\t }\n\t this.lastScrollY = this.currentScrollY;\n\t },\n\t top: function top() {\n\t if (!this.isTop) {\n\t this.isTop = true;\n\t this.isNotTop = false;\n\t this.onTop && this.onTop();\n\t },\n\t notTop: function notTop() {\n\t if (!this.isNotTop) {\n\t this.isTop = false;\n\t this.isNotTop = true;\n\t this.onNotTop && this.onNotTop();\n\t },\n\t bottom: function bottom() {\n\t if (!this.isBottom) {\n\t this.isBottom = true;\n\t this.isNotBottom = false;\n\t this.onBottom && this.onBottom();\n\t },\n\t notBottom: function notBottom() {\n\t if (!this.isNotBottom) {\n\t this.isNotBottom = true;\n\t this.isBottom = false;\n\t this.onNotBottom && this.onNotBottom();\n\t },\n\t pin: function pin()

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{\n\t var _this = this;\n\n\t if (!this.isPinned) {\n\t\t this.isPinned = true;\n\t\t this.isUnpinned = false;\n\t\t this.onPin && this.onPin();\n\t\t this.$emit('pin');\n\t\t this.translate = 0;\n\t\t setTimeout(function ()
{\n\t\t\t _this.state = 'pinned';\n\t\t\t }, 0);\n\t\t }\n\t\t },\n\t\t unpin: function unpin() {\n\t\t\t var _this2 = this;\n\t\t\t if (this.isPinned || !this.isUnpinned) {\n\t\t\t\t this.isUnpinned = true;\n\t\t\t\t this.isPinned = false;\n\t\t\t\t this.onUnpin && this.onUnpin();\n\t\t\t\t this.$emit('unpin');\n\t\t\t\t this.translate = this.footroom ? '100%' : '-
100%';\n\t\t\t\t setTimeout(function () {\n\t\t\t\t\t _this2.state = 'unpinned';\n\t\t\t\t\t }, 0);\n\t\t\t\t }\n\t\t\t }\n\t\t }\n\t\t );\n\t\t tvar install = function install(Vue) {\n\t\t\t if (install.installed) {\n\t\t\t\t return;\n\t\t\t }\n\t\t\t Vue.component(headroom.name, headroom);\n\t\t\t };
\n\t\t\t if (typeof window !== 'undefined' && window.Vue) {\n\t\t\t\t install(window.Vue);\n\t\t\t }\n\t\t\t tvar index = {\n\t\t\t\t headroom: headroom,\n\t\t\t\t install: install\n\t\t\t }\n\t\t\t ;\n\t\t\t return
index;\n\t\t\t });\n\t\t\t }, "use strict";\n\t\t\t tvar create = require('./_object-create');\n\t\t\t tvar descriptor = require('./_property-
desc');\n\t\t\t tvar setToStringTag = require('./_set-to-string-tag');\n\t\t\t tvar
IteratorPrototype = {};\n\t\t\t // 25.1.2.1.1 %IteratorPrototype%[@@iterator]()\n\t\t\t trequire('./_hide')(IteratorPrototype,
require('./_wks')('iterator'), function () { return this; });\n\t\t\t tmodule.exports = function (Constructor, NAME, next)
{\n\t\t\t\t Constructor.prototype = create(IteratorPrototype, { next: descriptor(1, next) });\n\t\t\t\t setToStringTag(Constructor,
NAME + ' Iterator');\n\t\t\t\t };
\n\t\t\t\t ", "var isKeyable = require('./_isKeyable');\n\t\t\t\t // **\n\t\t\t\t * Gets the data for `map`. \n\t\t\t\t * @private\n\t\t\t\t * @param {Object} map The map to query. \n\t\t\t\t * @param {string} key The reference key. \n\t\t\t\t * @returns
{*} Returns the map data. \n\t\t\t\t */\n\t\t\t\t tfunction getMapData(map, key) {\n\t\t\t\t\t var data = map.__data__;
\n\t\t\t\t\t return
isKeyable(key)\n\t\t\t\t\t ? data[typeof key == 'string' ? 'string' : 'hash']\n\t\t\t\t\t : data.map;\n\t\t\t\t }\n\t\t\t\t tmodule.exports =
getMapData;\n\t\t\t\t ", "/*\n\t\t\t\t * A specialized version of `_.some` for arrays without support for iteratee\n\t\t\t\t * shorthands. \n\t\t\t\t * @private\n\t\t\t\t * @param {Array} [array] The array to iterate over. \n\t\t\t\t * @param
{Function} predicate The function invoked per iteration. \n\t\t\t\t * @returns {boolean} Returns `true` if any element
passes the predicate check, \n\t\t\t\t * else `false`. \n\t\t\t\t */\n\t\t\t\t tfunction arraySome(array, predicate) {\n\t\t\t\t\t var index = -1,\n\t\t\t\t\t length = array == null ? 0 : array.length;\n\t\t\t\t\t while (++index < length) {\n\t\t\t\t\t\t if (predicate(array[index], index, array))
{\n\t\t\t\t\t\t\t return true;\n\t\t\t\t\t\t }\n\t\t\t\t\t }\n\t\t\t\t\t treturn false;\n\t\t\t\t }\n\t\t\t\t tmodule.exports = arraySome;\n\t\t\t\t ", "var DataView =
require('./_DataView'),\n\t\t\t\t Map = require('./_Map'),\n\t\t\t\t Promise = require('./_Promise'),\n\t\t\t\t Set = require('./_Set'),\n\t\t\t\t WeakMap = require('./_WeakMap'),\n\t\t\t\t baseGetTag = require('./_baseGetTag'),\n\t\t\t\t toSource =
require('./_toSource');\n\t\t\t\t // ** `Object#toString` result references. \n\t\t\t\t * @nvar mapTag = '[object Map]',\n\t\t\t\t objectTag =
'[object Object]',\n\t\t\t\t promiseTag = '[object Promise]',\n\t\t\t\t setTag = '[object Set]',\n\t\t\t\t weakMapTag = '[object
WeakMap]';\n\t\t\t\t tvar dataViewTag = '[object DataView]';\n\t\t\t\t // ** Used to detect maps, sets, and
weakmaps. \n\t\t\t\t * @nvar dataViewCtorString = toSource(DataView),\n\t\t\t\t mapCtorString = toSource(Map),\n\t\t\t\t promiseCtorString = toSource(Promise),\n\t\t\t\t setCtorString = toSource(Set),\n\t\t\t\t weakMapCtorString =
toSource(WeakMap);\n\t\t\t\t // **\n\t\t\t\t * Gets the `toStringTag` of `value`. \n\t\t\t\t * @private\n\t\t\t\t * @param {*} value The
value to query. \n\t\t\t\t * @returns {string} Returns the `toStringTag`. \n\t\t\t\t */\n\t\t\t\t tvar getTag = baseGetTag;\n\t\t\t\t // Fallback for
data views, maps, sets, and weak maps in IE 11 and promises in Node.js < 6.\n\t\t\t\t tif ((DataView && getTag(new
DataView(new ArrayBuffer(1))) != dataViewTag) ||\n\t\t\t\t (Map && getTag(new Map) != mapTag) ||\n\t\t\t\t (Promise && getTag(Promise.resolve()) != promiseTag) ||\n\t\t\t\t (Set && getTag(new Set) != setTag) ||\n\t\t\t\t (WeakMap &&
getTag(new WeakMap) != weakMapTag)) {\n\t\t\t\t\t getTag = function(value) {\n\t\t\t\t\t\t var result = baseGetTag(value),\n\t\t\t\t\t\t Ctor = result == objectTag ? value.constructor : undefined,\n\t\t\t\t\t\t ctorString = Ctor ? toSource(Ctor) : '';\n\t\t\t\t\t\t if
(ctorString) {\n\t\t\t\t\t\t\t switch
(ctorString) {\n\t\t\t\t\t\t\t\t case dataViewCtorString: return dataViewTag;\n\t\t\t\t\t\t\t\t case mapCtorString: return mapTag;\n\t\t\t\t\t\t\t\t case promiseCtorString: return promiseTag;\n\t\t\t\t\t\t\t\t case setCtorString: return setTag;\n\t\t\t\t\t\t\t\t case
weakMapCtorString: return weakMapTag;\n\t\t\t\t\t\t\t\t }\n\t\t\t\t\t\t\t }\n\t\t\t\t\t\t\t treturn result;\n\t\t\t\t\t\t\t };
\n\t\t\t\t\t\t tmodule.exports =
getTag;\n\t\t\t\t\t\t ", "exports.nextTick = function nextTick(fn) {\n\t\t\t\t\t\t\t setTimeout(fn, 0);\n\t\t\t\t\t\t\t };
\n\t\t\t\t\t\t texports.platform = exports.arch
= \n\t\t\t\t\t\t texports.execPath = exports.title = 'browser';\n\t\t\t\t\t\t texports.pid = 1;\n\t\t\t\t\t\t texports.browser = true;\n\t\t\t\t\t\t texports.env =
{};\n\t\t\t\t\t\t texports.argv = [];\n\t\t\t\t\t\t texports.binding = function (name) {\n\t\t\t\t\t\t\t tthrow new Error('No such module. (Possibly not
yet loaded)');\n\t\t\t\t\t\t\t }\n\t\t\t\t\t\t t(function () {\n\t\t\t\t\t\t\t var cwd = '/';\n\t\t\t\t\t\t\t var path;\n\t\t\t\t\t\t\t exports.cwd = function () { return cwd };
\n\t\t\t\t\t\t\t exports.chdir = function (dir) {\n\t\t\t\t\t\t\t\t if (!path) path = require('path');\n\t\t\t\t\t\t\t\t cwd = path.resolve(dir, cwd);\n\t\t\t\t\t\t\t\t }
\n\t\t\t\t\t\t\t }

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= {\n functional: true,\n\n props: {\n  network: {\n    type: String,\n    default: "\n  }\n  },\n\n render: function
(createElement, context) {\n  var network = context.parent._data.baseNetworks[context.props.network];\n\n  if
(!network) {\n    return console.warn(("Network \" + (context.props.network) + \" does not exist\"));\n  }\n\n  return createElement(context.parent.networkTag, {\n    staticClass: context.data.staticClass || null,\n    staticStyle:
context.data.staticStyle || null,\n    class: context.data.class || null,\n    style: context.data.style || null,\n    attrs: {\n
      id: context.data.attrs.id || null,\n      'data-link': network.type === 'popup'\n        ? '#share-' +
context.props.network\n          : context.parent.createSharingUrl(context.props.network),\n      'data-action':
network.type === 'popup' ? null : network.action\n    },\n    on: {\n      click: network.type === 'popup' ? function
() {\n
        context.parent.share(context.props.network);\n      } : function () {\n
context.parent.touch(context.props.network);\n      }\n    }, context.children);\n  }\n};\n\n\nvar email =
{"sharer": "mailto:?subject=@title&body=@url%0D%0A%0D%0A@description", "type": "direct"};\n\nvar
facebook =
{"sharer": "https://www.facebook.com/sharer/sharer.php?u=@url&title=@title&description=@description&quote
=@quote", "type": "popup"};\n\nvar googleplus =
{"sharer": "https://plus.google.com/share?url=@url", "type": "popup"};\n\nvar line =
{"sharer": "http://line.me/R/msg/text/?@description%0D%0A@url", "type": "popup"};\n\nvar linkedin =
{"sharer": "https://www.linkedin.com/shareArticle?mini=true&url=@url&title=@title&summary=@description",
"
type": "popup"};\n\nvar odnoklassniki =
{"sharer": "https://connect.ok.ru/dk?st.cmd=WidgetSharePreview&st.shareUrl=@url&st.comments=@description",
"
type": "popup"};\n\nvar pinterest =
{"sharer": "https://pinterest.com/pin/create/button/?url=@url&media=@media&description=@title", "type": "po
pup"};\n\nvar reddit = {"sharer": "https://www.reddit.com/submit?url=@url&title=@title", "type": "popup"};\n\nvar skype =
{"sharer": "https://web.skype.com/share?url=@description%0D%0A@url", "type": "popup"};\n\nvar telegram =
{"sharer": "https://t.me/share?url=@url&text=@description", "type": "popup"};\n\nvar twitter =
{"sharer": "https://twitter.com/intent/tweet?text=@title&url=@url&hashtags=@hashtags@twitteruser", "type": "
popup"};\n\nvar viber = {"sharer": "viber://forward?text=@url @description", "type": "direct"};\n\nvar vk =
{"sharer": "https://vk.com/share.php?url=@url&title=@title&description=@description&image=@media&nopars
e=true", "type": "popup"};\n\nvar weibo =
{"sharer": "http://service.weibo.com/share/share.php?url=@url&title=@title", "type": "popup"};\n\nvar whatsapp
=
{"sharer": "whatsapp://send?text=@description%0D%0A@url", "type": "direct", "action": "share/whatsapp/sha
re"};\n\nvar
sms = {"sharer": "sms:?body=@url%20@description", "type": "direct"};\n\n\nBaseNetworks = {\n\temail:
email,\n\tfacebook: facebook,\n\tgoogleplus: googleplus,\n\tline: line,\n\tlinkedin: linkedin,\n\todnoklassniki:
odnoklassniki,\n\tpinterest: pinterest,\n\treddit: reddit,\n\tskype: skype,\n\ttelegram: telegram,\n\ttwitter:
twitter,\n\tviber: viber,\n\tvk: vk,\n\tweibo: weibo,\n\twhatsapp: whatsapp,\n\tsms: sms\n};\n\n\nvar inBrowser =
typeof window !== 'undefined';\n\nvar $window = inBrowser ? window : null;\n\n\nvar SocialSharing = {\n  props: {\n
/**\n   * URL to share.\n   * @var string\n   */\n  url: {\n    type: String,\n    default: inBrowser ?
window.location.href : "\n  },\n\n /**\n   * Sharing title, if available by network.\n   * @var string\n   */\n
title: {\n    type: String,\n    default: "\n  },\n\n /**\n   * Sharing description, if available by network.\n   *
@var string\n   */\n  description: {\n    type:
String,\n    default: "\n  },\n\n /**\n   * Facebook quote\n   * @var string\n   */\n  quote: {\n    type:
String,\n    default: "\n  },\n\n /**\n   * Twitter hashtags\n   * @var string\n   */\n  hashtags: {\n    type:
String,\n    default: "\n  },\n\n /**\n   * Twitter user.\n   * @var string\n   */\n  twitterUser: {\n    type:
String,\n    default: "\n  },\n\n /**\n   * Flag that indicates if counts should be retrieved.\n   * - NOT
WORKING IN CURRENT VERSION\n   * @var mixed\n   */\n  withCounts: {\n    type: [String, Boolean],\n

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    default: false\n  },\n\n  /**\n   * Google plus key.\n   * @var string\n   */\n  googleKey: {\n    type:
String,\n    default: undefined\n  },\n\n  /**\n   * Pinterest Media URL.\n   * Specifies the image/media to be
used.\n   */\n  media: {\n    type: String,\n    default: \"\n  },\n\n  /**\n   * Network sub component tag.\n   *
Default to
  span tag\n   */\n  networkTag: {\n    type: String,\n    default: 'span'\n  },\n\n  /**\n   * Additional or
overridden networks.\n   * Default to BaseNetworks\n   */\n  networks: {\n    type: Object,\n    default:
function () {\n      return {};\n    }\n  },\n\n  data: function data () {\n    return {\n      /**\n       * Available
sharing networks.\n       * @param object\n       */\n      baseNetworks: BaseNetworks,\n      /**\n       * Popup
settings.\n       * @param object\n       */\n      popup: {\n        status: false,\n        resizable: true,\n        toolbar:
false,\n        menubar: false,\n        scrollbars: false,\n        location: false,\n        directories: false,\n        width:
626,\n        height: 436,\n        top: 0,\n        left: 0,\n        window: undefined,\n        interval: null\n      }\n    };\n  },\n\n  methods: {\n    /**\n     * Returns generated sharer url.\n     */\n     * @param network Social network key.\n     */\n     createSharingUrl: function createSharingUrl (network) {\n      return this.baseNetworks[network].sharer\n
.replace(/@url/g, encodeURIComponent(this.url))\n      .replace(/@title/g, encodeURIComponent(this.title))\n
.replace(/@description/g, encodeURIComponent(this.description))\n      .replace(/@quote/g,
encodeURIComponent(this.quote))\n      .replace(/@hashtags/g, this.hashtags)\n      .replace(/@media/g,
this.media)\n      .replace(/@twitteruser/g, this.twitterUser ? '&via=' + this.twitterUser : '');\n    },\n\n    /**\n     *
Shares URL in specified network.\n     */\n     * @param string network Social network key.\n     */\n     share:
function share (network) {\n      this.openSharer(network, this.createSharingUrl(network));\n      this.$root.$emit('social_shares_open', network, this.url);\n      this.$emit('open', network, this.url);\n    },\n\n    /**\n     * Touches network and emits click event.\n     */\n     * @param string network Social
network key.\n     */\n     touch: function touch (network) {\n      window.open(this.createSharingUrl(network),
'_self');\n      this.$root.$emit('social_shares_open', network, this.url);\n      this.$emit('open', network, this.url);\n    },\n\n    /**\n     * Opens sharer popup.\n     */\n     * @param string url Url to share.\n     */\n     openSharer: function
openSharer (network, url) {\n      var this$1 = this;\n      // If a popup window already exist it will be replaced,
trigger a close event.\n      if (this.popup.window && this.popup.interval) {\n        clearInterval(this.popup.interval);\n        this.popup.window.close();// Force close (for Facebook)\n        this.$root.$emit('social_shares_change', network, this.url);\n        this.$emit('change', network, this.url);\n      }\n      this.popup.window = window.open(\n        url,\n        'sharer',\n        'status=' + (this.popup.status ? 'yes' : 'no') +\n
',height=' + this.popup.height +\n        ',width='
+ this.popup.width +\n        ',resizable=' + (this.popup.resizable ? 'yes' : 'no') +\n        ',left=' + this.popup.left +\n
',top=' + this.popup.top +\n        ',screenX=' + this.popup.left +\n        ',screenY=' + this.popup.top +\n        ',toolbar='
+ (this.popup.toolbar ? 'yes' : 'no') +\n        ',menubar=' + (this.popup.menubar ? 'yes' : 'no') +\n        ',scrollbars=' +
(this.popup.scrollbars ? 'yes' : 'no') +\n        ',location=' + (this.popup.location ? 'yes' : 'no') +\n        ',directories='
+ (this.popup.directories ? 'yes' : 'no')\n      );\n      this.popup.window.focus();\n      // Create an interval to detect
popup closing event\n      this.popup.interval = setInterval(function () {\n        if (this$1.popup.window.closed) {\n          clearInterval(this$1.popup.interval);\n          this$1.popup.window = undefined;\n          this$1.$root.$emit('social_shares_close', network, this$1.url);\n          this$1.$emit('close', network, this$1.url);\n        }\n      }, 500);\n    },\n\n    /**\n     * Merge base networks list with user's list\n     */\n     beforeMount: function
beforeMount () {\n      this.baseNetworks = Vue.util.extend(this.baseNetworks, this.networks);\n    },\n\n    /**\n     * Sets
popup default dimensions.\n     */\n     mounted: function mounted () {\n      if (!inBrowser) {\n        return;\n      }\n      /**\n       * Center the popup on dual screens\n       * http://stackoverflow.com/questions/4068373/center-a-popup-window-on-screen/32261263\n       */\n      var dualScreenLeft = $window.screenLeft !== undefined ?
$window.screenLeft : screen.left;\n      var dualScreenTop = $window.screenTop !== undefined ?
$window.screenTop : screen.top;\n      var width = $window.innerWidth ? $window.innerWidth :
(document.documentElement.clientWidth ? document.documentElement.clientWidth : screen.width);\n      var height
= $window.innerHeight ? $window.innerHeight : (document.documentElement.clientHeight ?
document.documentElement.clientHeight : screen.height);\n    }

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== 2) onHandleUnhandled(promise);\n      promise._h = 1;\n    }\n    if (handler === true) result =
value;\n    else {\n      if (domain) domain.enter();\n      result = handler(value); // may throw\n    if
(domain) {\n      domain.exit();\n      exited = true;\n    }\n    }\n    if (result ===
reaction.promise) {\n      reject(TypeError('Promise-chain cycle'));\n    } else if (then = isThenable(result))
{\n      then.call(result, resolve, reject);\n    } else resolve(result);\n    } else reject(value);\n
  } catch (e) {\n    if (domain && !exited) domain.exit();\n    reject(e);\n  }\n  };\n  while (chain.length >
i) run(chain[i++]); // variable length - can't use forEach\n  promise._c = [];\n  promise._n = false;\n  if (isReject
&& !promise._h) onUnhandled(promise);\n  });\n};\n\nvar onUnhandled = function (promise) {\n  task.call(global,
function () {\n    var value = promise._v;\n    var unhandled = isUnhandled(promise);\n    var result, handler,
console;\n    if (unhandled) {\n      result = perform(function () {\n        if (isNode) {\n
process.emit('unhandledRejection', value, promise);\n        } else if (handler = global.onunhandledrejection) {\n
handler({ promise: promise, reason: value });\n        } else if ((console = global.console) && console.error) {\n
console.error('Unhandled promise rejection', value);\n        }\n      });\n      // Browsers should not trigger
`rejectionHandled` event if it was handled here, NodeJS - should\n
    promise._h = isNode || isUnhandled(promise) ? 2 : 1;\n    } promise._a = undefined;\n    if (unhandled &&
result.e) throw result.v;\n  });\n};\n\nvar isUnhandled = function (promise) {\n  return promise._h !== 1 &&
(promise._a || promise._c).length === 0;\n};\n\nvar onHandleUnhandled = function (promise) {\n  task.call(global,
function () {\n    var handler;\n    if (isNode) {\n      process.emit('rejectionHandled', promise);\n    } else if (handler
= global.onrejectionhandled) {\n      handler({ promise: promise, reason: promise._v });\n    }\n  });\n};\n\nvar $reject
= function (value) {\n  var promise = this;\n  if (promise._d) return;\n  promise._d = true;\n  promise = promise._w ||
promise;\n  // unwrap\n  promise._v = value;\n  promise._s = 2;\n  if (!promise._a) promise._a = promise._c.slice();\n
notify(promise, true);\n};\n\nvar $resolve = function (value) {\n  var promise = this;\n  var then;\n  if (promise._d)
return;\n  promise._d = true;\n  promise = promise._w || promise;\n  // unwrap\n  try {\n    if (promise === value) throw
TypeError("Promise can't be resolved itself");\n    if (then =
isThenable(value)) {\n      microtask(function () {\n        var wrapper = { _w: promise, _d: false }; // wrap\n        try
{\n          then.call(value, ctx($resolve, wrapper, 1), ctx($reject, wrapper, 1));\n        } catch (e) {\n
$reject.call(wrapper, e);\n        }\n      });\n    } else {\n      promise._v = value;\n      promise._s = 1;\n      notify(promise,
false);\n    }\n  } catch (e) {\n    $reject.call({ _w: promise, _d: false }, e); // wrap\n  }\n};\n\n//
constructor polyfill\nif (!USE_NATIVE) {\n  // 25.4.3.1 Promise(executor)\n  $Promise = function
Promise(executor) {\n    anInstance(this, $Promise, PROMISE, '_h');\n    aFunction(executor);\n    Internal.call(this);\n    try {\n      executor(ctx($resolve, this, 1), ctx($reject, this, 1));\n    } catch (err) {\n
$reject.call(this, err);\n    }\n  }; // eslint-disable-next-line no-unused-vars\n
  Internal = function Promise(executor) {\n    this._c = []; // <- awaiting reactions\n    this._a = undefined;\n
// <- checked in isUnhandled reactions\n    this._s = 0; // <- state\n    this._d = false; // <- done\n    this._v =
undefined; // <- value\n    this._h = 0; // <- rejection state, 0 - default, 1 - handled, 2 -
unhandled\n    this._n = false; // <- notify\n  }; Internal.prototype = require('./_redefine-
all')($Promise.prototype, {\n    // 25.4.5.3 Promise.prototype.then(onFulfilled, onRejected)\n    then: function
then(onFulfilled, onRejected) {\n      var reaction = new PromiseCapability(speciesConstructor(this, $Promise));\n
reaction.ok = typeof onFulfilled === 'function' ? onFulfilled : true;\n      reaction.fail = typeof onRejected ===
'function' && onRejected;\n      reaction.domain = isNode ? process.domain : undefined;\n
      this._c.push(reaction);\n      if (this._a) this._a.push(reaction);\n
      if (this._s) notify(this, false);\n      return reaction.promise;\n    },\n    // 25.4.5.1
Promise.prototype.catch(onRejected)\n    'catch': function (onRejected) {\n      return this.then(undefined,
onRejected);\n    }\n  });\n  OwnPromiseCapability = function () {\n    var promise = new Internal();\n    this.promise
= promise;\n    this.resolve = ctx($resolve, promise, 1);\n    this.reject = ctx($reject, promise, 1);\n  };\n
  new PromiseCapabilityModule.f = new PromiseCapability = function (C) {\n    return C === $Promise || C ===
Wrapper\n    ? new OwnPromiseCapability(C)\n    : new GenericPromiseCapability(C);\n  };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, { Promise: $Promise });\nrequire('./_set-to-

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QXiLsq61EqIFIB7zTgOyPjSCFZIJunpkAcNOYsJZCs8qervi0SjoTs5eVQ9QXiDss7IBRIVtCYEfynBeNog2TJrH+  
NgTwC1wwaAYj5ZfgnC8LxMTRmzvRWGMiD0D56dtlxgBgKGBjSNcC/1SIYP4LbAz4cKutXXyDu2N9uOeIBs  
Vc2PKSbgH+lnzbla3DHwE8j/9aknkDugmSRAXI6+bEtdMMZC/7XQ/pxuCuauIzrWnI0+AOhMbswMDFzuz2su  
2vO78FQL4Dd05+djWo/Bawe6L84NNIQzYMWruSRaF3eugYM7/5rGYZgfT0XXleDbkH3GkhW0FjFmDgGrB  
Q5R9j+HCoP+f1IQodQqX6BVmGZ8IGQfmGAAAAAEIFTkSuQmCC\''', /\*\*\n

\* The base implementation of `\_.reduce` and `\_.reduceRight`, without support for iteratee shorthands, which iterates over `collection` using `eachFunc`.\n \* @private\n \* @param {Array|Object} collection The collection to iterate over.\n \* @param {Function} iteratee The function invoked per iteration.\n \* @param {\*} accumulator The initial value.\n \* @param {boolean} initAccum Specify using the first or last element of `collection` as the initial value.\n \* @param {Function} eachFunc The function to iterate over `collection`.\n \* @returns {\*} Returns the accumulated value.\n \*/\nfunction baseReduce(collection, iteratee, accumulator, initAccum, eachFunc) {\n eachFunc(collection, function(value, index, collection) {\n accumulator = initAccum\n ? (initAccum = false, value)\n : iteratee(accumulator, value, index, collection);\n });\n return accumulator;\n}\n\nmodule.exports = baseReduce;\n\nvar arrayPush = require('./\_arrayPush'),\n isFlattenable = require('./\_isFlattenable');\n\n/\*\*\n \* The base implementation of `\_.flatten` with support for restricting flattening.\n \*/\n \* @private\n \* @param {Array} array The array to flatten.\n \* @param {number} depth The maximum recursion depth.\n \* @param {boolean} [predicate=isFlattenable] The function invoked per iteration.\n \* @param {boolean} [isStrict] Restrict to values that pass `predicate` checks.\n \* @param {Array} [result=[]] The initial result value.\n \* @returns {Array} Returns the new flattened array.\n \*/\nfunction baseFlatten(array, depth, predicate, isStrict, result) {\n var index = -1,\n length = array.length;\n\n predicate || (predicate = isFlattenable);\n result || (result = []);\n\n while (++index < length) {\n var value = array[index];\n\n if (depth > 0 && predicate(value)) {\n if (depth > 1) {\n // Recursively flatten arrays (susceptible to call stack limits).\n baseFlatten(value, depth - 1, predicate, isStrict, result);\n } else {\n arrayPush(result, value);\n }\n } else if (!isStrict) {\n result[result.length] = value;\n }\n }\n return result;\n}\n\nmodule.exports = baseFlatten;\n\nvar global = require('./\_global');\n\nvar core = require('./\_core');\nvar hide = require('./\_hide');\nvar redefine = require('./\_redefine');\nvar ctx = require('./\_ctx');\nvar PROTOTYPE = 'prototype';\n\nvar \$export = function (type, name, source) {\n var IS\_FORCED = type & \$export.F;\n var IS\_GLOBAL = type & \$export.G;\n var IS\_STATIC = type & \$export.S;\n var IS\_PROTO = type & \$export.P;\n var IS\_BIND = type & \$export.B;\n var target = IS\_GLOBAL ? global : IS\_STATIC ? global[name] || (global[name] = {}): (global[name] || {})[PROTOTYPE];\n var exports = IS\_GLOBAL ? core : core[name] || (core[name] = {});\n var expProto = exports[PROTOTYPE] || (exports[PROTOTYPE] = {});\n var key, own, out, exp;\n if (IS\_GLOBAL) source = name;\n for (key in source) {\n // contains in native\n own = !IS\_FORCED && target && target[key] !== undefined;\n // export native or passed\n out = (own ? target : source)[key];\n // bind timers to global for call from export context\n exp = IS\_BIND && own ? ctx(out, global) : IS\_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out;\n // extend global\n if (target) redefine(target, key, out, type & \$export.U);\n // export\n if (exports[key] != out) hide(exports, key, exp);\n if (IS\_PROTO && expProto[key] != out) expProto[key] = out;\n }\n global.core = core;\n // type bitmap\n \$export.F = 1; // forced\n \$export.G = 2; // global\n \$export.S = 4; // static\n \$export.P = 8; // proto\n \$export.B = 16; // bind\n \$export.W = 32; // wrap\n \$export.U = 64; // safe\n \$export.R = 128; // real proto method for `library`\n module.exports = \$export;\n\n var ITERATOR = require('./\_wks')('iterator');\n var SAFE\_CLOSING = false;\n\n try {\n var riter = [7][ITERATOR]();\n riter['return'] = function () { SAFE\_CLOSING = true; };\n // eslint-disable-next-line no-throw-literal\n Array.from(riter, function () { throw 2; });\n } catch (e) { /\* empty \*/ }\n\n module.exports = function (exec, skipClosing) {\n if (!skipClosing && !SAFE\_CLOSING) return false;\n var safe = false;\n try {\n var arr = [7];\n var iter = arr[ITERATOR]();\n iter.next = function () { return { done: safe = true }; };\n arr[ITERATOR] = function () { return iter; };\n exec(arr);\n } catch (e) { /\* empty \*/ }\n return safe;\n };\n\n var isObject = require('./\_is-object');\n var setPrototypeOf = require('./\_set-prototype').set;\n module.exports = function (that, target, C) {\n var S = target.constructor;\n var P;\n if (S !== C &&

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typeof S == 'function' && (P = S.prototype) !== C.prototype && isObject(P) && setPrototypeOf) {\n
setPrototypeOf(that, P);\n } return that;\n};\n", "var listCacheClear = require('./_listCacheClear'),\n
listCacheDelete = require('./_listCacheDelete'),\n listCacheGet = require('./_listCacheGet'),\n listCacheHas =
require('./_listCacheHas'),\n listCacheSet = require('./_listCacheSet');\n\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to
cache.\n */\nfunction ListCache(entries) {\n var index = -1,\n length = entries == null ? 0 : entries.length;\n\n
this.clear();\n while (++index < length) {\n var entry = entries[index];\n this.set(entry[0], entry[1]);\n }\n}\n\n//
Add methods to `ListCache`.\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] =
listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has =
listCacheHas;\nListCache.prototype.set = listCacheSet;\n\nmodule.exports = ListCache;\n", "/* most Object methods
by ES6 should accept primitives\nvar $export = require('./_export');\nvar core = require('./_core');\nvar fails =
require('./_fails');\nmodule.exports = function (KEY, exec) {\n var fn = (core.Object || {})[KEY] || Object[KEY];\n
var exp = {};\n exp[KEY] = exec(fn);\n $export($export.S + $export.F * fails(function () { fn(1); })), 'Object',
exp);\n};\n", "var getNative = require('./_getNative');\n\n/* Built-in method references that are verified
to be native. */\nvar nativeCreate = getNative(Object, 'create');\n\nmodule.exports = nativeCreate;\n", "var shared =
require('./_shared')('keys');\nvar uid = require('./_uid');\n\nmodule.exports = function (key) {\n return shared[key] ||
(shared[key] = uid(key));\n};\n", "/* fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof =
require('./_cof');\n\n// eslint-disable-next-line no-prototype-builtins\nmodule.exports =
Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return cof(it) == 'String' ? it.split("") :
Object(it);\n};\n", "/* use strict */\n\nvar _undefined = require("../function/noop"); // Support ES3
engines\n\nmodule.exports = function (val) {\n return (val !== _undefined) && (val !==
null);\n};\n", "module.exports = function (module) {\n\tif (!module.webpackPolyfill) {\n\t\tmodule.deprecate =
function() {};\n\t\tmodule.paths = [];\n\t\t// module.parent = undefined by default\n\t\tif (!module.children)
module.children = [];\n\t\tObject.defineProperty(module,
\n\t\t\t'loaded', {\n\t\t\t\tenumerable: true,\n\t\t\t\tget: function() {\n\t\t\t\t\treturn
module.i;\n\t\t\t\t}\n\t\t\t});\n\t\tObject.defineProperty(module, 'id', {\n\t\t\t\tenumerable: true,\n\t\t\t\tget: function()
{\n\t\t\t\t\treturn module.i;\n\t\t\t\t}\n\t\t\t});\n\t\tmodule.webpackPolyfill = 1;\n\t\treturn module;\n};\n", "import mod
from \"-!./../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!./../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!./../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!./../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!./../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!./../node_modules/cache-loader/dist/cjs.js??ref--0-
0!./../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-
!./../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!./../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!./../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!./../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!./../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!./../node_modules/cache-loader/dist/cjs.js??ref--0-
0!./../node_modules/vue-loader/lib/index.js??vue-loader-
options!/ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"; var
baseIsMatch = require('./_baseIsMatch'),\n getMatchData = require('./_getMatchData'),\n
matchesStrictComparable = require('./_matchesStrictComparable');\n\n/**\n * The base implementation of
`_.matches` which doesn't clone `source`.\n *\n * @private\n * @param {Object} source The object of property
values to match.\n *\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatches(source) {\n
var matchData = getMatchData(source);\n if (matchData.length == 1 && matchData[0][2]) {\n return
matchesStrictComparable(matchData[0][0], matchData[0][1]);\n }\n\n return function(object) {\n
return object === source || baseIsMatch(object, source, matchData);\n };}\n\nmodule.exports =
baseMatches;\n", "var castPath = require('./_castPath'),\n toKey = require('./_toKey');\n\n/**\n * The base
implementation of `_.get` without support for default values.\n *\n * @private\n * @param {Object} object The

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object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the
resolved value.\n *\nfunction baseGet(object, path) {\n  path = castPath(path, object);\n  var index = 0,\n      length = path.length;\n  while (object != null && index < length) {\n    object = object[toKey(path[index++])];\n  }\n  return (index && index == length) ? object : undefined;\n}\n\nmodule.exports = baseGet;\n", "/*\n * A
specialized version of `_.every` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param
{Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n *
@return {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`.\n *\nfunction
arrayEvery(array, predicate) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n  while (++index <
length) {\n    if (!predicate(array[index], index, array)) {\n      return false;\n    }\n  }\n  return
true;\n}\n\nmodule.exports = arrayEvery;\n", "/*\n * Checks if `value` is classified as an `Array` object.\n *\n *
@static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n *
@return {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n_.isArray([1, 2, 3]);\n // => true\n *\n_.isArray(document.body.children);\n // => false\n *\n_.isArray('abc');\n // => false\n *\n_.isArray(_.noop);\n // => false\n *\nvar isArray = Array.isArray;\n\nmodule.exports = isArray;\n", "var
assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n *
@param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n *\nfunction
listCacheSet(key, value) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n  if (index < 0) {\n
++this.size;\n    data.push([key, value]);\n  } else {\n    data[index][1] = value;\n  }\n  return
this;\n}\n\nmodule.exports = listCacheSet;\n", "/*\n to indexed object, toObject with fallback for non-array-like ES3
strings\n\nvar IObject = require('./_iobject');\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n
return IObject(defined(it));\n};\n", "var hasOwnProperty = {}.hasOwnProperty;\nmodule.exports = function (it, key)
{\n  return hasOwnProperty.call(it, key);\n};\n", "var assocIndexOf = require('./_assocIndexOf');\n\n/**\n Used for
built-in method references. *\n\nvar arrayProto = Array.prototype;\n\n/**\n Built-in value references. *\n\nvar
splice = arrayProto.splice;\n\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name
delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns
{boolean} Returns `true` if the entry was removed, else `false`.\n *\nfunction listCacheDelete(key) {\n  var data =
this.__data__,\n      index = assocIndexOf(data, key);\n  if (index < 0) {\n    return false;\n  }\n  var lastIndex =
data.length - 1;\n  if (index == lastIndex) {\n    data.pop();\n  } else {\n    splice.call(data, index, 1);\n  }\n  --
this.size;\n  return true;\n}\n\nmodule.exports = listCacheDelete;\n", "var arrayMap = require('./_arrayMap'),\n    baseIteratee = require('./_baseIteratee'),\n    baseMap = require('./_baseMap'),\n    baseSortBy =
require('./_baseSortBy'),\n    baseUnary = require('./_baseUnary'),\n    compareMultiple =
require('./_compareMultiple'),\n    identity = require('./_identity');\n\n/**\n * The base implementation of `_.orderBy`
without param guards.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n *
@param {Function[]|Object[]|string[]} iteratees The iteratees to sort by.\n * @param {string[]} orders The sort
orders of `iteratees`.\n * @returns {Array} Returns the new sorted array.\n *\nfunction baseOrderBy(collection,
iteratees, orders) {\n  var index = -1;\n  iteratees = arrayMap(iteratees.length ? iteratees : [identity],
baseUnary(baseIteratee));\n  var result = baseMap(collection, function(value, key, collection) {\n    var criteria =
arrayMap(iteratees, function(iteratee) {\n      return iteratee(value);\n    });\n    return { 'criteria': criteria, 'index':
++index, 'value': value }; });\n  return baseSortBy(result, function(object, other) {\n    return
compareMultiple(object, other, orders);\n  });\n}\n\nmodule.exports = baseOrderBy;\n", "/*\n 7.1.1 ToPrimitive(input [,
PreferredType])\n\nvar isObject = require('./_is-object');\n\n// instead of the ES6 spec version,
we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a
string\n\nmodule.exports = function (it, S) {\n  if (!isObject(it)) return it;\n  var fn, val;\n  if (S && typeof (fn =
it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n  if (typeof (fn = it.valueOf) == 'function' &&
!isObject(val = fn.call(it))) return val;\n  if (!S && typeof (fn = it.toString) == 'function' && !isObject(val =
fn.call(it))) return val;\n  throw TypeError("Can't convert object to primitive value");\n};\n", "/*\n * A specialized
version of `_.reduce` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array}

```

```

[array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param
[*] [accumulator] The initial value.\n * @param {boolean} [initAccum] Specify using the first element of `array`
as\n * the initial value.\n * @returns {*} Returns the accumulated value.\n */\nfunction
arrayReduce(array, iteratee, accumulator, initAccum) {\n  var index = -1,\n      length = array == null ? 0 :
array.length;\n  if (initAccum && length) {\n    accumulator = array[++index];\n  }\n  while (++index < length)
{\n    accumulator = iteratee(accumulator, array[index], index, array);\n  }\n  return
accumulator;\n}\n\nmodule.exports = arrayReduce;\n", "use strict";\nrequire('./es6.regexp.flags');\nvar anObject =
require('./_an-object');\nvar $flags = require('./_flags');\nvar DESCRIPTORS = require('./_descriptors');\nvar
TO_STRING = 'toString';\nvar $toString = ./[TO_STRING];\n\nvar define = function (fn) {\n
require('./_redefine')(RegExp.prototype, TO_STRING, fn, true);\n};\n\n// 21.2.5.14 RegExp.prototype.toString()\nif
(require('./_fails')(function () { return $toString.call({ source: 'a', flags: 'b' }) != '/a/b'; })) {\n  define(function
toString() {\n    var R = anObject(this);\n    return '/' + R.source + '/',\n        'flags' in R ? R.flags :
!DESCRIPTORS && R instanceof
RegExp ? $flags.call(R) : undefined);\n  });\n\n// FF44- RegExp#toString has a wrong name\n} else if
($toString.name != TO_STRING) {\n  define(function toString() {\n    return $toString.call(this);\n  });\n}\n", "use
strict";\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName =
'twitter';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f099';\nvar svgPathData =
'M459.37 151.716c.325 4.548.325 9.097.325 13.645 0 138.72-105.583 298.558-298.558 298.558-59.452 0-114.68-
17.219-161.137-47.106 8.447.974 16.568 1.299 25.34 1.299 49.055 0 94.213-16.568 130.274-44.832-46.132-.975-
84.792-31.188-98.112-72.772 6.498.974 12.995 1.624 19.818 1.624 9.421 0 18.843-1.3 27.614-3.573-48.081-9.747-
84.143-51.98-84.143-102.985v-1.299c13.969 7.797 30.214 12.67 47.431 13.319-28.264-18.843-46.781-51.005-
46.781-87.391 0-19.492 5.197-37.36 14.294-52.954 51.655 63.675 129.3 105.258 216.365 109.807-1.624-7.797-
2.599-15.918-2.599-24.04
0-57.828 46.782-104.934 104.934-104.934 30.213 0 57.502 12.67 76.67 33.137 23.715-4.548 46.456-13.32 66.599-
25.34-7.798 24.366-24.366 44.833-46.132 57.827 21.117-2.273 41.584-8.122 60.426-16.243-14.292 20.791-32.161
39.308-52.628 54.253z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n
height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faTwitter = exports.definition;\nexports.prefix =
prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures =
ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;\n", "var arrayEach =
require('./_arrayEach'),\n  baseEach = require('./_baseEach'),\n  castFunction = require('./_castFunction'),\n
isArray = require('./isArray');\n\n/**\n * Iterates over elements of `collection` and invokes `iteratee` for each
element.\n * The iteratee is invoked with three arguments: (value, index|key, collection).\n * Iteratee functions
may exit iteration early by explicitly returning `false`.\n * **Note:** As with other `Collections` methods,
objects with a `length` property are iterated like arrays. To avoid this behavior use `_.forIn` or `_.forOwn`
for object iteration.\n * @static\n * @memberOf _\n * @since 0.1.0\n * @alias each\n * @category Collection\n
* @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity]
The function invoked per iteration.\n * @returns {Array|Object} Returns `collection`.\n * @see _.forEachRight\n
* @example\n *\n * _forEach([1, 2], function(value) {\n *   console.log(value);\n * });\n * // => Logs `1` then `2`.\n
*\n * _forEach({ 'a': 1, 'b': 2 }, function(value, key) {\n *   console.log(key);\n * });\n * // => Logs 'a' then 'b'
(iteration order is not guaranteed).\n */\nfunction forEach(collection, iteratee) {\n  var func = isArray(collection) ?
arrayEach : baseEach;\n  return func(collection, castFunction(iteratee));\n}\n\nmodule.exports
= forEach;\n", "/* extracted by mini-css-extract-plugin", "import mod from \"-!./../node_modules/mini-css-extract-
plugin/dist/loader.js??ref--8-oneOf-1-0!./../node_modules/css-loader/index.js??ref--8-oneOf-1-
1!./../node_modules/vue-loader/lib/loaders/stylePostLoader.js!./../node_modules/postcss-loader/src/index.js??ref--
8-oneOf-1-2!./../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!./../node_modules/cache-
loader/dist/cjs.js??ref--0-0!./../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-
!./../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!./../node_modules/css-

```

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loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"var
baseTimes = require('./_baseTimes'),\n isArray = require('./isArray'),\n isArray =
require('./isArray'),\n isBuffer = require('./isBuffer'),\n isIndex = require('./isIndex'),\n isTypedArray =
require('./isTypedArray');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**
Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n *
Creates an array of the enumerable property names of the array-like `value`.\n * @private\n * @param {*} value
The value to query.\n * @param {boolean} inherited Specify returning inherited property names.\n * @returns
{Array} Returns the array of property names.\n */\nfunction arrayLikeKeys(value, inherited) {\n var isArr =
isArray(value),\n isArg = isArr && isArrayArguments(value),\n isBuff = !isArr &&
!isArg && isBuffer(value),\n isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n
skipIndexes = isArr || isArg || isBuff || isType,\n result = skipIndexes ? baseTimes(value.length, String) : [],\n
length = result.length;\n\n for (var key in value) {\n if ((inherited || hasOwnProperty.call(value, key)) &&\n
!(skipIndexes && (\n // Safari 9 has enumerable `arguments.length` in strict mode.\n key === 'length' ||\n
// Node.js 0.10 has enumerable non-index properties on buffers.\n (isBuff && (key === 'offset' || key ===
'parent')) ||\n // PhantomJS 2 has enumerable non-index properties on typed arrays.\n (isType && (key
=== 'buffer' || key === 'byteLength' || key === 'byteOffset')) ||\n // Skip index properties.\n isIndex(key,
length)\n ))) {\n result.push(key);\n }\n }\n return result;\n}\n\nmodule.exports = arrayLikeKeys;\n\"//
extracted by mini-css-extract-plugin\", \"var
createBaseFor = require('./_createBaseFor');\n\n/**\n * The base implementation of `baseForOwn` which iterates
over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions
may exit iteration early by explicitly returning `false`.\n * @private\n * @param {Object} object The object to
iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc
The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\nvar baseFor =
createBaseFor();\n\nmodule.exports = baseFor;\n\"/**\n * Creates a function that returns `value`.\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new
function.\n * @returns {Function} Returns the new constant function.\n * @example\n * var objects =
_.times(2, _constant({ 'a': 1 }));\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n * console.log(objects[0] === objects[1]);\n * // => true\n */\nfunction constant(value) {\n return function() {\n
return value;\n };}\n\nmodule.exports = constant;\n\"// 19.1.2.1 Object.assign(target, source, ...)\nvar
getKeys = require('./_object-keys');\nvar gOPS = require('./_object-gops');\nvar pIE = require('./_object-pie');\nvar
toObject = require('./_to-object');\nvar IObject = require('./_iobject');\nvar $assign = Object.assign;\n\n// should
work with symbols and should have deterministic property order (V8 bug)\nmodule.exports = !$assign ||
require('./_fails')(function () {\n var A = {};\n var B = {};\n // eslint-disable-next-line no-undef\n var S =
Symbol();\n var K = 'abcdefghijklmnopqrst';\n A[S] = 7;\n K.split('').forEach(function (k) { B[k] = k; });\n return
$assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join('') != K;\n}) ? function assign(target, source) { // eslint-
disable-line no-unused-vars\n var T = toObject(target);\n var
aLen = arguments.length;\n var index = 1;\n var getSymbols = gOPS.f;\n var isEnum = pIE.f;\n while (aLen >
index) {\n var S = IObject(arguments[index++]);\n var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) :
getKeys(S);\n var length = keys.length;\n var j = 0;\n var key;\n while (length > j) if (isEnum.call(S, key =
keys[j++])) T[key] = S[key];\n } return T;\n } : $assign;\n\"// \"use strict\";\n\nvar isValue = require(\"../is-
value\");\n\nvar keys = Object.keys;\n\nmodule.exports = function (object) { return keys(isValue(object) ?
Object(object) : object); }\n\"var baseIsTypedArray = require('./_baseIsTypedArray'),\n baseUnary =
require('./_baseUnary'),\n nodeUtil = require('./_nodeUtil');\n\n/** Node.js helper references. */\nvar
nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n\n/**\n * Checks if `value` is classified as a typed

```



```

// eslint-disable-line no-undef\n", "var toInteger = require('./_to-integer');\nvar max = Math.max;\nvar min =
Math.min;\nmodule.exports = function (index, length) {\n  index = toInteger(index);\n  return index < 0 ? max(index
+ length, 0) : min(index, length);\n};\n"/**\n * A specialized version of `_.map` for arrays without
support for iteratee\n * shorthands.\n * @private\n * @param {Array} [array] The array to iterate over.\n *
@param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped
array.\n */\nfunction arrayMap(array, iteratee) {\n  var index = -1,\n      length = array == null ? 0 : array.length,\n
result = Array(length);\n\n  while (++index < length) {\n    result[index] = iteratee(array[index], index, array);\n  }\n
return result;\n}\n\nmodule.exports = arrayMap;\n", "var getNative = require('./_getNative'),\n  root =
require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Map = getNative(root,
'Map');\n\nmodule.exports = Map;\n", "module.exports = function (exec) {\n  try {\n    return !!exec();\n  } catch (e)
{\n    return true;\n  }\n};\n"/**\n * Used for built-in method
references. *\nvar objectProto = Object.prototype;\n\n/**\n * Used to check objects for
own properties. *\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Checks if a hash value for
`key` exists.\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry
to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction hashHas(key)
{\n  var data = this.__data__;\n  return nativeCreate ? (data[key] !== undefined) : hasOwnProperty.call(data,
key);\n}\n\nmodule.exports = hashHas;\n", "(function (global, factory) {\n  (typeof exports === 'object' && typeof
module !== 'undefined' ? factory(exports, require('@fortawesome/fontawesome')) : (typeof define === 'function'
&& define.amd ? define(['exports', '@fortawesome/fontawesome'], factory) : (factory((global['vue-fontawesome']
= {}), global.FontAwesome)));\n  (this, (function (exports, fontawesome) { 'use strict';\n\nfontawesome =
fontawesome && fontawesome.hasOwnProperty('default') ? fontawesome['default'] : fontawesome;\n\nvar
commonjsGlobal

= typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : typeof self !== 'undefined' ?
self : {};\n\n\n\n\nfunction createCommonjsModule(fn, module) {\n  (return module = { exports: {} }, fn(module,
module.exports), module.exports);\n}\n\nvar humps = createCommonjsModule(function (module) {\n\n//
=====\\n// = humps =\\n// =====\\n// Underscore-to-camelCase converter (and vice versa)\\n// for strings
and object keys\\n// humps is copyright © 2012+ Dom Christie\\n// Released under the MIT
license.\n\n\n(function(global) {\n\n  var _processKeys = function(convert, obj, options) {\n    if(!_isObject(obj) ||
_isDate(obj) || _isRegExp(obj) || _isBoolean(obj) || _isFunction(obj)) {\n      return obj;\n    }\n\n    var output,\n        i = 0,\n        l = 0;\n\n    if(_isArray(obj)) {\n      output = [];\n      for(l=obj.length; i<l; i++) {\n
output.push(_processKeys(convert, obj[i], options));\n      }\n    } else {\n      output = {};\n      for(var
key in obj) {\n        if(Object.prototype.hasOwnProperty.call(obj, key)) {\n          output[convert(key, options)] =
_processKeys(convert, obj[key], options);\n        }\n      }\n    }\n\n    return output;\n  };\n\n  // String conversion
methods\n\n  var separateWords = function(string, options) {\n    options = options || {};\n    var separator =
options.separator || '_';\n    var split = options.split || /(=[A-Z])/;\n\n    return string.split(split).join(separator);\n
};\n\n  var camelize = function(string) {\n    if (_isNumerical(string)) {\n      return string;\n    }\n\n    string =
string.replace(/[_\\-\\s]+(.)?/g, function(match, chr) {\n      return chr ? chr.toUpperCase() : '';\n    });\n    // Ensure 1st
char is always lowercase\n    return string.substr(0, 1).toLowerCase() + string.substr(1);\n  };\n\n  var pascalize =
function(string) {\n    var camelized = camelize(string);\n    // Ensure 1st char is always uppercase\n    return
camelized.substr(0, 1).toUpperCase()

+ camelized.substr(1);\n  };\n\n  var decamelize = function(string, options) {\n    return separateWords(string,
options).toLowerCase();\n  };\n\n  // Utilities\n  // Taken from Underscore.js\n\n  var toString =
Object.prototype.toString;\n\n  var _isFunction = function(obj) {\n    return typeof(obj) === 'function';\n  };\n  var
_isObject = function(obj) {\n    return obj === Object(obj);\n  };\n  var _isArray = function(obj) {\n    return
toString.call(obj) === '[object Array]';\n  };\n  var _isDate = function(obj) {\n    return toString.call(obj) === '[object
Date]';\n  };\n  var _isRegExp = function(obj) {\n    return toString.call(obj) === '[object RegExp]';\n  };\n  var
_isBoolean = function(obj) {\n    return toString.call(obj) === '[object Boolean]';\n  };\n\n  // Performant way to
determine if obj coerces to a number\n  var _isNumerical = function(obj) {\n    obj = obj - 0;\n    return obj ===

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return s.trim());\n }).filter(function (s) {\n return s;\n }).reduce(function (acc, pair) {\n var i = pair.indexOf(':');\n var prop = humps.camelize(pair.slice(0, i));\n var value = pair.slice(i + 1).trim();\n acc[prop] = value;\n return acc;\n }, {});\n\nfunction classToObject(cls) {\n return cls.split(/\\s+/).reduce(function (acc, c) {\n acc[c] = true;\n return acc;\n }, {});\n\nfunction combineClassObjects() {\n for (var _len = arguments.length, objs = Array(_len), _key = 0; _key < _len; _key++) {\n objs[_key] = arguments[_key];\n }\n return objs.reduce(function (acc, obj) {\n if (Array.isArray(obj)) {\n acc = acc.concat(obj);\n } else {\n acc.push(obj);\n }\n return acc;\n }, []);\n\nfunction convert(h, element) {\n var props = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n var data = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : {};\n var children = (element.children || []).map(convert.bind(null, h));\n var mixins = Object.keys(element.attributes || {}).reduce(function (acc, key) {\n var val = element.attributes[key];\n switch (key) {\n case 'class':\n acc['class'] = classToObject(val);\n break;\n case 'style':\n acc['style'] = styleToObject(val);\n break;\n default:\n acc.attrs[key] = val;\n }\n return acc;\n }, { 'class': {}, style: {}, attrs: {} });\n var _data$class = data.class,\n dClass = _data$class === undefined ? {} : _data$class,\n _data$style = data.style,\n dStyle = _data$style === undefined ? {} : _data$style,\n _data$attrs = data.attrs,\n dAttrs = _data$attrs === undefined ? {} : _data$attrs,\n remainingData = objectWithoutProperties(data, ['class', 'style', 'attrs']);\n\n if (typeof element === 'string') {\n return element;\n } else {\n return h(element.tag, _extends({\n class: combineClassObjects(mixins.class, dClass),\n style: _extends({}, mixins.style, dStyle),\n attrs: _extends({}, mixins.attrs, dAttrs)\n }, remainingData, {\n props: props\n })), children);\n }\n\nvar PRODUCTION = false;\n\ntry {\n PRODUCTION = process.env.NODE_ENV === 'production';\n} catch (e) {}\n\nvar log = function () {\n if (!PRODUCTION && console && typeof console.error === 'function') {\n var _console;\n (_console = console).error.apply(_console, arguments);\n }\n}\n\nfunction objectWithKey(key, value) {\n return Array.isArray(value) && value.length > 0 || !Array.isArray(value) && value ? defineProperty({}, key, value) : {};\n}\n\nfunction classList(props) {\n var _classes;\n var classes = (_classes = {\n 'fa-spin': props.spin,\n 'fa-pulse': props.pulse,\n 'fa-fw': props.fixedWidth,\n 'fa-border': props.border,\n 'fa-li': props.listItem,\n 'fa-flip-horizontal': props.flip === 'horizontal' || props.flip === 'both',\n 'fa-flip-vertical': props.flip === 'vertical' || props.flip === 'both'\n }, defineProperty(_classes, 'fa-' + props.size, props.size !== null), defineProperty(_classes, 'fa-rotate-' + props.rotation, props.rotation !== null), defineProperty(_classes, 'fa-pull-' + props.pull, props.pull !== null), _classes);\n return Object.keys(classes).map(function (key) {\n return classes[key] ? key : null;\n }).filter(function (key) {\n return key;\n });\n}\n\nfunction addStaticClass(to, what) {\n var val = (to || '').length === 0 ? [] : [to];\n return val.concat(what).join(' ');\n}\n\nfunction normalizeIconArgs(icon) {\n if (icon === null) {\n return null;\n }\n\n if ((typeof icon === 'undefined' ? 'undefined' : _typeof(icon)) === 'object' && icon.prefix && icon.iconName) {\n return icon;\n }\n\n if (Array.isArray(icon) && icon.length === 2) {\n return { prefix: icon[0], iconName: icon[1] };\n }\n\n if (typeof icon === 'string') {\n return { prefix: 'fas', iconName: icon };\n }\n\n\nvar FontAwesomeIcon$1 = {\n name: 'FontAwesomeIcon',\n functional: true,\n props: {\n border: {\n type: Boolean,\n default: false\n },\n fixedWidth: {\n type: Boolean,\n default: false\n },\n flip: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['horizontal', 'vertical', 'both'].indexOf(value) > -1;\n }\n },\n icon: {\n type: [Object, Array, String],\n required: true\n },\n mask: {\n type: [Object, Array, String],\n default: null\n },\n listItem: {\n type: Boolean,\n default: false\n },\n pull: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['right', 'left'].indexOf(value) > -1;\n }\n },\n pulse: {\n type: Boolean,\n default: false\n },\n rotation: {\n type: Number,\n default: null,\n validator: function validator(value) {\n return [90, 180, 270].indexOf(value) > -1;\n }\n },\n size: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['lg', 'xs', 'sm', '1x', '2x', '3x', '4x', '5x', '6x', '7x', '8x', '9x', '10x'].indexOf(value) > -1;\n }\n },\n spin: {\n type: Boolean,\n default: false\n },\n transform: {\n type: [String, Object],\n
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default: null\n  },\n  symbol: {\n    type: [Boolean, String],\n    default: false\n  }\n },\n\n render: function
render(createElement, context) {\n  var props = context.props;\n  var iconArgs = props.icon,\n      maskArgs =
props.mask,\n      symbol = props.symbol;\n\n  var icon = normalizeIconArgs(iconArgs);\n
  var classes = objectWithKey('classes', classList(props));\n  var transform = objectWithKey('transform', typeof
props.transform === 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n  var mask =
objectWithKey('mask', normalizeIconArgs(maskArgs));\n\n  var renderedIcon = fontawesome.icon(icon,
_extends({}, classes, transform, mask, { symbol: symbol }));\n\n  if (!renderedIcon) {\n    return log('Check not
find one or more icon(s)', icon, mask);\n  }\n\n  var abstract = renderedIcon.abstract;\n\n  var convertCurry =
convert.bind(null, createElement);\n\n  return convertCurry(abstract[0], {}, context.data);\n }
};\n\nvar
FontAwesomeLayers = {\n  name: 'FontAwesomeLayers',\n\n  functional: true,\n\n  props: {\n    fixedWidth: {\n
type: Boolean,\n    default: false\n  }\n },\n\n  render: function render(createElement, context) {\n  var
familyPrefix = fontawesome.config.familyPrefix;\n  var staticClass = context.data.staticClass;\n\n\n
  var classes = [familyPrefix + '-layers'].concat(toConsumableArray(context.props.fixedWidth ? [familyPrefix + '-
fw'] : []));\n\n  return createElement('div', _extends({}, context.data, {\n    staticClass: addStaticClass(staticClass,
classes)\n  }), context.children);\n }
};\n\nvar FontAwesomeLayersText = {\n  name:
'FontAwesomeLayersText',\n\n  functional: true,\n\n  props: {\n    value: {\n    type: String,\n    default: ""\n },\n
transform: {\n    type: [String, Object],\n    default: null\n  }\n },\n\n  render: function render(createElement,
context) {\n  var props = context.props;\n\n  var transform = objectWithKey('transform', typeof props.transform
=== 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n\n  var renderedText =
fontawesome.text(props.value, _extends({}, transform));\n\n  var abstract = renderedText.abstract;\n\n\n  var
convertCurry = convert.bind(null, createElement);\n\n  return convertCurry(abstract[0],
  {}, context.data);\n }
};\n\nfontawesome.noAuto();\n\nexports['default'] =
FontAwesomeIcon$1;\nexports.FontAwesomeIcon = FontAwesomeIcon$1;\nexports.FontAwesomeLayers =
FontAwesomeLayers;\nexports.FontAwesomeLayersText =
FontAwesomeLayersText;\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\n});\n\n","use
strict";\nvar global = require('./_global');\nvar dp = require('./_object-dp');\nvar DESCRIPTORS =
require('./_descriptors');\nvar SPECIES = require('./_wks')('species');\n\nmodule.exports = function (KEY) {\n  var
C = global[KEY];\n  if (DESCRIPTORS && C && !C[SPECIES]) dp.f(C, SPECIES, {\n    configurable: true,\n
get: function () { return this; }\n  });\n};\n\n","var mapCacheClear = require('./_mapCacheClear'),\n
mapCacheDelete = require('./_mapCacheDelete'),\n  mapCacheGet = require('./_mapCacheGet'),\n  mapCacheHas =
require('./_mapCacheHas'),\n  mapCacheSet = require('./_mapCacheSet');\n\n/**\n * Creates a map cache object
to
store key-value pairs.\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to
cache.\n * ^\nfunction MapCache(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n\n
this.clear();\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n}\n\n//
Add methods to `MapCache`.\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] =
mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has =
mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n\nmodule.exports = MapCache;\n\n","var Stack =
require('./_Stack'),\n  equalArrays = require('./_equalArrays'),\n  equalByTag = require('./_equalByTag'),\n
equalObjects = require('./_equalObjects'),\n  getTag = require('./_getTag'),\n  isArray = require('./isArray'),\n
isBuffer = require('./isBuffer'),\n  isTypedArray = require('./isTypedArray');\n\n/**\n * Used to compose bitmasks for
value comparisons.\n * ^\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/**\n * `Object#toString` result references. *\nvar argsTag = '[object
Arguments]',\n  arrayTag = '[object Array]',\n  objectTag = '[object Object]';\n\n/**\n * Used for built-in method
references. *\nvar objectProto = Object.prototype;\n\n/**\n * Used to check objects for own properties. *\nvar
hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqual` for arrays and
objects which performs\n * deep comparisons and tracks traversed objects enabling objects with circular\n *
references to be compared.\n * @private\n * @param {Object} object The object to compare.\n * @param

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{Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual`
for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param
{Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks
traversed `object` and
`other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction
baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n  var objIsArr = isArray(object),\n
  othIsArr = isArray(other),\n  objTag = objIsArr ? arrayTag : getTag(object),\n  othTag = othIsArr ? arrayTag :
getTag(other);\n\n  objTag = objTag == argsTag ? objectTag : objTag;\n  othTag = othTag == argsTag ? objectTag :
othTag;\n\n  var objIsObj = objTag == objectTag,\n  othIsObj = othTag == objectTag,\n  isSameTag = objTag
== othTag;\n\n  if (isSameTag && isBuffer(object)) {\n    if (!isBuffer(other)) {\n      return false;\n    }\n    objIsArr
= true;\n    objIsObj = false;\n  }\n  if (isSameTag && !objIsObj) {\n    stack || (stack = new Stack);\n    return
(objIsArr || isTypedArray(object))\n      ? equalArrays(object, other, bitmask, customizer, equalFunc, stack)\n      :
equalByTag(object, other, objTag, bitmask, customizer, equalFunc,
stack);\n  }\n  if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n    var objIsWrapped = objIsObj &&
hasOwnProperty.call(object, '__wrapped__'),\n    othIsWrapped = othIsObj && hasOwnProperty.call(other,
'__wrapped__');\n\n    if (objIsWrapped || othIsWrapped) {\n      var objUnwrapped = objIsWrapped ? object.value()
: object,\n      othUnwrapped = othIsWrapped ? other.value() : other;\n\n      stack || (stack = new Stack);\n      return
equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n    }\n  }\n  if (!isSameTag) {\n    return
false;\n  }\n  stack || (stack = new Stack);\n  return equalObjects(object, other, bitmask, customizer,
equalFunc, stack);\n}\n\nmodule.exports = baseIsEqualDeep;\n","use strict";\n\nmodule.exports = require("./is-
implemented")() ? Object.keys : require("./shim");\n","var Hash = require('./_Hash'),\n  ListCache =
require('./_ListCache'),\n  Map = require('./_Map');\n\n/**\n * Removes all key-value entries from the map.\n */\n *
@private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n  this.size = 0;\n  this.__data__ =
{\n    'hash': new Hash,\n    'map': new (Map || ListCache),\n    'string': new Hash\n  };}\n\nmodule.exports =
mapCacheClear;\n","var arrayPush = require('./_arrayPush'),\n  isArray = require('./isArray');\n\n/**\n * The base
implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and `symbolsFunc` to get the
enumerable property names and\n * symbols of `object`.\n */\n * @private\n * @param {Object} object The object
to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @param {Function}
symbolsFunc The function to get the symbols of `object`.\n * @returns {Array} Returns the array of property names
and symbols.\n */\nfunction baseGetAllKeys(object, keysFunc, symbolsFunc) {\n  var result = keysFunc(object);\n  return
isArray(object) ? result : arrayPush(result, symbolsFunc(object));}\n\nmodule.exports =
baseGetAllKeys;\n","var
ListCache = require('./_ListCache'),\n  stackClear = require('./_stackClear'),\n  stackDelete =
require('./_stackDelete'),\n  stackGet = require('./_stackGet'),\n  stackHas = require('./_stackHas'),\n  stackSet =
require('./_stackSet');\n\n/**\n * Creates a stack cache object to store key-value pairs.\n */\n * @private\n *
@constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Stack(entries) {\n  var data
= this.__data__ = new ListCache(entries);\n  this.size = data.size;\n}\n\n// Add methods to
`Stack`\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get =
stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n\nmodule.exports = Stack;\n","/**
Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED =
'__lodash_hash_undefined__';\n\n/**\n * Adds `value` to the array cache.\n */\n * @private\n * @name add\n *
@memberOf SetCache\n * @alias push\n * @param
{*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n */\nfunction
setCacheAdd(value) {\n  this.__data__.set(value, HASH_UNDEFINED);\n  return this;\n}\n\nmodule.exports =
setCacheAdd;\n","var def = require('./_object-dp').f;\nvar has = require('./_has');\nvar TAG =
require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n  if (it && !has(it = stat ? it :
it.prototype, TAG)) def(it, TAG, { configurable: true, value: tag });\n};\n","var dP = require('./_object-dp').f;\nvar

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FProto = Function.prototype;\nvar nameRE = /^\\s*function ([^ (]*);\nvar NAME = 'name';\n\n// 19.2.4.2
name\nNAME in FProto || require('./_descriptors') && dP(FProto, NAME, {\n configurable: true,\n get: function ()
{\n try {\n return (" + this).match(nameRE)[1];\n } catch (e) {\n return ""; \n } \n } \n });\n", "import mod
from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\";
export default mod; export * from \"-!../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!/GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"; \"/>**\n * Gets
the stack value for `key`.\n
*\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n *
@returns {*} Returns the entry value.\n */\nfunction stackGet(key) {\n return
this.__data__.get(key);\n}\n\nmodule.exports = stackGet;\n", "/**\n * A specialized version of `_.forEach` for arrays
without support for\n * iteratee shorthands.\n * \n * @private\n * @param {Array} [array] The array to iterate
over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns `array`.\n
*\n */\nfunction arrayEach(array, iteratee) {\n var index = -1,\n length = array == null ? 0 : array.length;\n\n while
(++index < length) {\n if (iteratee(array[index], index, array) === false) {\n break;\n } \n } \n return
array;\n}\n\nmodule.exports = arrayEach;\n", "var global = require('./_global');\nvar macrotask =
require('./_task').set;\nvar Observer = global.MutationObserver || global.WebKitMutationObserver;\nvar process =
global.process;\nvar
Promise = global.Promise;\nvar isNode = require('./_cof')(process) === 'process';\n\nmodule.exports = function () {\n
var head, last, notify;\n\n var flush = function () {\n var parent, fn;\n if (isNode && (parent = process.domain))
parent.exit();\n while (head) {\n fn = head.fn;\n head = head.next;\n try {\n fn();\n } catch (e) {\n
if (head) notify();\n else last = undefined;\n throw e;\n } \n } \n last = undefined;\n if (parent)
parent.enter();\n };\n\n // Node.js\n if (isNode) {\n notify = function () {\n process.nextTick(flush);\n };\n //
browsers with MutationObserver, except iOS Safari - https://github.com/zloirock/core-js/issues/339\n } else if
(Observer && !(global.navigator && global.navigator.standalone)) {\n var toggle = true;\n var node =
document.createTextNode("");\n new Observer(flush).observe(node, { characterData: true }); // eslint-disable-line
no-new\n notify = function ()
{\n node.data = toggle = !toggle;\n };\n // environments with maybe non-completely correct, but existent
Promise\n } else if (Promise && Promise.resolve) {\n // Promise.resolve without an argument throws an error in
LG WebOS 2\n var promise = Promise.resolve(undefined);\n notify = function () {\n promise.then(flush);\n
};\n // for other environments - macrotask based on:\n // - setImmediate\n // - MessageChannel\n // -
window.postMessage\n // - onreadystatechange\n // - setTimeout\n } else {\n notify = function () {\n // strange
IE + webpack dev server bug - use .call(global)\n macrotask.call(global, flush);\n };\n } \n\n return function
(fn) {\n var task = { fn: fn, next: undefined };\n if (last) last.next = task;\n if (!head) {\n head = task;\n
notify();\n } \n last = task;\n };\n};\n", "var core = module.exports = { version: '2.5.7' }; \nif (typeof __e === 'number')
__e = core; // eslint-disable-line no-undef\n", "module.exports
= {};\n", "/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of
`thisArg` and the arguments of `args`.\n * \n * @private\n * @param {Function} func The function to invoke.\n *
@param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n
*\n * @returns {*} Returns the result of `func`.\n */\nfunction apply(func, thisArg, args) {\n switch (args.length) {\n

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case 0: return func.call(thisArg);\n case 1: return func.call(thisArg, args[0]);\n case 2: return func.call(thisArg,
args[0], args[1]);\n case 3: return func.call(thisArg, args[0], args[1], args[2]);\n }\n return func.apply(thisArg,
args);\n}\n\nmodule.exports = apply;\n", "var baseHasIn = require('./_baseHasIn');\n hasPath =
require('./_hasPath');\n\n/**\n * Checks if `path` is a direct or inherited property of `object`.\n * @static\n *
@memberOf _\n * @since 4.0.0\n * @category Object\n * @param {Object}
object The object to query.\n * @param {Array|string} path The path to check.\n * @returns {boolean} Returns
`true` if `path` exists, else `false`.\n * @example\n *\n * var object = _create({ 'a': _create({ 'b': 2 }) });\n *\n *
_.hasIn(object, 'a');\n * // => true\n *\n * _.hasIn(object, 'a.b');\n * // => true\n *\n * _.hasIn(object, ['a', 'b']);\n * //
=> true\n *\n * _.hasIn(object, 'b');\n * // => false\n *\n * function hasIn(object, path) {\n *   return object != null &&
hasPath(object, path, baseHasIn);\n * }\n\nmodule.exports = hasIn;\n", "var anObject = require('./_an-object');\nvar
IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar toPrimitive = require('./_to-primitive');\nvar dP =
Object.defineProperty;\n\nexports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O,
P, Attributes) {\n  anObject(O);\n  P = toPrimitive(P, true);\n  anObject(Attributes);\n  if (IE8_DOM_DEFINE) try
{\n    return dP(O, P, Attributes);\n  } catch (e) { /* empty */ }\n\n  if ('get' in Attributes || 'set' in Attributes)
throw TypeError('Accessors not supported!');\n  if ('value' in Attributes)\n    O[P] = Attributes.value;\n  return O;\n};\n\n", "/* Works with __proto__ only. Old v8 can't work with null proto
objects.\n * eslint-disable no-proto */\nvar isObject = require('./_is-object');\nvar anObject = require('./_an-
object');\nvar check = function (O, proto) {\n  anObject(O);\n  if (!isObject(proto) && proto !== null) throw
TypeError(proto + `: can't set as prototype!`);\n};\n\nmodule.exports = {\n  set: Object.setPrototypeOf || ('__proto__'
in {} ? // eslint-disable-line\n    function (test, buggy, set) {\n      try {\n        set = require('./_ctx')(Function.call,
require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n        set(test, []);\n        buggy = !(test instanceof
Array);\n      } catch (e) { buggy = true; }\n      return function setPrototypeOf(O, proto) {\n        check(O, proto);\n
        if (buggy) O.__proto__ = proto;\n        else set(O, proto);\n        return O;\n      }; \n    }({}, false) : undefined),\n  check: check\n};\n\n", "module.exports =
__WEBPACK_EXTERNAL_MODULE__8bbf__;\n", "use strict";\nObject.defineProperty(exports, '__esModule', {
value: true });\nvar prefix = 'fab';\nvar iconName = 'facebook';\nvar width = 448;\nvar height = 512;\nvar ligatures =
[];\nvar unicode = 'f09a';\nvar svgPathData = 'M448 56.7v398.5c0 13.7-11.1 24.7-24.7
24.7H309.1V306.5h58.2l8.7-67.6h-67.6v-43.2c0-19.6 5.4-32.9 33.5-32.9h35.8v-60.5c-6.2-8-27.4-2.7-52.2-2.7-51.6
0-87 31.5-87 89.4v49.9h-58.4v67.6h58.4V480H24.7C11.1 480 0 468.9 0 455.3V56.7C0 43.1 11.1 32 24.7
32h398.5c13.7 0 24.8 11.1 24.8 24.7z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon:
[\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faFacebook =
exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width =
width;\nexports.height = height;\nexports.ligatures =
ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;\n", "import mod from `-
!././node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!././node_modules/css-
loader/index.js??ref--8-oneOf-1-1!././node_modules/vue-
loader/lib/loaders/stylePostLoader.js!././node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!././node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&`; export
default mod; export * from `-!././node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!././node_modules/css-loader/index.js??ref--8-oneOf-1-1!././node_modules/vue-
loader/lib/loaders/stylePostLoader.js!././node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!././node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&`; //
extracted by mini-css-extract-plugin", "module.exports =
`

```

wD/AP+gvaeTAAAACXBIWXMAAAAsTAAALEwEAmpwYAAAAB3RJTUUh4gkSEA4ZhpLcgAABedJREFU  
eNrtVtsFFUYgL+Z2d22uy0N0FKLaL1LAIJEEExWjECXWNbiiUDReXgQiCablQRMVm6BRAiIQzQmGjS+G  
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YI400A9a0YU2RW5rk4wRJB4NWQ/NqheBkHnZ6KHMJYJ0zwVKDKubJyAyXgQx4sZUZTSzetw5YRfEgHmQ1  
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Vszbqe/IosgAbUgnNUU5JBmeYNEkGDQHR10asa1iSCFJYgmltKMOyeChEIQ/WGTZlxEBBEEUUQQQQRR  
PCPkN18WR3oPbTLiCChIP0rcLe0C9LFCKIIIIIIogggggiiCCCCCKIIIIgggggiiCCCCCKIIIIIIogggggiiCCCCIIIIo  
gggggiiCCCCCKIIIIIIzYh+8ep4hplPa8R6EJ2oQhyzZO5GdR7GoFpIJSBcjCCCCCKIIIIIIogggggiiCCCCOIP3  
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08jxSuG2UVQKlmsBu0ID9oBtZApJ8LIpZWAo/4nKcBdN3uIbg9YEGKgvVj3aVwW1Hfj+98H4jqIRXZVriCZF/  
wcAGfCViQzqPAQc3gMdC8Fsr+Z1mzBhvs+aCma5ZzBJLNhSIHZDyoGR4EaTdgosza6CG4Fs41g70EI09D0a1Q  
PhASVRAbBfYcWNAEaoGH/DYVnhjVcbBfXcJn14Kix0y4I2y6HJIZfZww1wOah6488AFUvm+Cpfn/zvzQfGNk  
Jp43mIgaQwENQpaHvQwpO/VcnYcN0CQZDNYq4EpBp6FzZD63cxWij0S1IqrWECTCfMg56/SxWaeBgCJocX  
6ySBB0jvA+tywGloDmc0htSMNJV8ZJAjA0FeAPwxJ5jCUTQtx67EaOloME+RwF0Snor9ocr5wwXk02ltDakW  
nKXn/zDsZfZDUXnAmo730umcyYE+HzLYQtX4fQPoXQwUByGyCyEO5Zt5XzoIzEdyV4ZWD7TC5ofcHhr5Rlt4  
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kLajanvdCKvo2MmEnWBvA2QDpJIAKzv1ibbp1bF1EIS+czmdG8ZGluUGBVdeEtgq/OaxKgFnKsGthOyQHmF  
SYJ0A+wRET0DdqYv71sLHqYPs+svsTPaMBFuAY2DtB/aAs6OnK+2zdRZCgdJgw5exCz+LZ2FvSupG8I3/ALz  
OxpMdcQ2AAAAAEIftkSuQmCC"";"/>

```
19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\nvar $keys = require('./_object-keys-internal');\nvar\nhiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nmodule.exports = Object.getOwnPropertyNames\n\nfunction getOwnPropertyNames(O) {\n  return $keys(O, hiddenKeys);\n};\n\n/**\n * Creates a unary function\n * that invokes `func` with its argument transformed.\n * @private\n * @param {Function} func The function to\n * wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new\n * function.\n */\nfunction\noverArg(func, transform) {\n  return function(arg) {\n    return func(transform(arg));\n  };\n}\n\nmodule.exports =\noverArg;\n\nvar getMapData = require('./_getMapData');\n\n/**\n * Removes `key` and its value from the map.\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to\n * remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction\nmapCacheDelete(key) {\n  var result = getMapData(this, key)['delete'](key);\n  this.size -= result ? 1 : 0;\n  return\nresult;\n}\n\nmodule.exports = mapCacheDelete;\n\n// ES2015 Symbol polyfill for environments that do not (or\npartially) support it\n\n'use strict';\n\nvar d = require('d'), validateSymbol = require('./validate-symbol');\n\n, create = Object.create, defineProperties = Object.defineProperties\n, defineProperty = Object.defineProperty, objPrototype = Object.prototype\n, NativeSymbol, SymbolPolyfill, HiddenSymbol, globalSymbols\n\n= create(null)\n, isNativeSafe;\n\nif (typeof Symbol === 'function') {\n  NativeSymbol = Symbol;\n  try\n{\n    String(NativeSymbol());\n    isNativeSafe = true;\n  } catch (ignore) {}\n}\n\nvar generateName = (function ()\n{\n  var created = create(null);\n  return function (desc) {\n    var postfix = 0, name, ie11BugWorkaround;\n    while\n(created[desc + (postfix || "")] ++postfix;\n    desc += (postfix || "");\n    created[desc] = true;\n    name = '@@' +\ndesc;\n    defineProperty(objPrototype, name, d.gs(null, function (value) {\n      // For IE11 issue see:\n      https://connect.microsoft.com/IE/feedbackdetail/view/1928508/ie11-broken-getters-on-dom-
```



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eachFunc(collection, iteratee);\n  }\n  var length = collection.length,\n      index = fromRight ? length : -1,\n      iterable = Object(collection);\n  while ((fromRight ? index-- : ++index < length)) {\n    if\n      (iteratee(iterable[index], index, iterable) === false) {\n      break;\n    }\n  }\n  return collection;\n};\n\nmodule.exports = createBaseEach;\n", "var baseGetTag = require('./_baseGetTag'),\n    isObject =\n    require('./isObject');\n\n/** `Object#toString` result references. *\nvar asyncTag = '[object AsyncFunction]',\n    funcTag = '[object Function]',\n    genTag = '[object GeneratorFunction]',\n    proxyTag = '[object\nProxy]';\n\n/**\n * Checks if `value` is classified as a `Function` object.\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true`\nif `value` is a function, else `false`.\n * @example\n * _._isFunction(_);\n * // => true\n * _._isFunction(/abc/);\n * // => false\n *\nfunction isFunction(value) {\n  if (!isObject(value)) {\n    return false;\n  }\n  // The use of `Object#toString` avoids issues with the `typeof` operator\n  // in Safari 9 which returns 'object' for\n  typed arrays and other constructors.\n  var tag = baseGetTag(value);\n  return tag == funcTag || tag == genTag || tag\n    == asyncTag || tag == proxyTag;\n}\n\nmodule.exports = isFunction;\n", "/*\n * Performs a\n * [SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two\n  values to determine if they are equivalent.\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category\n  Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns\n  {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n * var object = { 'a': 1 };,\n * var other = { 'a': 1 };,\n * _._eq(object, object);\n * // => true\n * _._eq(object, other);\n * // => false\n * _._eq('a', 'a');\n * // => true\n * _._eq('a', Object('a'));\n * // => false\n * _._eq(NaN, NaN);\n * // => true\n *\nfunction eq(value, other) {\n  return value === other || (value !== value && other !==\n  other);\n}\n\nmodule.exports = eq;\n", "var Stack = require('./_Stack'),\n    baseIsEqual =\n    require('./_baseIsEqual');\n\n/** Used to compose bitmasks for value comparisons. *\nvar\n  COMPARE_PARTIAL_FLAG = 1,\n  COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * The base\n  implementation of `_._isMatch` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to inspect.\n * @param {Object} source The object of\n  property values to match.\n * @param {Array} matchData The property names, values, and compare flags to\n  match.\n * @param {Function} [customizer] The function to customize comparisons.\n * @returns {boolean}\n  Returns `true` if `object` is a match, else `false`.\n *\nfunction baseIsMatch(object, source, matchData, customizer)\n  {\n    var index = matchData.length,\n        length = index,\n        noCustomizer = !customizer;\n\n    if (object == null)\n      {\n        return !length;\n      }\n    object = Object(object);\n    while (index--)\n      {\n        var data = matchData[index];\n        if\n          ((noCustomizer && data[2])\n            ? data[1] !== object[data[0]]\n              : !(data[0] in object)\n                ) {\n          return\n            false;\n        }\n      }\n    while (++index < length)\n      {\n        data = matchData[index];\n        var key = data[0],\n            objValue =\n            object[key],\n            srcValue = data[1];\n\n        if (noCustomizer && data[2])\n          {\n            if (objValue === undefined && !(key in object))\n              {\n                return\n                  false;\n              }\n          }\n        else {\n          var stack =\n            new Stack;\n          if (customizer)\n            {\n              var result = customizer(objValue, srcValue, key, object, source,\n                stack);\n            }\n          if (!(result === undefined\n              ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG,\n                customizer, stack)\n                : result\n                  ))\n            {\n              return\n                false;\n            }\n        }\n      }\n    return true;\n}\n\nmodule.exports = baseIsMatch;\n", "use strict";\n\nvar isValue = require('./is-value');\n\nmodule.exports = function (value) {\n  if (!isValue(value))\n    throw new TypeError("Cannot use null or\nundefined");\n  return value;\n};\n", "var baseEach = require('./_baseEach'),\n    isArrayLike =\n    require('./isArrayLike');\n\n/**\n * The base\n  implementation of `_._map` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n *\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped\n  array.\n *\nfunction baseMap(collection, iteratee) {\n  var index = -1,\n      result = isArrayLike(collection) ?\n      Array(collection.length) : [];\n\n  baseEach(collection, function(value, key, collection) {\n    result[++index] =\n      iteratee(value, key, collection);\n  });\n  return result;\n}\n\nmodule.exports = baseMap;\n", "/*\n * Creates a base\n  function for methods like `_._forIn` and `_._forOwn`.\n * @private\n * @param {boolean} [fromRight] Specify\n  iterating from right to left.\n * @returns {Function} Returns the new base\n  function.\n *\nfunction

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createBaseFor(fromRight) {\n return function(object, iteratee, keysFunc) {\n var index = -1,\n    iterable =\n    Object(object),\n    props = keysFunc(object),\n    length = props.length;\n\n while (length-->0) {\n var key =\n    props[fromRight ? length : ++index];\n    if (iteratee(iterable[key], key, iterable) ===\n    false) {\n break;\n }\n }\n return object;\n };\n\nmodule.exports = createBaseFor;\n\n", "var freeGlobal\n= require('./_freeGlobal');\n\n/** Detect free variable `exports` */\nvar freeExports = typeof exports === 'object' &&\nexports && !exports.nodeType && exports;\n\n/** Detect free variable `module` */\nvar freeModule = freeExports\n&& typeof module === 'object' && module\n&& !module.nodeType && module;\n\n/** Detect the popular\nCommonJS extension `module.exports` */\nvar moduleExports = freeModule\n&& freeModule.exports ===\nfreeExports;\n\n/** Detect free variable `process` from Node.js */\nvar freeProcess = moduleExports\n&& freeGlobal.process;\n\n/** Used to access faster Node.js helpers */\nvar nodeUtil = (function() {\n try {\n // Use\n`util.types` for Node.js 10+.\n var types = freeModule\n&& freeModule.require\n&& freeModule.require('util').types;\n\n if (types) {\n return types;\n }\n\n // Legacy `process.binding('util')` for\nNode.js < 10.\n\n return freeProcess\n&& freeProcess.binding\n&& freeProcess.binding('util');\n } catch (e) {\n }\n\nmodule.exports = nodeUtil;\n\n", "var eq = require('./eq'),\n    isArrayLike = require('./isArrayLike'),\n    isIndex = require('./isIndex'),\n    isObject = require('./isObject');\n\n/**\n * Checks if the given arguments are from\n    an iteratee call.\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n    * else `false`.\n */\nfunction\nisIterateeCall(value, index, object) {\n if (!isObject(object)) {\n return false;\n }\n var type = typeof index;\n if (type === 'number'\n    ? (isArrayLike(object) && isIndex(index, object.length))\n    : (type === 'string' && index\n    in object)) {\n return eq(object[index], value);\n }\n return false;\n }\n\nmodule.exports\n= isIterateeCall;\n\n", "var baseGet = require('./_baseGet');\n\n/**\n * Gets the value at `path` of `object`. If the\n    resolved value is `undefined`, the `defaultValue`\n    is returned in its place.\n * @static\n * @memberOf _\n * @since 3.7.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @param {*} [defaultValue] The value returned for `undefined` resolved\n    values.\n * @returns {*} Returns the resolved value.\n * @example\n * var object = { 'a': [{ 'b': { 'c': 3 } } ]};\n * _get(object, 'a[0].b.c');\n * // => 3\n * _get(object, ['a', '0', 'b', 'c']);\n * // => 3\n * _get(object, 'a.b.c',\n    'default');\n * // => 'default'\n */\nfunction\nget(object, path, defaultValue) {\n var result = object == null\n    ? undefined\n    : baseGet(object, path);\n\n return result === undefined\n    ? defaultValue\n    : result;\n }\n\nmodule.exports = get;\n\n", "/*\n    optional / simple context binding\n\n    aFunction = require('./_a-function');\n\n    module.exports = function (fn, that, length) {\n    aFunction(fn);\n    if (that ===\n    undefined) return fn;\n    switch (length) {\n    case 1: return function (a) {\n    return fn.call(that, a);\n    };\n    case 2: return function (a, b) {\n    return fn.call(that, a, b);\n    };\n    case 3: return function (a, b, c) {\n    return\n    fn.call(that, a, b, c);\n    };\n    }\n    return function (*...args*) {\n    return fn.apply(that, arguments);\n    };\n    };\n\n", "/*\n    Deprecated\n\n    use strict\n\n    module.exports = function (obj) {\n    return typeof obj ===\n    'function';\n    };\n\n", "/*\n    22.1.3.31 Array.prototype[@@unscopables]\n\n    var UNSCOPABLES = require('./_wks')('unscopables');\n    var\n    ArrayProto = Array.prototype;\n\n    if (ArrayProto[UNSCOPABLES] ===\n    undefined) require('./_hide')(ArrayProto,\n    UNSCOPABLES, {});\n\n    module.exports = function (key) {\n    ArrayProto[UNSCOPABLES][key] =\n    true;\n    };\n\n", "module.exports = function (exec) {\n    try {\n    return { e: false,\n    v: exec() };\n    } catch (e) {\n    return { e: true, v: e };\n    };\n    };\n\n", "/*\n    7.1.15 ToLength\n\n    var toInteger = require('./_to-\n    integer');\n    var min = Math.min;\n\n    module.exports = function (it) {\n    return it > 0\n    ? min(toInteger(it), 0x1fffffffffffff)\n    : 0;\n    // pow(2, 53) - 1 == 9007199254740991\n    };\n\n", "/*\n    Thank's IE8 for his funny defineProperty\n\n    module.exports =\n    !require('./_fails')(function () {\n    return Object.defineProperty({}, 'a', {\n    get: function () { return 7; } })\n    .a != 7;\n    });\n\n", "var root = require('./_root');\n\n/**\n * Built-in value references.\n */\nvar Symbol =\nroot.Symbol;\n\nmodule.exports = Symbol;\n\n", "var global = require('./_global');\n    var navigator =\n    global.navigator;\n\n    module.exports = navigator\n    && navigator.userAgent\n    || '';\n\n", "var SetCache =\n    require('./_SetCache');\n    var arraySome =\n    require('./_arraySome');\n    var cacheHas =\n    require('./_cacheHas');\n\n    /**\n     * Used

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to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\nCOMPARE_UNORDERED_FLAG = 2;\n\n/*\n * A specialized version of `baseIsEqualDeep` for arrays with support for\n * partial deep comparisons.\n */\n * @private\n * @param {Array} array The array to compare.\n * @param {Array} other The other array to\n * compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param\n * {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to\n * determine equivalents of values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n * @returns {boolean} Returns `true` if the arrays are equivalent, else `false`.\n */\nfunction equalArrays(array, other,\nbitmask, customizer, equalFunc, stack) {\n  var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n      arrLength = array.length,\n      othLength = other.length;\n\n  if (arrLength !== othLength && !(isPartial &&\n      othLength > arrLength)) {\n    return false;\n  } // Assume cyclic values are equal.\n  var stacked =\n      stack.get(array);\n  if (stacked\n      && stack.get(other)) {\n    return stacked === other;\n  }\n  var index = -1,\n      result = true,\n      seen = (bitmask &\n      COMPARE_UNORDERED_FLAG) ? new SetCache : undefined;\n  stack.set(array, other);\n  stack.set(other,\n      array);\n  // Ignore non-index properties.\n  while (++index < arrLength) {\n    var arrValue = array[index],\n        othValue = other[index];\n\n    if (customizer) {\n      var compared = isPartial\n          ? customizer(othValue,\n              arrValue, index, other, array, stack)\n          : customizer(arrValue, othValue, index, array, other, stack);\n    } else {\n      compared = arrValue === othValue ||\n          equalFunc(arrValue, othValue, bitmask, customizer, stack);\n    }\n\n    if (!compared) {\n      result = false;\n      break;\n    }\n  } //\n  // Recursively compare arrays (susceptible to call stack limits).\n  if (seen) {\n    if (!arraySome(other,\n        function(othValue, othIndex) {\n          if (!cacheHas(seen, othIndex) &&\n              (arrValue === othValue ||\n                  equalFunc(arrValue, othValue, bitmask, customizer, stack)))\n            return seen.push(othIndex);\n        }))) {\n      result = false;\n      break;\n    }\n  } else if (\n      !(\n          arrValue === othValue ||\n              equalFunc(arrValue, othValue, bitmask, customizer, stack)\n          )) {\n    result = false;\n    break;\n  }\n  stack['delete'](array);\n  stack['delete'](other);\n  return\n      result;\n}\n\nmodule.exports = equalArrays;\n\n", "var constant = require('./constant'),\n    defineProperty =\n    require('./_defineProperty'),\n    identity = require('./identity');\n\n/*\n * The base implementation of `setToString`  
without support for hot loop shorting.\n */\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar baseSetToString =\n    !defineProperty ? identity : function(func, string) {\n  return defineProperty(func, 'toString', {\n    'configurable':\n      true,\n    'enumerable':\n      false,\n    'value':\n      constant(string),\n    'writable':\n      true\n  });\n};\n\nmodule.exports = baseSetToString;\n\n", "/* @@@replace\nlogic\nrequire('./_fix-re-wks')('replace', 2, function (defined, REPLACE, $replace) {\n  // 21.1.3.14\n  String.prototype.replace(searchValue, replaceValue)\n  return [function replace(searchValue, replaceValue) {\n    'use strict';\n    var O = defined(this);\n    var fn = searchValue === undefined ? undefined :\n        searchValue[REPLACE];\n    return fn !== undefined\n        ? fn.call(searchValue, O, replaceValue)\n        :\n        $replace.call(String(O), searchValue, replaceValue);\n  }, $replace];\n});\n\n", "var getMapData =\n    require('./_getMapData');\n\n/*\n * Checks if a map value for `key` exists.\n */\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns\n * `true` if an entry for `key` exists, else `false`.\n */\nfunction mapCacheHas(key) {\n  return getMapData(this,\n      key).has(key);\n}\n\nmodule.exports = mapCacheHas;\n\n", "use\nstrict";\n\n25.4.1.5 NewPromiseCapability(C)\nvar aFunction = require('./_a-function');\n\nfunction\nPromiseCapability(C) {\n  var resolve, reject;\n  this.promise = new C(function ($$resolve, $$reject) {\n    if\n    (resolve !== undefined || reject !== undefined) throw\n        TypeError('Bad Promise constructor');\n    resolve =\n      $$resolve;\n    reject =\n      $$reject;\n  });\n  this.resolve =\n    aFunction(resolve);\n  this.reject =\n    aFunction(reject);\n}\n\nmodule.exports.f = function (C) {\n  return new\n      PromiseCapability(C);\n};\n\n", "var\nbaseGetAllKeys = require('./_baseGetAllKeys'),\n    getSymbols = require('./_getSymbols'),\n    keys =\n    require('./keys');\n\n/*\n * Creates an array of own enumerable property names and symbols of `object`.\n */\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property

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names and symbols.\n */\nfunction getAllKeys(object) {\n  return baseGetAllKeys(object, keys,
getSymbols);\n}\n\nmodule.exports = getAllKeys;\n","var
$export = require('./_export');\nvar defined = require('./_defined');\nvar fails = require('./_fails');\nvar spaces =
require('./_string-ws');\nvar space = '[' + spaces + ']';\nvar non = '\\u200b\\u0085';\nvar ltrim = RegExp('^' + space +
space + '*');\nvar rtrim = RegExp(space + space + '*$');\n\nvar exporter = function (KEY, exec, ALIAS) {\n  var exp
= {};\n  var FORCE = fails(function () {\n    return !!spaces[KEY]() || non[KEY]() != non;\n  });\n  var fn =
exp[KEY] = FORCE ? exec(trim) : spaces[KEY];\n  if (ALIAS) exp[ALIAS] = fn;\n  $export($export.P + $export.F
* FORCE, 'String', exp);\n};\n\n// 1 -> String#trimLeft\n// 2 -> String#trimRight\n// 3 -> String#trim\nvar trim =
exporter.trim = function (string, TYPE) {\n  string = String(defined(string));\n  if (TYPE & 1) string =
string.replace(ltrim, '');\n  if (TYPE & 2) string = string.replace(rtrim, '');\n  return string;\n};\n\nmodule.exports =
exporter;\n","// 7.2.8 IsRegExp(argument)\nvar isObject = require('./_is-object');\nvar
cof = require('./_cof');\nvar MATCH = require('./_wks')('match');\n\nmodule.exports = function (it) {\n  var
isRegExp;\n  return isObject(it) && ((isRegExp = it[MATCH]) !== undefined ? !!isRegExp : cof(it) ===
'RegExp');\n};\n\n","/**\n * Converts `set` to an array of its values.\n * *\n * @private\n * @param {Object} set The set
to convert.\n * @returns {Array} Returns the values.\n */\nfunction setToArray(set) {\n  var index = -1,\n      result
= Array(set.size);\n  set.forEach(function (value) {\n    result[++index] = value;\n  });\n  return
result;\n}\n\nmodule.exports = setToArray;\n","var $iterators = require('./es6.array.iterator');\nvar getKeys =
require('./_object-keys');\nvar redefine = require('./_redefine');\nvar global = require('./_global');\nvar hide =
require('./_hide');\nvar Iterators = require('./_iterators');\nvar wks = require('./_wks');\nvar ITERATOR =
wks('iterator');\nvar TO_STRING_TAG = wks('toStringTag');\nvar ArrayValues = Iterators.Array;\n\nvar
DOMIterables
= {\n  CSSRuleList: true, // TODO: Not spec compliant, should be false.\n  CSSStyleDeclaration: false,\n  CSSValueList:
false,\n  ClientRectList: false,\n  DOMRectList: false,\n  DOMStringList: false,\n  DOMTokenList:
true,\n  DataTransferItemList: false,\n  FileList: false,\n  HTMLAllCollection: false,\n  HTMLCollection: false,\n
HTMLFormElement: false,\n  HTMLSelectElement: false,\n  MediaList: true, // TODO: Not spec compliant, should
be false.\n  MimeTypeArray: false,\n  NamedNodeMap: false,\n  NodeList: true,\n  PaintRequestList: false,\n
Plugin: false,\n  PluginArray: false,\n  SVGLengthList: false,\n  SVGNumberList: false,\n  SVGPathSegList:
false,\n  SVGPointList: false,\n  SVGStringList: false,\n  SVGTransformList: false,\n  SourceBufferList: false,\n
StyleSheetList: true, // TODO: Not spec compliant, should be false.\n  TextTrackCueList: false,\n  TextTrackList:
false,\n  TouchList: false\n};\n\nfor (var collections = getKeys(DOMIterables), i = 0; i < collections.length;
i++) {\n  var NAME = collections[i];\n  var explicit = DOMIterables[NAME];\n  var Collection =
global[NAME];\n  var proto = Collection && Collection.prototype;\n  var key;\n  if (proto) {\n    if
(!proto[ITERATOR]) hide(proto, ITERATOR, ArrayValues);\n    if (!proto[TO_STRING_TAG]) hide(proto,
TO_STRING_TAG, NAME);\n    Iterators[NAME] = ArrayValues;\n    if (explicit) for (key in $iterators) if
(!proto[key]) redefine(proto, key, $iterators[key], true);\n  }\n}\n\n","/**\n * The base implementation of `_.unary`
without support for storing metadata.\n * *\n * @private\n * @param {Function} func The function to cap arguments
for.\n * @returns {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n  return
function (value) {\n    return func(value);\n  };\n}\n\nmodule.exports = baseUnary;\n","use
strict';\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\nvar prefix = 'fas';\nvar iconName =
'clipboard';\nvar width = 384;\nvar height = 512;\nvar ligatures
= [];\nvar unicode = 'f328';\nvar svgPathData = 'M384 112v352c0 26.51-21.49 48-48 48H48c-26.51 0-48-21.49-48-
48V112c0-26.51 21.49-48 48-48h80c0-35.29 28.71-64 64-64s64 28.71 64 64h80c26.51 0 48 21.49 48 48zM192
40c-13.255 0-24 10.745-24 24s10.745 24 24 24-10.745 24-24-10.745-24-24-24m96 114v-20a6 6 0 0 0-6-
6H102a6 6 0 0 0-6 6v20a6 6 0 0 0 6 6h180a6 6 0 0 0 6-6z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName:
iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ];\n};\n\nexports.faClipboard
= exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width =
width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData =
svgPathData;","var getAllKeys = require('./_getAllKeys');\n\n/** Used to compose bitmasks for value comparisons.

```





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ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call ===
\"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof
superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null
or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass &&
superClass.prototype, { constructor:
  { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ?
Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\n/**\n * Base class which
takes one or more elements, adds event listeners to them,\n * and instantiates a new `ClipboardAction` on each
click.\n *\n * @param
{String|HTMLElement|HTMLCollection|NodeList} trigger\n * @param {Object} options\n *\n * function
Clipboard(trigger, options) {\n   _createClass(Clipboard);\n   var _this =
  _possibleConstructorReturn(this, (Clipboard.__proto__ || Object.getPrototypeOf(Clipboard)).call(this));\n   _this.resolveOptions(options);\n   _this.listenClick(trigger);\n   return _this;\n }\n\n /**\n * Defines if
attributes would be resolved using internal setter functions\n * or custom functions
that were passed in the constructor.\n * @param {Object} options\n *\n\n _createClass(Clipboard, [{\n  key: 'resolveOptions',\n   value: function resolveOptions() {\n     var options = arguments.length > 0 &&
arguments[0] !== undefined ? arguments[0] : {};\n     this.action = typeof options.action === 'function' ?
options.action : this.defaultAction;\n     this.target = typeof options.target === 'function' ? options.target :
this.defaultTarget;\n     this.text = typeof options.text === 'function' ? options.text : this.defaultText;\n     this.container = _typeof(options.container) === 'object' ? options.container : document.body;\n   }]\n\n /**\n * Adds a click event listener to the passed trigger.\n * @param
{String|HTMLElement|HTMLCollection|NodeList} trigger\n * \n }, {\n  key: 'listenClick',\n  value:
function listenClick(trigger) {\n    var _this2 = this;\n\n    this.listener = (0, _goodListener2.default)(trigger, 'click', function (e) {\n      return _this2.onClick(e);\n    });\n  }\n\n /**\n * Defines a new `ClipboardAction` on each click event.\n * @param
{Event} e\n * \n }, {\n  key: 'onClick',\n  value: function onClick(e) {\n    var trigger =
e.delegateTarget || e.currentTarget;\n\n    if (this.clipboardAction) {\n      this.clipboardAction = null;\n    }\n\n    this.clipboardAction = new _clipboardAction2.default({\n      action: this.action(trigger),\n      target: this.target(trigger),\n      text: this.text(trigger),\n      container: this.container,\n      trigger: trigger,\n      emitter: this\n    });\n  }\n\n /**\n * Default `action` lookup function.\n * @param {Element} trigger\n * \n }, {\n  key:
'defaultAction',\n  value: function defaultAction(trigger) {\n    return getAttributeValue('action', trigger);\n  }\n\n /**\n * Default `target` lookup function.\n * @param {Element} trigger\n * \n }, {\n  key:
'defaultTarget',\n  value: function defaultTarget(trigger) {\n    var selector =
getAttributeValue('target', trigger);\n\n    if (selector) {\n      return document.querySelector(selector);\n    }\n  }\n\n /**\n * Returns the support of the given action, or all actions if no action is\n *
given.\n * @param {String} [action]\n * \n }, {\n  key: 'defaultText',\n\n /**\n *
Default `text` lookup function.\n * @param {Element} trigger\n * \n value: function
defaultText(trigger) {\n   return getAttributeValue('text', trigger);\n }\n\n /**\n * Destroy
lifecycle.\n *\n\n }, {\n  key: 'destroy',\n  value: function destroy() {\n    this.listener.destroy();\n\n    if
(this.clipboardAction) {\n      this.clipboardAction.destroy();\n      this.clipboardAction = null;\n    }\n  }\n\n }, {\n  key: 'isSupported',\n  value: function isSupported() {\n    var action =
arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : ['copy', 'cut'];\n    var actions = typeof
action === 'string' ? [action] : action;\n    var support = !!document.queryCommandSupported;\n\n    actions.forEach(function (action) {\n      support = support &&
!!document.queryCommandSupported(action);\n    });\n\n    return support;\n  }\n\n });\n\n return
Clipboard; }(_tinyEmitter2.default);\n\n/**\n * Helper function to retrieve attribute value.\n * @param {String}

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suffix\n * @param {Element} element\n */\n\nfunction
getAttributeValue(suffix, element) {\n  var attribute = 'data-clipboard-' + suffix;\n  if
(!element.hasAttribute(attribute)) {\n    return;\n  }\n  return
element.getAttribute(attribute);\n}\n\nmodule.exports = Clipboard;\n\n/***/
}),\n\n/* 1 */\n\n/***/ (function(module,
exports, __webpack_require__) {\n\n  \"use strict\";\n\n  nvar _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\n  nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++)
{ var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if
(\\\"value\\\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } }
return function (Constructor,
  protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps)
defineProperties(Constructor, staticProps); return Constructor; }; }();\n\n  nvar _select =
__webpack_require__(2);\n\n  nvar _select2 = _interopRequireDefault(_select);\n\n  nfunction
_interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n\n  nfunction
_classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot
call a class as a function\"); } }\n\n  n/**\n   * Inner class which performs selection from either `text` or `target`\n
   * properties and then executes copy or cut operations.\n   */\n\n  nvar ClipboardAction = function () {\n    /**\n     *
     * @param {Object} options\n     */\n    function ClipboardAction(options) {\n      _classCallCheck(this,
ClipboardAction);\n\n      this.resolveOptions(options);\n      this.initSelection();\n    }\n\n    /**\n     * Defines
base properties passed from
constructor.\n     * @param {Object} options\n     */\n\n    _createClass(ClipboardAction, [{\n      key:
'resolveOptions',\n      value: function resolveOptions() {\n        var options = arguments.length > 0 &&
arguments[0] !== undefined ? arguments[0] : {};\n\n        this.action = options.action;\n        this.container =
options.container;\n        this.emitter = options.emitter;\n        this.target = options.target;\n        this.text =
options.text;\n        this.trigger = options.trigger;\n        this.selectedText = \"\";\n      }}, {\n      key:
'initSelection',\n      value: function initSelection() {\n        if (this.text)
{\n          this.selectFake();\n        } else if (this.target) {\n          this.selectTarget();\n        }
\n        /**\n         * Creates a fake textarea element, sets its value from `text` property,\n         * and makes a
selection on it.\n         */\n        }, {\n      key: 'selectFake',\n      value: function selectFake() {\n        var _this =
this;\n        var isRTL = document.documentElement.getAttribute('dir') === 'rtl';\n\n        this.removeFake();\n\n        this.fakeHandlerCallback = function () {\n          return _this.removeFake();\n        };\n        this.fakeHandler = this.container.addEventListener('click', this.fakeHandlerCallback) || true;\n\n        this.fakeElem = document.createElement('textarea');\n        // Prevent zooming on iOS\n        this.fakeElem.style.fontSize = '12pt';\n        // Reset box model\n        this.fakeElem.style.border = '0';\n        this.fakeElem.style.padding = '0';\n        this.fakeElem.style.margin = '0';\n        // Move element out of screen horizontally\n        this.fakeElem.style.position = 'absolute';\n        this.fakeElem.style[isRTL ? 'right' : 'left'] = '-9999px';\n        // Move element to the same position vertically\n        var yPosition = window.pageYOffset ||
document.documentElement.scrollTop;\n        this.fakeElem.style.top = yPosition + 'px';\n\n        this.fakeElem.setAttribute('readonly', '');\n        this.fakeElem.value = this.text;\n\n        this.container.appendChild(this.fakeElem);\n\n        this.selectedText = (0, _select2.default)(this.fakeElem);\n        this.copyText();\n      }}, {\n      key: 'removeFake',\n      value: function removeFake() {\n        if (this.fakeHandler) {\n          this.container.removeEventListener('click', this.fakeHandlerCallback);\n        }\n      }
}]);\n\n  return ClipboardAction;\n}

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        this.fakeHandler = null;\n        this.fakeHandlerCallback = null;\n    }\n\n    if (this.fakeElem)\n    {\n        this.container.removeChild(this.fakeElem);\n        this.fakeElem = null;\n    }\n\n    /**\n     * Selects the content from element passed on `target` property.\n     */\n    }, {\n        key: 'selectTarget',\n        value: function selectTarget() {\n            this.selectedText = (0, _select2.default)(this.target);\n            this.copyText();\n        }\n    }, {\n        key: 'copyText',\n        value: function copyText() {\n            var succeeded = void 0;\n            try {\n                succeeded = document.execCommand(this.action);\n            } catch (err) {\n                succeeded = false;\n            }\n            this.handleResult(succeeded);\n        }\n    }, {\n        key: 'handleResult',\n        value: function handleResult(succeeded) {\n            this.emitter.emit(succeeded ? 'success' : 'error', {\n                action: this.action,\n                text: this.selectedText,\n                trigger: this.trigger,\n                clearSelection: this.clearSelection.bind(this)\n            });\n        }\n    }, {\n        key: 'clearSelection',\n        value: function clearSelection() {\n            if (this.trigger) {\n                this.trigger.focus();\n            }\n            window.getSelection().removeAllRanges();\n        }\n    }, {\n        key: 'destroy',\n        value: function destroy() {\n            this.removeFake();\n        }\n    }, {\n        key: 'action',\n        value: function setAction(action) {\n            if (arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : 'copy';\n            this._action = action;\n            if (this._action !== 'copy' && this._action !== 'cut') {\n                throw new Error('Invalid\n            \"action\" value, use either \"copy\" or \"cut\"');\n            }\n        }\n    }, {\n        key: 'target',\n        value: function setTarget(target) {\n            if (target !== undefined) {\n                if (target && (typeof target === 'undefined' ? 'undefined' :\n                _typeof(target)) === 'object' && target.nodeType === 1) {\n                    if (this.action === 'copy' && target.hasAttribute('disabled')) {\n                        throw new Error('Invalid\n                    \"target\" attribute. Please use\n                    \"readonly\" instead of \"disabled\" attribute');\n                    }\n                    if (this.action === 'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled'))) {\n                        throw new Error('Invalid\n                    \"target\" attribute. You can\'t cut text from elements with\n                    \"readonly\" or \"disabled\" attributes');\n                    }\n                }\n                this._target = target;\n            } else {\n                throw new Error('Invalid\n                \"target\" value, use a valid Element');\n            }\n        }\n    }, {\n        key: 'getAction',\n        value: function getAction() {\n            return this._action;\n        }\n    }, {\n        key: 'getTarget',\n        value: function getTarget() {\n            return this._target;\n        }\n    }]);\n\n    return ClipboardAction;\n\n    module.exports = ClipboardAction;\n\n    (function(module, exports) {\n        function select(element) {\n            var selectedText;\n            if (element.nodeName === 'SELECT') {\n                element.focus();\n                selectedText = element.value;\n            } else if (element.nodeName === 'INPUT' || element.nodeName === 'TEXTAREA') {\n                var isReadOnly = element.hasAttribute('readonly');\n                if (!isReadOnly) {\n                    element.setAttribute('readonly', '');\n                }\n                element.select();\n                element.setSelectionRange(0, element.value.length);\n                if (isReadOnly) {\n                    element.removeAttribute('readonly');\n                }\n                selectedText = element.value;\n            } else {\n                if (element.hasAttribute('contenteditable')) {\n                    element.focus();\n\n                    var selection = window.getSelection();\n                    var range = document.createRange();\n                    range.selectNodeContents(element);\n                    selection.removeAllRanges();\n                    selection.addRange(range);\n                    selectedText = selection.toString();\n                }\n                return selectedText;\n            }\n        }\n\n        module.exports = select;\n\n        (function(module, exports) {\n            function E() {\n                // Keep this empty so it's easier to inherit from\n                // (via https://github.com/lipsmack from https://github.com/scottcorgan/tiny-emitter/issues/3)\n                this.on = function (name, callback, ctx) {\n                    var e = this.e || (this.e = {});\n                    (e[name] || (e[name] = [])).push({\n                        fn:

```



```

Function'];\n);\n\n/***/ }),\n/* 6 */\n/***/ (function(module, exports, __webpack_require__) {\n\nvar closest =
__webpack_require__(7);\n\n/*\n * Delegates event to a selector.\n * @param {Element} element\n * @param {String}
selector\n * @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n *
@return {Object}\n */\nfunction _delegate(element, selector, type, callback, useCapture) {\n  var listenerFn =
listener.apply(this, arguments);\n\n  element.addEventListener(type, listenerFn, useCapture);\n\n  return {\n
destroy: function() {\n    element.removeEventListener(type, listenerFn, useCapture);\n  }\n }\n}\n\n/***/
\n * Delegates event to a selector.\n * @param {Element|String|Array} [elements]\n * @param {String} selector\n
* @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n * @return
{Object}\n */\nfunction delegate(elements, selector, type, callback, useCapture) {\n  // Handle the regular Element
usage\n  if (typeof elements.addEventListener === 'function') {\n    return _delegate.apply(null, arguments);\n
}\n\n  // Handle Element-less usage, it defaults to global delegation\n  if (typeof
type === 'function') {\n    // Use `document` as the first parameter, then apply arguments\n    // This is a short
way to .unshift `arguments` without running into deoptimizations\n    return _delegate.bind(null,
document).apply(null, arguments);\n  }\n\n  // Handle Selector-based usage\n  if (typeof elements === 'string')
{\n    elements = document.querySelectorAll(elements);\n  }\n\n  // Handle Array-like based usage\n  return
Array.prototype.map.call(elements, function (element) {\n    return _delegate(element, selector, type, callback,
useCapture);\n  });\n}\n\n/***/\n * Finds closest match and invokes callback.\n * @param {Element} element\n
* @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @return {Function}\n
*/\nfunction listener(element, selector, type, callback) {\n  return function(e) {\n    e.delegateTarget =
closest(e.target, selector);\n\n    if (e.delegateTarget) {\n      callback.call(element,
e);\n    }\n  }\n}\n\nmodule.exports = delegate;\n\n/***/ }),\n/* 7 */\n/***/ (function(module, exports)
{\n\nvar DOCUMENT_NODE_TYPE = 9;\n\n/*\n * A polyfill for Element.matches()\n * @nif (typeof Element !==
'undefined' && !Element.prototype.matches) {\n  var proto = Element.prototype;\n\n  proto.matches =
proto.matchesSelector ||\n    proto.mozMatchesSelector ||\n    proto.msMatchesSelector ||\n    proto.oMatchesSelector ||\n    proto.webkitMatchesSelector;\n}\n\n/*\n * Finds the closest parent
that matches a selector.\n * @param {Element} element\n * @param {String} selector\n * @return
{Function}\n */\nfunction closest (element, selector) {\n  while (element && element.nodeType !==
DOCUMENT_NODE_TYPE) {\n    if (typeof element.matches === 'function' &&\n      element.matches(selector)) {\n      return element;\n    }\n    element = element.parentNode;\n
}\n}\n\nmodule.exports
= closest;\n\n/***/ })\n\n/***/ }];\n\n},\n\n"\"use strict\";\n\nvar isSymbol = require('./is-symbol');\n\nmodule.exports
= function (value) {\n  if (!isSymbol(value)) throw new TypeError(value + \" is not a symbol\");\n  return
value;\n};\n\n,\"var assocIndexOf = require('./_assocIndexOf');\n\n/*\n * Gets the list cache value for `key`.\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n
* @returns {*} Returns the entry value.\n */\nfunction listCacheGet(key) {\n  var data = this.__data__,\n      index =
assocIndexOf(data, key);\n\n  return index < 0 ? undefined : data[index][1];\n}\n\nmodule.exports =
listCacheGet;\n\n,\"var getNative = require('./_getNative'),\n    root = require('./_root');\n\n/*\n * Built-in method
references that are verified to be native. */\nvar DataView = getNative(root, 'DataView');\n\nmodule.exports =
DataView;\n\n,\"use strict\";\n\nvar validTypes = { object: true, symbol: true };\n\nmodule.exports
= function () {\n  var symbol;\n\n  if (typeof Symbol !== 'function') return false;\n\n  symbol = Symbol('test
symbol');\n\n  try { String(symbol); } catch (e) { return false; }\n\n  // Return 'true' also for polyfills\n  if
(!validTypes[typeof Symbol.iterator]) return false;\n  if (!validTypes[typeof Symbol.toPrimitive]) return false;\n  if
(!validTypes[typeof Symbol.toStringTag]) return false;\n\n  return true;\n};\n\n,\"var baseMatches =
require('./_baseMatches'),\n    baseMatchesProperty = require('./_baseMatchesProperty'),\n    identity =
require('./_identity'),\n    isArray = require('./isArray'),\n    property = require('./_property');\n\n/*\n * The base
implementation of `_.iteratee`.\n * @private\n * @param {*} [value=_identity] The value to convert to an
iteratee.\n * @returns {Function} Returns the iteratee.\n */\nfunction baseIteratee(value) {\n  // Don't store the

```



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`typeof` result in a variable to avoid a JIT bug in Safari 9.\n // See https://bugs.webkit.org/show_bug.cgi?id=156034
for more details.\n if (typeof value === 'function') {\n   return value;\n }\n if (value === null) {\n   return identity;\n
}\n if (typeof value === 'object') {\n   return isArray(value)\n   ? baseMatchesProperty(value[0], value[1])\n   :
baseMatches(value);\n }\n return property(value);\n}\n\nmodule.exports = baseIteratee;\n", "var nativeCreate =
require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED =
'__lodash_hash_undefined__';\n\n/** Used for built-in method references. */\nvar objectProto =
Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty =
objectProto.hasOwnProperty;\n\n/**\n * Gets the hash value for `key`.\n * @private\n * @name get\n *
@memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry
value.\n */\nfunction hashGet(key) {\n  var data = this.__data__;\n  if (nativeCreate) {\n    var result = data[key];\n
return
result === HASH_UNDEFINED ? undefined : result;\n  }\n  return hasOwnProperty.call(data, key) ? data[key] :
undefined;\n}\n\nmodule.exports = hashGet;\n", "var anObject = require('./_an-object');\nvar isObject =
require('./_is-object');\nvar newPromiseCapability = require('./_new-promise-capability');\n\nmodule.exports =
function (C, x) {\n  anObject(C);\n  if (isObject(x) && x.constructor === C) return x;\n  var promiseCapability =
newPromiseCapability.f(C);\n  var resolve = promiseCapability.resolve;\n  resolve(x);\n  return
promiseCapability.promise;\n};\n", "7.2.1 RequireObjectCoercible(argument)\n\nmodule.exports = function (it) {\n
if (it == undefined) throw TypeError("Can't call method on " + it);\n  return it;\n};\n", "function
_defineProperties(target, props) {\n  for (var i = 0; i < props.length; i++) {\n    var descriptor = props[i];\n
descriptor.enumerable = descriptor.enumerable || false;\n    descriptor.configurable = true;\n    if ("value" in
descriptor) descriptor.writable
= true;\n    Object.defineProperty(target, descriptor.key, descriptor);\n  }\n}\n\nexport default function
_createClass(Constructor, protoProps, staticProps) {\n  if (protoProps) _defineProperties(Constructor.prototype,
protoProps);\n  if (staticProps) _defineProperties(Constructor, staticProps);\n  return Constructor;\n}", "var
baseIsEqualDeep = require('./_baseIsEqualDeep'),\n  isObjectLike = require('./isObjectLike');\n\n/**\n * The base
implementation of `_.isEqual` which supports partial comparisons\n * and tracks traversed objects.\n */\n
@private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n *
@param {boolean} bitmask The bitmask flags.\n * 1 - Unordered comparison\n * 2 - Partial comparison\n *
@param {Function} [customizer] The function to customize comparisons.\n * @param {Object} [stack] Tracks
traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are equivalent, else
`false`.\n
*/\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n  if (value === other) {\n    return true;\n  }\n
if (value == null || other == null || (!isObjectLike(value) && !isObjectLike(other))) {\n    return value !== value &&
other !== other;\n  }\n  return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual,
stack);\n}\n\nmodule.exports = baseIsEqual;\n", "Font Awesome Free 5.5.0 by @fontawesome -
https://fontawesome.com\n * License - https://fontawesome.com/license/free (Icons: CC BY 4.0, Fonts: SIL OFL
1.1, Code: MIT License)\n\nvar noop = function noop() {};\nvar _WINDOW = {};\nvar _DOCUMENT =
{};\nvar _MUTATION_OBSERVER$1 = null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\nif (typeof window !== 'undefined') _WINDOW = window;\nif (typeof document !== 'undefined')
_DOCUMENT = document;\nif (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 =
MutationObserver;\nif (typeof performance !== 'undefined') _PERFORMANCE
= performance;\n\ntry {\n  var _ref = _WINDOW.navigator || {};\n  var _ref$userAgent =
_ref.userAgent;\n  var userAgent = _ref$userAgent === undefined ? '' : _ref$userAgent;\n  var WINDOW =
_WINDOW;\n  var DOCUMENT = _DOCUMENT;\n  var MUTATION_OBSERVER =
_MUTATION_OBSERVER$1;\n  var PERFORMANCE = _PERFORMANCE;\n  var IS_DOM =
!!DOCUMENT.documentElement && !!DOCUMENT.head && typeof DOCUMENT.addEventListener ===
'function' && typeof DOCUMENT.createElement === 'function';\n  var IS_IE = ~userAgent.indexOf('MSIE') ||
~userAgent.indexOf('Trident');\n  var NAMESPACE_IDENTIFIER = '__FONT_AWESOME__';\n

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UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS =
'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-
pseudo-element';\nvar DATA_PREFIX = 'data-prefix';\nvar DATA_ICON = 'data-icon';\nvar
HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\nvar
TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS = ['HTML', 'HEAD', 'STYLE',
'SCRIPT'];\nvar PRODUCTION = function () {\n try {\n return process.env.NODE_ENV === 'production';\n }
catch (e) {\n return false;\n }\n};\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty =
oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\nvar ATTRIBUTES_WATCHED_FOR_MUTATION
= ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\nvar RESERVED_CLASSES = ['xs', 'sm',
'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal',
'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-
counter'].concat(oneToTen.map(function (n) {\n return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n
return 'w-' + n;\n}));\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof
Constructor)) {\n throw new TypeError("Cannot call a class as a function");\n }};\nvar createClass =
function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var
descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable =
true;\n if ("value" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key,
descriptor);\n }\n }\n return function (Constructor, protoProps, staticProps) {\n if (protoProps)
defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor,
staticProps);\n return Constructor;\n };;\n};\nvar _extends = Object.assign || function (target) {\n for (var i
= 1; i < arguments.length; i++) {\n var source = arguments[i];\n for (var key in source) {\n if
(Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n return
target;\n};\nvar slicedToArray = function () {\n function sliceIterator(arr,
i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n for (var _i =
arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n _arr.push(_s.value);\n\n if (i &&
_arr.length === i) break;\n }\n } catch (err) {\n _d = true;\n _e = err;\n } finally {\n try {\n if
(!_n && _i["return"]) _i["return"]();\n } finally {\n if (_d) throw _e;\n }\n }\n\n return _arr;\n }\n}\n return function (arr, i) {\n if (Array.isArray(arr)) {\n return arr;\n } else if (Symbol.iterator in Object(arr)) {\n
return sliceIterator(arr, i);\n } else {\n throw new TypeError("Invalid attempt to destructure non-iterable
instance");\n }\n };;\n};\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n for (var i =
0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n return arr2;\n } else {\n
return Array.from(arr);\n };\n};\nvar initial = WINDOW.FontAwesomeConfig || {};\n\nfunction
getAttrConfig(attr) {\n var element = DOCUMENT.querySelector('script[' + attr + ']');\n\n if (element) {\n return
element.getAttribute(attr);\n }\n}\n\nfunction coerce(val) {\n // Getting an empty string will occur if the attribute is
set on the HTML tag but without a value\n // We'll assume that this is an indication that it should be toggled to
true\n // For example <script data-search-pseudo-elements src=""...></script>\n if (val === "") return true;\n if
(val === 'false') return false;\n if (val === 'true') return true;\n return val;\n }\n\nif (DOCUMENT && typeof
DOCUMENT.querySelector === 'function') {\n var attrs = [['data-family-prefix', 'familyPrefix'], ['data-
replacement-class', 'replacementClass'], ['data-auto-replace-svg', 'autoReplaceSvg'], ['data-auto-add-css',
'autoAddCss'], ['data-auto-a11y', 'autoA11y'], ['data-search-pseudo-elements', 'searchPseudoElements'],
['data-observe-mutations', 'observeMutations'], ['data-keep-original-source', 'keepOriginalSource'], ['data-measure-
performance', 'measurePerformance'], ['data-show-missing-icons', 'showMissingIcons']];\n\n attrs.forEach(function
(_ref) {\n var _ref2 = slicedToArray(_ref, 2),\n attr = _ref2[0],\n key = _ref2[1];\n\n var val =
coerce(getAttrConfig(attr));\n\n if (val !== undefined && val !== null) {\n initial[key] = val;\n }\n
});\n}\n\nvar _default = _extends({\n familyPrefix: DEFAULT_FAMILY_PREFIX,\n replacementClass:
DEFAULT_REPLACEMENT_CLASS,\n autoReplaceSvg: true,\n autoAddCss: true,\n autoA11y: true,\n
searchPseudoElements: false,\n observeMutations: true,\n keepOriginalSource: true,\n measurePerformance:
false,\n showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations =

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false;\n\nvar config = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config;\n\nvar w = WINDOW ||
{};\n\nif (!w[NAMESPACE_IDENTIFIER])
  w[NAMESPACE_IDENTIFIER] = {};\n\nif (!w[NAMESPACE_IDENTIFIER].styles)
  w[NAMESPACE_IDENTIFIER].styles = {};\n\nif (!w[NAMESPACE_IDENTIFIER].hooks)
  w[NAMESPACE_IDENTIFIER].hooks = {};\n\nif (!w[NAMESPACE_IDENTIFIER].shims)
  w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar
functions = [];\n\nvar listener = function listener() {\n  DOCUMENT.removeEventListener('DOMContentLoaded',
listener);\n  loaded = 1;\n  functions.map(function (fn) {\n    return fn();\n  });\n};\n\nvar loaded = false;\n\nif
(IS_DOM) {\n  loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ :
/^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n  if (!loaded)
    DOCUMENT.addEventListener('DOMContentLoaded', listener);\n\n  var domready = function (fn) {\n    if
(IS_DOM) return;\n    loaded ? setTimeout(fn, 0) : functions.push(fn);\n  };\n\n  var d = UNITS_IN_GRID;\n\n  var
meaninglessTransform = {\n    size: 16,\n    x: 0,\n    y: 0,\n    rotate: 0,\n    flipX: false,\n    flipY: false\n};\n\n  function
isReserved(name) {\n    return ~RESERVED_CLASSES.indexOf(name);\n  }\n\n  function insertCss(css) {\n    if
(!css || !IS_DOM) {\n      return;\n    }\n\n    var style = DOCUMENT.createElement('style');\n    style.setAttribute('type',
'text/css');\n    style.innerHTML = css;\n\n    var headChildren = DOCUMENT.head.childNodes;\n    var beforeChild =
null;\n\n    for (var i = headChildren.length - 1; i > -1; i--) {\n      var child = headChildren[i];\n      var tagName =
(child.tagName || '').toUpperCase();\n      if (['STYLE', 'LINK'].indexOf(tagName) > -1) {\n        beforeChild = child;\n      }\n    }\n\n    DOCUMENT.head.insertBefore(style, beforeChild);\n\n    return css;\n  }\n\n  var idPool =
'0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ';\n\n  function nextUniqueId()\n  {\n    var size = 12;\n    var id = '';\n    while (size-- > 0) {\n      id += idPool[Math.random() * 62 | 0];\n    }\n    return
id;\n  }\n\n  function toArray(obj) {\n    var array = [];\n\n    for (var i = (obj || []).length >>> 0; i--;) {\n      array[i]
= obj[i];\n    }\n\n    return array;\n  }\n\n  function classArray(node) {\n    if (node.classList) {\n      return
toArray(node.classList);\n    } else {\n      return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n      return
i;\n    });\n    }\n\n    function getIconName(familyPrefix, cls) {\n      var parts = cls.split('-');\n      var prefix = parts[0];\n      var
iconName = parts.slice(1).join('-');\n\n      if (prefix === familyPrefix && iconName !== '' &&
!isReserved(iconName)) {\n        return iconName;\n      } else {\n        return null;\n      }\n    }\n\n    function htmlEscape(str) {\n      return
('' + str).replace(/&/g, '&amp;').replace(/"/g, '&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g,
'&gt;');\n    }\n\n    function joinAttributes(attributes) {\n      return Object.keys(attributes || {}).reduce(function (acc,
attributeName) {\n        return acc + (attributeName + '="' + htmlEscape(attributes[attributeName]) + '" ');\n      },
'').trim();\n    }\n\n    function joinStyles(styles) {\n      return Object.keys(styles
|| {}).reduce(function (acc, styleName) {\n        return acc + (styleName + ':' + styles[styleName] + ';');\n      },
'');\n    }\n\n    function transformIsMeaningful(transform) {\n      return transform.size !== meaninglessTransform.size ||
transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y || transform.rotate !==
meaninglessTransform.rotate || transform.flipX || transform.flipY;\n    }\n\n    function transformForSvg(_ref) {\n      var
transform = _ref.transform,\n      containerWidth = _ref.containerWidth,\n      iconWidth = _ref.iconWidth;\n\n      var
outer = {\n        transform: 'translate(' + containerWidth / 2 + ' 256)'\n      };\n      var innerTranslate = 'translate(' +
transform.x * 32 + ', ' + transform.y * 32 + ')';\n      var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ? -
1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ')';\n      var innerRotate = 'rotate(' + transform.rotate + '
0 0)';\n      var inner = {\n        transform: innerTranslate + ' ' + innerScale
+ ' ' + innerRotate\n      };\n      var path = {\n        transform: 'translate(' + iconWidth / 2 * -1 + ' -256)'\n      };\n      return {\n
outer: outer,\n      inner: inner,\n      path: path\n      };\n    }\n\n    function transformForCss(_ref2) {\n      var transform =
_ref2.transform,\n      _ref2$width = _ref2.width,\n      width = _ref2$width === undefined ? UNITS_IN_GRID :
_ref2$width,\n      _ref2$height = _ref2.height,\n      height = _ref2$height === undefined ? UNITS_IN_GRID :
_ref2$height,\n      _ref2$startCentered = _ref2.startCentered,\n      startCentered = _ref2$startCentered ===
undefined ? false : _ref2$startCentered;\n\n      var val = '';\n\n      if (startCentered && IS_IE) {\n        val += 'translate(' +
(transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em)';\n      } else if (startCentered) {\n        val +=
'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d + 'em))';\n      } else {\n        val +=

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'translate(' + transform.x / d + 'em, ' + transform.y /
d + 'em) ');
}
val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d *
(transform.flipY ? -1 : 1) + ');
val += 'rotate(' + transform.rotate + 'deg)';
return val;
}
var ALL_SPACE
= {x: 0, y: 0, width: '100%', height: '100%'};
var makeIconMasking = function (_ref) {
var children,
attributes = _ref.attributes,
main = _ref.main,
mask = _ref.mask,
transform = _ref.transform;
var mainWidth = main.width,
mainPath = main.icon;
var maskWidth =
mask.width,
maskPath = mask.icon;
var trans = transformForSvg({ transform: transform,
containerWidth: maskWidth, iconWidth: mainWidth });
var maskRect = {tag: 'rect', attributes:
_extends({}, ALL_SPACE, {fill: 'white'})};
var maskInnerGroup = {tag: 'g', attributes:
_extends({}, trans.inner),
children: [{tag: 'path', attributes: _extends({}, mainPath.attributes,
trans.path, {fill: 'black'})}]};
var maskOuterGroup = {tag: 'g', attributes: _extends({}, trans.outer),
children: [maskInnerGroup]};
var maskId = 'mask-' + nextUniqueId();
var clipId = 'clip-' +
nextUniqueId();
var maskTag = {tag: 'mask', attributes: _extends({}, ALL_SPACE, {id: maskId,
maskUnits: 'userSpaceOnUse',
maskContentUnits: 'userSpaceOnUse'}),
children: [maskRect,
maskOuterGroup]};
var defs = {tag: 'defs', children: [{tag: 'clipPath', attributes: {id: clipId,
children: [maskPath]},
maskTag},
{tag: 'rect', attributes: _extends({fill: 'currentColor',
'clip-path': 'url(#' + clipId + ')',
mask: 'url(#' + maskId + ')'}, ALL_SPACE)}]};
return {children: children,
attributes: attributes};
}
var makeIconStandard = function (_ref) {
var children = _ref.children,
attributes = _ref.attributes,
main
= _ref.main,
transform = _ref.transform,
styles = _ref.styles;
var styleString = joinStyles(styles);
if (styleString.length > 0) {
attributes['style'] = styleString;
}
if (transformIsMeaningful(transform)) {
var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });
children.push({tag: 'g', attributes: _extends({}, trans.outer),
children: [{tag: 'g',
attributes: _extends({}, trans.inner),
children: [{tag: main.icon.tag,
children:
main.icon.children,
attributes: _extends({}, main.icon.attributes, trans.path)}]}]});
} else {
children.push(main.icon);
}
return {children: children,
attributes: attributes};
}
var asIcon = function (_ref) {
var children = _ref.children,
main = _ref.main,
mask = _ref.mask,
attributes = _ref.attributes,
styles = _ref.styles,
transform = _ref.transform;
if (transformIsMeaningful(transform) && main.found
&& !mask.found) {
var width = main.width,
height = main.height;
var offset = {x: width /
height / 2,
y: 0.5};
attributes['style'] = joinStyles(_extends({}, styles, {
'transform-origin': offset.x
+ transform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em'}));
return [{tag: 'svg',
attributes:
attributes,
children: children}];
}
var asSymbol = function (_ref) {
var prefix = _ref.prefix,
iconName = _ref.iconName,
children = _ref.children,
attributes = _ref.attributes,
symbol =
_ref.symbol;
var id = symbol === true ? prefix + '-' + config.familyPrefix + '-' + iconName : symbol;
return [{tag: 'svg',
attributes: {
style: 'display: none;',
children: [{tag: 'symbol',
attributes:
_extends({},
attributes, {id: id}),
children: children}]}];
}
function makeInlineSvgAbstract(params) {
var
_params$icons = params.icons,
main = _params$icons.main,
mask = _params$icons.mask,
prefix =
params.prefix,
iconName = params.iconName,
transform = params.transform,
symbol =
params.symbol,
title = params.title,
extra = params.extra,
_params$watchable = params.watchable,
watchable = _params$watchable === undefined ? false : _params$watchable;
var _ref = mask.found ? mask :
main,
width = _ref.width,
height = _ref.height;
var widthClass = 'fa-w-' + Math.ceil(width / height *
16);
var attrClass = [config.replacementClass, iconName ? config.familyPrefix + '-' + iconName : '',
widthClass].filter(function (c) {
return extra.classes.indexOf(c) === -1;
}).concat(extra.classes).join(' ');
var content = {children: [],
attributes: _extends({}, extra.attributes,
{
'data-prefix': prefix,
'data-icon': iconName,
'class': attrClass,
'role': 'img',
'xmlns':
'http://www.w3.org/2000/svg',
'viewBox': '0 0 ' + width + ' ' + height
})};
if (watchable) {

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content.attributes[DATA_FA_I2SVG] = ";\\n }\\n\\n if (title) content.children.push({ tag: 'title', attributes: { id:
content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() }, children: [title] });\\n\\n var args = _extends({},
content, {\\n prefix: prefix,\\n iconName: iconName,\\n main: main,\\n mask: mask,\\n transform: transform,\\n
symbol: symbol,\\n styles: extra.styles\\n });\\n\\n var _ref2 = mask.found && main.found ?
makeIconMasking(args) : makeIconStandard(args),\\n children = _ref2.children,\\n attributes =
_ref2.attributes;\\n\\n args.children = children;\\n args.attributes = attributes;\\n\\n if (symbol) {\\n return
asSymbol(args);\\n } else {\\n return asIcon(args);\\n }}\\n}\\n\\nfunction makeLayersTextAbstract(params)
{\\n var content = params.content,\\n width = params.width,\\n height = params.height,\\n transform =
params.transform,\\n title = params.title,\\n extra = params.extra,\\n _params$watchable2 =
params.watchable,\\n watchable = _params$watchable2 === undefined ? false : _params$watchable2;\\n\\n var
attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\\n 'class': extra.classes.join(' ')\\n });\\n\\n if
(watchable) {\\n attributes[DATA_FA_I2SVG] = ";\\n }\\n\\n var styles = _extends({}, extra.styles);\\n\\n if
(transformIsMeaningful(transform)) {\\n styles['transform'] = transformForCss({ transform: transform,
startCentered: true, width: width, height: height });\\n styles['-webkit-transform'] = styles['transform'];\\n }}\\n\\n var
styleString = joinStyles(styles);\\n\\n if (styleString.length > 0) {\\n attributes['style'] = styleString;\\n }}\\n\\n var val
= [];\\n\\n val.push({\\n tag: 'span',\\n attributes:
attributes,\\n children: [content]\\n });\\n\\n if (title) {\\n val.push({ tag: 'span', attributes: { class: 'sr-only' },
children: [title] });\\n }}\\n\\n return val;\\n}\\n\\nfunction makeLayersCounterAbstract(params) {\\n var content =
params.content,\\n title = params.title,\\n extra = params.extra;\\n\\n var attributes = _extends({},
extra.attributes, title ? { 'title': title } : {}, {\\n 'class': extra.classes.join(' ')\\n });\\n\\n var styleString =
joinStyles(extra.styles);\\n\\n if (styleString.length > 0) {\\n attributes['style'] = styleString;\\n }}\\n\\n var val = [];\\n\\n
val.push({\\n tag: 'span',\\n attributes: attributes,\\n children: [content]\\n });\\n\\n if (title) {\\n val.push({ tag:
'span', attributes: { class: 'sr-only' }, children: [title] });\\n }}\\n\\n return val;\\n}\\n\\nvar noop$2 = function noop()
{};\\nvar p = config.measurePerformance && PERFORMANCE && PERFORMANCE.mark &&
PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2
};\\nvar preamble = 'FA "5.5.0";\\n\\nvar begin = function begin(name) {\\n p.mark(preamble + ' + name + '
begins');\\n return function () {\\n return end(name);\\n };\\n};\\n\\nvar end = function end(name) {\\n
p.mark(preamble + ' + name + ' ends');\\n p.measure(preamble + ' + name, preamble + ' + name + ' begins',
preamble + ' + name + ' ends');\\n};\\n\\nvar perf = { begin: begin, end: end };\\n\\n'use strict';\\n\\n/**\\n * Internal
helper to bind a function known to have 4 arguments\\n * to a given context.\\n */\\nvar bindInternal4 = function
bindInternal4(func, thisContext) {\\n return function (a, b, c, d) {\\n return func.call(thisContext, a, b, c, d);\\n
};\\n};\\n\\n'use strict';\\n\\n\\n\\n/**\\n * # Reduce\\n *\\n * A fast object `reduce()` implementation.\\n */\\n * @param
{Object} subject The object to reduce over.\\n * @param {Function} fn The reducer function.\\n *
@param {mixed} initialValue The initial value for the reducer, defaults to subject[0].\\n * @param
{Object} thisContext The context for the reducer.\\n * @return {mixed} The final result.\\n */\\nvar
reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\\n var keys = Object.keys(subject),\\n
length = keys.length,\\n iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\\n i, key,
result;\\n\\n if (initialValue === undefined) {\\n i = 1;\\n result = subject[keys[0]];\\n }\\n else {\\n i = 0;\\n result
= initialValue;\\n }}\\n\\n for (; i < length; i++) {\\n key = keys[i];\\n result = iterator(result, subject[key], key,
subject);\\n }}\\n\\n return result;\\n};\\n\\nvar styles$2 = namespace.styles;\\nvar shims = namespace.shims;\\n\\n\\nvar
_byUnicode = {};\\nvar _byLigature = {};\\nvar _byOldName = {};\\n\\nvar build = function build() {\\n var lookup =
function lookup(reducer) {\\n return reduce(styles$2, function (o, style, prefix) {\\n o[prefix] = reduce(style,
reducer, {});\\n return o;\\n }, {});\\n
};\\n\\n _byUnicode = lookup(function (acc, icon, iconName) {\\n acc[icon[3]] = iconName;\\n\\n return acc;\\n
});\\n\\n _byLigature = lookup(function (acc, icon, iconName) {\\n var ligatures = icon[2];\\n\\n acc[iconName] =
iconName;\\n\\n ligatures.forEach(function (ligature) {\\n acc[ligature] = iconName;\\n });\\n\\n return acc;\\n
});\\n\\n var hasRegular = 'far' in styles$2;\\n\\n _byOldName = reduce(shims, function (acc, shim) {\\n var oldName
= shim[0];\\n var prefix = shim[1];\\n var iconName = shim[2];\\n\\n if (prefix === 'far' && !hasRegular) {\\n

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prefix = 'fas';\n  }\n\n  acc[oldName] = { prefix: prefix, iconName: iconName };\n\n  return acc;\n },
});\n};\n\n\nbuild();\n\n\nfunction byUnicode(prefix, unicode) {\n  return _byUnicode[prefix][unicode];\n}\n\n\nfunction
byLigature(prefix, ligature) {\n  return _byLigature[prefix][ligature];\n}\n\n\nfunction byOldName(name) {\n  return
_byOldName[name] || { prefix: null, iconName: null };\n}\n\n\nvar styles$1
= namespace.styles;\n\n\n\nvar emptyCanonicalIcon = function emptyCanonicalIcon() {\n  return { prefix: null,
iconName: null, rest: [] };\n};\n\n\nfunction getCanonicalIcon(values) {\n  return values.reduce(function (acc, cls) {\n
  var iconName = getIconName(config.familyPrefix, cls);\n\n  if (styles$1[cls]) {\n    acc.prefix = cls;\n  } else if
(iconName) {\n    var shim = acc.prefix === 'fa' ? byOldName(iconName) : {};\n    acc.iconName =
shim.iconName || iconName;\n    acc.prefix = shim.prefix || acc.prefix;\n  } else if (cls !==
config.replacementClass && cls.indexOf('fa-w-') !== 0) {\n    acc.rest.push(cls);\n  }\n\n\n  return acc;\n },
emptyCanonicalIcon());\n}\n\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n  if (mapping &&
mapping[prefix] && mapping[prefix][iconName]) {\n    return {\n      prefix: prefix,\n      iconName: iconName,\n
icon: mapping[prefix][iconName]\n    };\n  }\n}\n\n\nfunction toHtml(abstractNodes) {\n  var tag =
abstractNodes.tag,\n
  _abstractNodes$attrib = abstractNodes.attributes,\n    attributes = _abstractNodes$attrib === undefined ? {} :
_abstractNodes$attrib,\n    _abstractNodes$childr = abstractNodes.children,\n    children = _abstractNodes$childr
=== undefined ? [] : _abstractNodes$childr;\n\n\n\n  if (typeof abstractNodes === 'string') {\n    return
htmlEscape(abstractNodes);\n  } else {\n    return '<' + tag + ' ' + joinAttributes(attributes) + '>' +
children.map(toHtml).join('') + '</' + tag + '>';\n  }\n}\n\n\n\nvar noop$1 = function noop() {};\n\n\nfunction
isWatched(node) {\n  var i2svg = node.getAttribute ? node.getAttribute(DATA_FA_I2SVG) : null;\n\n  return
typeof i2svg === 'string';\n}\n\n\nfunction getMutator() {\n  if (config.autoReplaceSvg === true) {\n    return
mutators.replace;\n  }\n\n\n  var mutator = mutators[config.autoReplaceSvg];\n\n  return mutator ||
mutators.replace;\n}\n\n\n\nvar mutators = {\n  replace: function replace(mutation) {\n    var node = mutation[0];\n    var
abstract
= mutation[1];\n    var newOuterHTML = abstract.map(function (a) {\n      return toHtml(a);\n    }).join('\n');\n\n
if (node.parentNode && node.outerHTML) {\n    node.outerHTML = newOuterHTML +
(config.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->');\n
} else if (node.parentNode) {\n    var newNode = document.createElement('span');\n
node.parentNode.replaceChild(newNode, node);\n    newNode.outerHTML = newOuterHTML;\n  }\n},\n  nest:
function nest(mutation) {\n    var node = mutation[0];\n    var abstract = mutation[1];\n\n    // If we already have a
replaced node we do not want to continue nesting within it.\n    // Short-circuit to the standard replacement\n    if
(~classArray(node).indexOf(config.replacementClass)) {\n      return mutators.replace(mutation);\n    }\n\n    var
forSvg = new RegExp(config.familyPrefix + '-.*');\n\n    delete abstract[0].attributes.style;\n\n    var splitClasses =
abstract[0].attributes.class.split('
').reduce(function (acc, cls) {\n      if (cls === config.replacementClass || cls.match(forSvg)) {\n
acc.toSvg.push(cls);\n      } else {\n        acc.toNode.push(cls);\n      }\n\n      return acc;\n    }, { toNode: [], toSvg: []
});\n\n    abstract[0].attributes.class = splitClasses.toSvg.join(' ');\n\n    var newInnerHTML = abstract.map(function
(a) {\n      return toHtml(a);\n    }).join('\n');\n\n    node.setAttribute('class', splitClasses.toNode.join(' '));\n
node.setAttribute(DATA_FA_I2SVG, '');\n    node.innerHTML = newInnerHTML;\n  }\n}\n\n\nfunction
perform(mutations, callback) {\n  var callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n  if
(mutations.length === 0) {\n    callbackFunction();\n  } else {\n    var frame = WINDOW.requestAnimationFrame ||
function (op) {\n      return op();\n    };\n\n    frame(function () {\n      var mutator = getMutator();\n      var mark =
perf.begin('mutate');\n\n      mutations.map(mutator);\n\n      mark();\n\n      callbackFunction();\n    });\n  }\n}\n\n\n\nvar disabled = false;\n\nfunction
disableObservation(operation) {\n  disabled = true;\n  operation();\n  disabled = false;\n}\n\n\n\nvar mo =
null;\n\nfunction observe(options) {\n  if (!MUTATION_OBSERVER) {\n    return;\n  }\n\n  if
(!config.observeMutations) {\n    return;\n  }\n\n  var treeCallback = options.treeCallback,\n    nodeCallback =
options.nodeCallback,\n    pseudoElementsCallback = options.pseudoElementsCallback,\n

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_options$observeMutat = options.observeMutationsRoot,\n  observeMutationsRoot = _options$observeMutat
=== undefined ? DOCUMENT.body : _options$observeMutat;\n\n\n mo = new
MUTATION_OBSERVER(function (objects) {\n  if (disabled) return;\n\n  toArray(objects).forEach(function
(mutationRecord) {\n    if (mutationRecord.type === 'childList' && mutationRecord.addedNodes.length > 0 &&
!isWatched(mutationRecord.addedNodes[0])) {\n      if (config.searchPseudoElements) {\n
pseudoElementsCallback(mutationRecord.target);\n    }\n\n    treeCallback(mutationRecord.target);\n
}\n\n    if (mutationRecord.type === 'attributes' && mutationRecord.target.parentNode &&
config.searchPseudoElements) {\n      pseudoElementsCallback(mutationRecord.target.parentNode);\n    }\n\n
if (mutationRecord.type === 'attributes' && isWatched(mutationRecord.target) &&
~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n    if
(mutationRecord.attributeName === 'class') {\n      var _getCanonicalIcon =
getCanonicalIcon(classArray(mutationRecord.target)),\n      prefix = _getCanonicalIcon.prefix,\n
iconName = _getCanonicalIcon.iconName;\n\n      if (prefix) mutationRecord.target.setAttribute('data-prefix',
prefix);\n      if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n    } else {\n
nodeCallback(mutationRecord.target);\n    }\n  }\n});\n\n\n if (!IS_DOM) return;\n\n mo.observe(observeMutationsRoot, {\n  childList: true, attributes: true, characterData:
true, subtree: true\n });\n\n\nfunction disconnect() {\n  if (!mo) return;\n\n  mo.disconnect();\n}\n\n\nvar styleParser
= function (node) {\n  var style = node.getAttribute('style');\n\n  var val = [];\n\n  if (style) {\n    val =
style.split(';').reduce(function (acc, style) {\n      var styles = style.split(':');\n      var prop = styles[0];\n      var value
= styles.slice(1);\n\n      if (prop && value.length > 0) {\n        acc[prop] = value.join(':').trim();\n      }\n\n      return
acc;\n    }, {});\n  }\n\n  return val;\n};\n\n\nfunction toHex(unicode) {\n  var result = '';\n\n  for (var i = 0; i <
unicode.length; i++) {\n    var hex = unicode.charCodeAtAt(i).toString(16);\n    result += ('000' + hex).slice(-4);\n
}\n\n  return result;\n}\n\n\nvar classParser = function (node) {\n  var existingPrefix = node.getAttribute('data-
prefix');\n  var existingIconName = node.getAttribute('data-icon');\n
var innerText = node.innerText !== undefined ? node.innerText.trim() : '';\n\n  var val =
getCanonicalIcon(classArray(node));\n\n  if (existingPrefix && existingIconName) {\n    val.prefix =
existingPrefix;\n    val.iconName = existingIconName;\n  }\n\n  if (val.prefix && innerText.length > 1) {\n
val.iconName = byLigature(val.prefix, node.innerText);\n  } else if (val.prefix && innerText.length === 1) {\n
val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n  }\n\n  return val;\n};\n\n\nvar
parseTransformString = function parseTransformString(transformString) {\n  var transform = {\n    size: 16,\n    x:
0,\n    y: 0,\n    flipX: false,\n    flipY: false,\n    rotate: 0\n  };\n\n  if (!transformString) {\n    return transform;\n  }
else {\n    return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n      var parts =
n.toLowerCase().split('-');\n      var first = parts[0];\n      var rest = parts.slice(1).join('-');\n\n      if (first && rest === 'h') {\n        acc.flipX = true;\n        return acc;\n      }\n\n      if (first && rest === 'v') {\n
acc.flipY = true;\n        return acc;\n      }\n\n      rest = parseFloat(rest);\n\n      if (isNaN(rest)) {\n        return acc;\n
}\n\n      switch (first) {\n        case 'grow':\n          acc.size = acc.size + rest;\n          break;\n        case 'shrink':\n
acc.size = acc.size - rest;\n          break;\n        case 'left':\n          acc.x = acc.x - rest;\n          break;\n        case
'right':\n          acc.x = acc.x + rest;\n          break;\n        case 'up':\n          acc.y = acc.y - rest;\n          break;\n
        case 'down':\n          acc.y = acc.y + rest;\n          break;\n        case 'rotate':\n          acc.rotate = acc.rotate + rest;\n
          break;\n      }\n\n      return acc;\n    }, transform);\n  }\n}\n\n\nvar transformParser = function (node) {\n  return
parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\n\nvar
symbolParser = function (node) {\n  var symbol = node.getAttribute('data-fa-symbol');\n\n  return symbol === null
? false : symbol === '' ? true : symbol;\n};\n\n\nvar attributesParser = function (node) {\n  var extraAttributes =
toArray(node.attributes).reduce(function (acc, attr) {\n    if (acc.name !== 'class' && acc.name !== 'style') {\n
acc[attr.name] = attr.value;\n    }\n\n    return acc;\n  }, {});\n\n  var title = node.getAttribute('title');\n\n  if
(config.autoA11y) {\n    if (title) {\n      extraAttributes['aria-labelledby'] = config.replacementClass + '-title-' +
nextUniqueId();\n    } else {\n      extraAttributes['aria-hidden'] = 'true';\n    }\n  }\n\n  return
extraAttributes;\n};\n\n\nvar maskParser = function (node) {\n  var mask = node.getAttribute('data-fa-mask');\n\n  if

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(!mask) {\n  return emptyCanonicalIcon();\n } else {\n  return getCanonicalIcon(mask.split(' ').map(function (i)
{\n  return i.trim();\n }));\n }\n};\n\nvar blankMeta
= {\n  iconName: null,\n  title: null,\n  prefix: null,\n  transform: meaninglessTransform,\n  symbol: false,\n  mask:
null,\n  extra: { classes: [], styles: {}, attributes: {} }\n};\n\nfunction parseMeta(node) {\n  var _classParser =
classParser(node),\n  iconName = _classParser.iconName,\n  prefix = _classParser.prefix,\n  extraClasses =
_classParser.rest;\n\n  var extraStyles = styleParser(node);\n  var transform = transformParser(node);\n  var symbol
= symbolParser(node);\n  var extraAttributes = attributesParser(node);\n  var mask = maskParser(node);\n\n  return
{\n  iconName: iconName,\n  title: node.getAttribute('title'),\n  prefix: prefix,\n  transform: transform,\n
symbol: symbol,\n  mask: mask,\n  extra: {\n  classes: extraClasses,\n  styles: extraStyles,\n  attributes:
extraAttributes\n  }\n };\n}\n\nfunction MissingIcon(error) {\n  this.name = 'MissingIcon';\n  this.message = error
|| 'Icon unavailable';\n  this.stack = new
Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor =
MissingIcon;\n\nvar FILL = { fill: 'currentColor' };\nvar ANIMATION_BASE = {\n  attributeType: 'XML',\n
repeatCount: 'indefinite',\n  dur: '2s'\n};\nvar RING = {\n  tag: 'path',\n  attributes: _extends({}, FILL, {\n  d:
'M156.5,447.71-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7C127.6,430.5,141.5,440,156.5,447.7z
M40.6,272H8.5 c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-
37,11.1-54.1l-29.5-12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-
41.5L69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-
46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-
20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-
32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6
c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-
11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z
M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-
29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-
29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-
61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-
11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5
C370.4,72.1,384.4,81.5,397,92.4z\n })\n};\n\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n
attributeName: 'opacity'\n});\n\nvar DOT = {\n  tag: 'circle',\n  attributes: _extends({}, FILL, {\n  cx: '256',\n  cy:
'364',\n  r: '28'\n })),\n  children: [{ tag: 'animate', attributes:
_extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate',
attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\n\nvar QUESTION = {\n  tag:
'path',\n  attributes: _extends({}, FILL, {\n  opacity: '1',\n  d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-
63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-
11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-
77.4,107.8C275.7,306.6,270.3,312,263.7,312z\n })),\n  children: [{ tag: 'animate', attributes: _extends({},
OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\n\nvar EXCLAMATION = {\n  tag: 'path',\n  attributes:
_extends({}, FILL, {\n  opacity: '0',\n  d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-
11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z\n })),\n  children: [{ tag: 'animate',
attributes: _extends({},
OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT,
QUESTION, EXCLAMATION] }\n};\n\nvar styles = namespace.styles;\n\nvar LAYERS_TEXT_CLASSNAME = 'fa-
layers-text';\n\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands|Free|Pro)/;\n\nvar
STYLE_TO_PREFIX = {\n  'Solid': 'fas',\n  'Regular': 'far',\n  'Light': 'fal',\n  'Brands': 'fab'\n};\n\nvar
FONT_WEIGHT_TO_PREFIX = {\n  '900': 'fas',\n  '400': 'far',\n  '300': 'fal'\n};\n\nfunction findIcon(iconName,
prefix) {\n  var val = {\n  found: false,\n  width: 512,\n  height: 512,\n  icon: missing\n };\n\n  if (iconName
&& prefix && styles[prefix] && styles[prefix][iconName]) {\n    var icon = styles[prefix][iconName];\n    var

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width = icon[0];\n  var height = icon[1];\n  var vectorData = icon.slice(4);\n\n  val = {\n    found: true,\n    width: width,\n    height: height,\n    icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n  };\n  } else if (iconName && prefix && !config.showMissingIcons) {\n    throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n  }\n\n  return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n  var iconName = nodeMeta.iconName,\n    title = nodeMeta.title,\n    prefix = nodeMeta.prefix,\n    transform = nodeMeta.transform,\n    symbol = nodeMeta.symbol,\n    mask = nodeMeta.mask,\n    extra = nodeMeta.extra;\n\n  return [node, makeInlineSvgAbstract({\n    icons: {\n      main: findIcon(iconName, prefix),\n      mask: findIcon(mask.iconName, mask.prefix)\n    },\n    prefix: prefix,\n    iconName: iconName,\n    transform: transform,\n    symbol: symbol,\n    mask: mask,\n    title: title,\n    extra: extra,\n    watchable: true\n  })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n  var title = nodeMeta.title,\n    transform = nodeMeta.transform,\n    extra = nodeMeta.extra;\n\n  var width = null;\n\n  var height = null;\n\n  if (IS_IE) {\n    var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n    var boundingClientRect = node.getBoundingClientRect();\n    width = boundingClientRect.width / computedFontSize;\n    height = boundingClientRect.height / computedFontSize;\n  }\n\n  if (config.autoA11y && !title) {\n    extra.attributes['aria-hidden'] = 'true';\n  }\n\n  return [node, makeLayersTextAbstract({\n    content: node.innerHTML,\n    width: width,\n    height: height,\n    transform: transform,\n    title: title,\n    extra: extra,\n    watchable: true\n  })];\n}\n\nfunction generateMutation(node) {\n  var nodeMeta = parseMeta(node);\n\n  if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n    return generateLayersText(node, nodeMeta);\n  } else {\n    return generateSvgReplacementMutation(node, nodeMeta);\n  }\n}\n\nfunction searchPseudoElements(root) {\n  if (!IS_DOM) return;\n\n  var end = perf.begin('searchPseudoElements');\n\n  disableObservation(function () {\n    toArray(root.querySelectorAll('*')).filter(function (n) {\n      return n.parentNode !== document.head && !~TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS.indexOf(n.tagName.toUpperCase()) && !n.getAttribute(DATA_FA_PSEUDO_ELEMENT) && (!n.parentNode || n.parentNode.tagName !== 'svg');\n    }).forEach(function (node) {\n      [':before', ':after'].forEach(function (pos) {\n        var children = toArray(node.children);\n        var alreadyProcessedPseudoElement = children.filter(function (c) {\n          return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n        })[0];\n\n        var styles = WINDOW.getComputedStyle(node, pos);\n        var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n        var fontWeight = styles.getPropertyValue('font-weight');\n\n        if (alreadyProcessedPseudoElement && !fontFamily) {\n          // If we've already processed it but the current computed style does not result in a font-family,\n          // that probably means that a class name that was previously present to make the icon has been\n          // removed. So we now should delete the icon.\n          node.removeChild(alreadyProcessedPseudoElement);\n        } else if (fontFamily) {\n          var content = styles.getPropertyValue('content');\n          var prefix = ~['Light', 'Regular', 'Solid', 'Brands'].indexOf(fontFamily[1]) ? STYLE_TO_PREFIX[fontFamily[1]] : FONT_WEIGHT_TO_PREFIX[fontWeight];\n          var iconName = byUnicode(prefix, toHex(content.length === 3 ? content.substr(1, 1) : content));\n          // Only convert the pseudo element in this :before/:after position into an icon if we haven't\n          // already done so with the same prefix and iconName\n          if (!alreadyProcessedPseudoElement || alreadyProcessedPseudoElement.getAttribute(DATA_PREFIX) !== prefix || alreadyProcessedPseudoElement.getAttribute(DATA_ICON) !== iconName) {\n            if (alreadyProcessedPseudoElement) {\n              // Delete the old one, since we're replacing it with a new one\n              node.removeChild(alreadyProcessedPseudoElement);\n            }\n\n            var extra = blankMeta.extra;\n            extra.attributes[DATA_FA_PSEUDO_ELEMENT] = pos;\n            var abstract = makeInlineSvgAbstract(_extends({}, blankMeta, {\n              icons: {\n                main: findIcon(iconName, prefix),\n                mask: emptyCanonicalIcon()\n              },\n              prefix: prefix,\n              iconName: iconName,\n              extra: extra,\n              watchable: true\n            }));\n\n            var element =

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transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left
{\\n bottom: 0;\\n left: 0;\\n right: auto;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n transform:
scale(0.25);\\n -webkit-transform-origin: bottom left;\\n transform-origin: bottom left; }\\n\\n.fa-layers-top-
right {\\n right: 0;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n transform: scale(0.25);\\n -webkit-
transform-origin: top right;\\n transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n left: 0;\\n right:
auto;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n transform: scale(0.25);\\n -webkit-transform-origin: top
left;\\n transform-origin: top left; }\\n\\n.fa-lg {\\n font-size: 1.33333em;\\n line-height: 0.75em;\\n vertical-
align: -.0667em; }\\n\\n.fa-xs {\\n font-size: .75em; }\\n\\n.fa-sm {\\n font-size: .875em; }\\n\\n.fa-1x {\\n font-
size: 1em; }\\n\\n.fa-2x {\\n font-size: 2em; }\\n\\n.fa-3x {\\n font-size: 3em; }\\n\\n.fa-4x {\\n font-size: 4em;
} \\n\\n.fa-5x {\\n
font-size: 5em; }\\n\\n.fa-6x {\\n font-size: 6em; }\\n\\n.fa-7x {\\n font-size: 7em; }\\n\\n.fa-8x {\\n font-size:
8em; }\\n\\n.fa-9x {\\n font-size: 9em; }\\n\\n.fa-10x {\\n font-size: 10em; }\\n\\n.fa-fw {\\n text-align: center;\\n
width: 1.25em; }\\n\\n.fa-ul {\\n list-style-type: none;\\n margin-left: 2.5em;\\n padding-left: 0; }\\n .fa-ul > li {\\n
position: relative; }\\n\\n.fa-li {\\n left: -2em;\\n position: absolute;\\n text-align: center;\\n width: 2em;\\n line-
height: inherit; }\\n\\n.fa-border {\\n border: solid 0.08em #eee;\\n border-radius: .1em;\\n padding: .2em .25em
.15em; }\\n\\n.fa-pull-left {\\n float: left; }\\n\\n.fa-pull-right {\\n float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-
left,\\n.far.fa-pull-left,\\n.fal.fa-pull-left,\\n.fab.fa-pull-left {\\n margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-
pull-right,\\n.far.fa-pull-right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n margin-left: .3em; }\\n\\n.fa-spin {\\n -
webkit-animation:
fa-spin 2s infinite linear;\\n animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n -webkit-animation: fa-
spin 1s infinite steps(8);\\n animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n 0%
{\\n -webkit-transform: rotate(0deg);\\n transform: rotate(0deg); }\\n 100% {\\n -webkit-transform:
rotate(360deg);\\n transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n 0% {\\n -webkit-transform:
rotate(0deg);\\n transform: rotate(0deg); }\\n 100% {\\n -webkit-transform: rotate(360deg);\\n
transform: rotate(360deg); } }\\n\\n.fa-rotate-90 {\\n -ms-filter:
\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\\";\\n -webkit-transform: rotate(90deg);\\n
transform: rotate(90deg); }\\n\\n.fa-rotate-180 {\\n -ms-filter:
\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\\";\\n -webkit-transform: rotate(180deg);\\n
transform:
rotate(180deg); }\\n\\n.fa-rotate-270 {\\n -ms-filter:
\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\\";\\n -webkit-transform: rotate(270deg);\\n
transform: rotate(270deg); }\\n\\n.fa-flip-horizontal {\\n -ms-filter:
\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\\";\\n -webkit-transform: scale(-1,
1);\\n transform: scale(-1, 1); }\\n\\n.fa-flip-vertical {\\n -ms-filter:
\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\\";\\n -webkit-transform: scale(1, -
1);\\n transform: scale(1, -1); }\\n\\n.fa-flip-horizontal.fa-flip-vertical {\\n -ms-filter:
\\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\\";\\n -webkit-transform: scale(-1, -
1);\\n transform: scale(-1, -1); }\\n\\n:root .fa-rotate-90,\\n:root .fa-rotate-180,\\n:root .fa-rotate-270,\\n:root .fa-
flip-horizontal,\\n:root .fa-flip-vertical {\\n -webkit-filter: none;\\n filter: none; }\\n\\n.fa-stack
{\\n display: inline-block;\\n height: 2em;\\n position: relative;\\n width: 2.5em; }\\n\\n.fa-stack-1x,\\n.fa-stack-2x
{\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fa-
stack-1x {\\n height: 1em;\\n width: 1.25em; }\\n\\n.svg-inline--fa.fa-stack-2x {\\n height: 2em;\\n width: 2.5em;
} \\n\\n.fa-inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -
1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-
only-focusable:focus {\\n clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n
width: auto; }\\n\\n";\\n\\nvar css = function () {\\n var dfp = DEFAULT_FAMILY_PREFIX;\\n var drc =
DEFAULT_REPLACEMENT_CLASS;\\n var fp = config.familyPrefix;\\n var rc = config.replacementClass;\\n var
s = baseStyles;\\n\\n if (fp !== dfp || rc !== drc) {\\n

```

```

var dPatt = new RegExp("\\\\.' + dfp + '\\\\-','g');\n var rPatt = new RegExp("\\\\.' + drc, 'g');\n\n s =
s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var
normalized = Object.keys(icons).reduce(function (acc, iconName) {\n var icon = icons[iconName];\n var
expanded = !!icon.icon;\n\n if (expanded) {\n acc[icon.iconName] = icon.icon;\n } else {\n acc[iconName]
= icon;\n }\n return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n
namespace.hooks.addPack(prefix, normalized);\n } else {\n namespace.styles[prefix] = _extends({},
namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n * Font Awesome 4 used the prefix of `fa` for all icons.
With the introduction\n * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n *
for `fas` so we'll easy the upgrade process for our users by automatically defining\n
* this as well.\n */\n if (prefix === 'fas') {\n define('fa', icons);\n }\n}\n\nvar Library = function () {\n
function Library() {\n classCallCheck(this, Library);\n\n this.definitions = {};\n }\n\n createClass(Library, [{\n
key: 'add',\n value: function add() {\n var _this = this;\n\n for (var _len = arguments.length, definitions =
Array(_len), _key = 0; _key < _len; _key++) {\n definitions[_key] = arguments[_key];\n }\n\n var
additions = definitions.reduce(this._pullDefinitions, {});\n\n Object.keys(additions).forEach(function (key) {\n
_this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n define(key,
additions[key]);\n build();\n });\n }\n }, {\n key: 'reset',\n value: function reset() {\n this.definitions
= {};\n }\n }, {\n key: '_pullDefinitions',\n value: function _pullDefinitions(additions, definition) {\n var
normalized = definition.prefix
&& definition.iconName && definition.icon ? { 0: definition } : definition;\n\n
Object.keys(normalized).map(function (key) {\n var _normalized$key = normalized[key],\n prefix =
_normalizedName.prefix,\n iconName = _normalized$key.iconName,\n icon =
_normalizedName.icon;\n\n if (!additions[prefix]) additions[prefix] = {};\n\n additions[prefix][iconName]
= icon;\n });\n\n return additions;\n }\n }]);\n return Library;\n});\n\nfunction prepIcon(icon) {\n var
width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n found: true,\n width:
width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n
};\n}\n\nfunction ensureCss() {\n if (config.autoAddCss && !_cssInserted) {\n insertCss(css());\n _cssInserted
= true;\n }\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract',
{\n get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n get: function get() {\n return
val.abstract.map(function (a) {\n return toHtml(a);\n });\n });\n\n Object.defineProperty(val, 'node',
{\n get: function get() {\n if (!IS_DOM) return;\n\n var container = DOCUMENT.createElement('div');\n
container.innerHTML = val.html;\n return container.children;\n }\n });\n\n return val;\n}\n\nfunction
findIconDefinition(params) {\n var _params$prefix = params.prefix,\n prefix = _params$prefix === undefined ?
'fa' : _params$prefix,\n iconName = params.iconName;\n\n if (!iconName) return;\n\n return
iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix,
iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n var params =
arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n\n var iconDefinition =
(maybeIconDefinition
|| {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n var mask =
params.mask;\n\n if (mask) {\n mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n }\n\n
return next(iconDefinition, _extends({}, params, { mask: mask }));\n }\n}\n\nvar library = new Library();\n\nvar
noAuto = function noAuto() {\n config.autoReplaceSvg = false;\n config.observeMutations = false;\n\n
disconnect();\n};\n\nvar _cssInserted = false;\n\nvar dom = {\n i2svg: function i2svg() {\n var params =
arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n if (IS_DOM) {\n
ensureCss();\n\n var _params$node = params.node,\n node = _params$node === undefined ? DOCUMENT
: _params$node,\n _params$callback = params.callback,\n callback = _params$callback === undefined ?
function () {} : _params$callback;\n\n if (config.searchPseudoElements) {\n
searchPseudoElements(node);\n

```



```

assembler(function (args) {
  Array.isArray(args) ? args.map(function (a) {
    children =
    children.concat(a.abstract);
  }) : children = children.concat(args.abstract);
  return [{
    tag:
    'span',
    attributes: {
      class: config.familyPrefix + '-layers'
    },
    children: children
  }];
}

var api =
{
  noAuto: noAuto,
  config: config,
  dom: dom,
  library: library,
  parse: parse,
  findIconDefinition:
  findIconDefinition,
  icon: icon,
  text: text,
  counter: counter,
  layer: layer,
  toHtml: toHtml
}

var autoReplace = function autoReplace() {
  var params = arguments.length > 0 && arguments[0] !== undefined ?
  arguments[0] : {};
  var _params$autoReplaceSv = params.autoReplaceSvgRoot;
  autoReplaceSvgRoot = _params$autoReplaceSv === undefined ? DOCUMENT :
  _params$autoReplaceSv;
  if (Object.keys(namespace.styles).length > 0 && IS_DOM &&
  config.autoReplaceSvg) api.dom.i2svg({
    node: autoReplaceSvgRoot
  });
  export {
    icon, noAuto, config,
    toHtml, layer, text, counter, library, dom, parse, findIconDefinition
  };
  "import FontAwesomeIcon from
  '@fortawesome/vue-fontawesome'
  export {
    library
  } from '@fortawesome/fontawesome-svg-core'
  export default
  FontAwesomeIcon
  /** Used as references for various `Number` constants. */
  var MAX_SAFE_INTEGER =
  9007199254740991;
  /** Used to detect unsigned integer values. */
  var reIsUint = /^(?:0|[1-9]\d*)$/;
  /** Checks if `value` is a valid array-like index. */
  * @private
  * @param {*} value The value to check.
  * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.
  * @returns {boolean}
  Returns `true` if `value` is a valid index, else `false`.
  */
  function
  isIndex(value, length) {
    var type = typeof value;
    length = length == null ? MAX_SAFE_INTEGER :
    length;
    return !!length &&
    (type == 'number' ||
    (type != 'symbol' && reIsUint.test(value))) &&
    (value > -1 && value % 1 == 0 && value < length);
  }
  module.exports = isIndex;
  "var baseSetToString =
  require('./_baseSetToString'),
  shortOut = require('./_shortOut');
  /** Sets the `toString` method of `func` to
  return `string`. */
  * @private
  * @param {Function} func The function to modify.
  * @param {Function}
  string The `toString` result.
  * @returns {Function} Returns `func`.
  */
  var setToString =
  shortOut(baseSetToString);
  module.exports = setToString;
  "
  "false -> Array#indexOf\ntrue ->
  Array#includes
  var toObject = require('./_to-object');
  var toLength = require('./_to-length');
  var toAbsoluteIndex = require('./_to-absolute-index');
  module.exports = function (IS_INCLUDES) {
    return function
    ($this, el, fromIndex) {
      var O = toObject($this);
      var length = toLength(O.length);
      var index = toAbsoluteIndex(fromIndex,
      length);
      var value;
      // Array#includes uses SameValueZero equality algorithm
      // eslint-disable-next-line
      // no-self-compare
      if (IS_INCLUDES && el !== el) while (length > index) {
        value = O[index++];
        // eslint-disable-next-line
        // no-self-compare
        if (value !== value) return true;
      }
      // Array#indexOf ignores holes,
      Array#includes - not
      } else for (;length > index; index++) if (IS_INCLUDES || index in O) {
        if (O[index]
        === el) return IS_INCLUDES || index || 0;
      } return !IS_INCLUDES && -1;
    };
  }
  "use
  strict";
  Object.defineProperty(exports, '__esModule', {
    value: true
  });
  var prefix = 'fas';
  var iconName = 'share-
  alt';
  var width = 448;
  var height = 512;
  var ligatures = [];
  var unicode = 'f1e0';
  var svgPathData = 'M352 320c-
  22.608 0-43.387 7.819-59.79 20.8951-102.486-64.054a96.551 96.551 0 0 0-41.6831102.486-64.054C308.613
  184.181 329.392 192 352 192c53.019 0 96-42.981 96-96S405.019 0 352 0s-96 42.981-96 96c0 7.158.79 14.13
  2.276 20.841L155.79 180.895C139.387 167.819 118.608 160 96 160c-53.019 0-96 42.981-96 96s42.981 96 96
  96c22.608 0 43.387-7.819 59.79-20.8951102.486 64.054A96.301 96.301 0 0 0 256 416c0 53.019 42.981 96 96
  96s96-42.981 96-96-42.981-96-96-96z';
  exports.definition = {
    prefix: prefix,
    iconName: iconName,
    icon:
    [
      width,
      height,
      ligatures,
      unicode,
      svgPathData
    ]
  };
  exports.faShareAlt =
  exports.definition;
  exports.prefix = prefix;
  exports.iconName = iconName;
  exports.width =
  width;
  exports.height = height;
  exports.ligatures = ligatures;
  exports.unicode = unicode;
  exports.svgPathData =
  svgPathData;
  /** Checks if a `cache` value for `key` exists. */
  * @private
  * @param {Object} cache The
  cache to query.
  * @param {string} key The key of the entry to check.
  * @returns {boolean} Returns `true` if an
  entry for `key` exists,
  else `false`.
  */
  function
  cacheHas(cache, key) {
    return cache.has(key);
  }
  module.exports =
  cacheHas;
  "var arrayReduce = require('./_arrayReduce'),
  baseEach = require('./_baseEach'),
  baseIteratee =

```

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require('./_baseIteratee'),\n  baseReduce = require('./_baseReduce'),\n  isArray = require('./isArray');\n\n/**\n *
Reduces `collection` to a value which is the accumulated result of running\n * each element in `collection` thru
`iteratee`, where each successive\n * invocation is supplied the return value of the previous. If `accumulator`\n * is
not given, the first element of `collection` is used as the initial\n * value. The iteratee is invoked with four
arguments:\n * (accumulator, value, index|key, collection).\n *\n * Many lodash methods are guarded to work as
iteratees for methods like\n * `_.reduce`, `_.reduceRight`, and `_.transform`.\n *\n * The guarded methods are:\n *
`assign`, `defaults`, `defaultsDeep`, `includes`, `merge`, `orderBy`,\n * and `sortBy`.\n
*\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection
The collection to iterate over.\n * @param {Function} [iteratee=_identity] The function invoked per iteration.\n *
@param {*} [accumulator] The initial value.\n * @returns {*} Returns the accumulated value.\n * @see
_.reduceRight\n
*\n * @example\n *\n * _.reduce([1, 2], function(sum, n) {\n *   return sum + n;\n * }, 0);\n * // => 3\n
*\n * _.reduce({ 'a': 1, 'b': 2, 'c': 1 }, function(result, value, key) {\n *   (result[value] || (result[value] =
[])).push(key);\n *   return result;\n * }, {});\n * // => { '1': ['a', 'c'], '2': ['b'] } (iteration order is not guaranteed)\n
*\n * function reduce(collection, iteratee, accumulator) {\n *   var func = isArray(collection) ? arrayReduce :
baseReduce,\n *       initAccum = arguments.length < 3;\n *   return func(collection, baseIteratee(iteratee, 4),
accumulator, initAccum, baseEach);\n * }\n\nmodule.exports = reduce;\n", "use strict";\nvar global
= require('./_global');\nvar has = require('./_has');\nvar cof = require('./_cof');\nvar inheritIfRequired =
require('./_inherit-if-required');\nvar toPrimitive = require('./_to-primitive');\nvar fails = require('./_fails');\nvar
gOPN = require('./_object-gopn').f;\nvar gOPD = require('./_object-gopd').f;\nvar dP = require('./_object-dp').f;\nvar
$trim = require('./_string-trim').trim;\nvar NUMBER = 'Number';\nvar $Number = global[NUMBER];\nvar Base =
$Number;\nvar proto = $Number.prototype;\n// Opera ~12 has broken Object#toString\nvar BROKEN_COF =
cof(require('./_object-create')(proto)) == NUMBER;\nvar TRIM = 'trim' in String.prototype;\n\n// 7.1.3
ToNumber(argument)\nvar toNumber = function (argument) {\n  var it = toPrimitive(argument, false);\n  if (typeof
it == 'string' && it.length > 2) {\n    it = TRIM ? it.trim() : $trim(it, 3);\n    var first = it.charCodeAt(0);\n    var third,
radix, maxCode;\n    if (first === 43 || first === 45) {\n      third = it.charCodeAt(2);\n      if (third === 88 || third === 120) return NaN; // Number('+0x1') should be NaN, old V8 fix\n    } else if (first ===
48) {\n      switch (it.charCodeAt(1)) {\n        case 66: case 98: radix = 2; maxCode = 49; break; // fast equal
/^0b[01]+$$/i\n        case 79: case 111: radix = 8; maxCode = 55; break; // fast equal /^0o[0-7]+$$/i\n        default:
return +it;\n      }\n      for (var digits = it.slice(2), i = 0, l = digits.length, code; i < l; i++) {\n        code =
digits.charCodeAt(i);\n        // parseInt parses a string to a first unavailable symbol\n        // but ToNumber should
return NaN if a string contains unavailable symbols\n        if (code < 48 || code > maxCode) return NaN;\n      }\n      return parseInt(digits, radix);\n    }\n  }\n  return +it;\n};\n\nif (!$Number('0o1') || !$Number('0b1') || !$Number('+0x1'))
{\n  $Number = function Number(value) {\n    var it = arguments.length < 1 ? 0 : value;\n    var that = this;\n    return that instanceof $Number\n      // check on 1..constructor(foo)
case\n      && (BROKEN_COF ? fails(function () { proto.valueOf.call(that); }) : cof(that) != NUMBER)\n      ?
inheritIfRequired(new Base(toNumber(it)), that, $Number) : toNumber(it);\n  };\n  for (var keys =
require('./_descriptors') ? gOPN(Base) : ({} // ES3;\n
'MAX_VALUE,MIN_VALUE,NaN,NEGATIVE_INFINITY,POSITIVE_INFINITY,' +\n  // ES6 (in case, if
modules with ES6 Number statics required before):\n
'EPSILON,isFinite,isInteger,isNaN,isSafeInteger,MAX_SAFE_INTEGER,' +\n
'MIN_SAFE_INTEGER,parseFloat,parseInt,isInteger"\n  ).split(','), j = 0, key; keys.length > j; j++) {\n    if
(has(Base, key = keys[j]) && !has($Number, key)) {\n      dP($Number, key, gOPD(Base, key));\n    }\n  }\n  $Number.prototype = proto;\n  proto.constructor = $Number;\n  require('./_redefine')(global, NUMBER,
$Number);\n}\n\n", "/* extracted by mini-css-extract-plugin */\nmodule.exports =
require('./forEach');\n", "module.exports = !require('./_descriptors') && !require('./_fails')(function
() {\n  return Object.defineProperty(require('./_dom-create')('div'), 'a', { get: function () { return 7; } });\n}).a !=
7;\n});\n", "var baseFlatten = require('./_baseFlatten'),\n  baseOrderBy = require('./_baseOrderBy'),\n  baseRest =
require('./_baseRest'),\n  isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Creates an array of elements, sorted

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```

in ascending order by the results of\n * running each element in a collection thru each iteratee. This method\n *
performs a stable sort, that is, it preserves the original sort order of\n * equal elements. The iteratees are invoked
with one argument: (value).\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n *
@param {Array|Object} collection The collection to iterate over.\n * @param {...(Function|Function[])}
[iteratees=_.identity]]\n * The iteratees to sort by.\n * @returns {Array} Returns the new sorted array.\n *
@example\n *\n * var users = [\n *   { 'user': 'fred', 'age': 48 },\n *   { 'user':
'barney', 'age': 36 },\n *   { 'user': 'fred', 'age': 40 },\n *   { 'user': 'barney', 'age': 34 }\n * ];\n *\n * _sortBy(users,
[function(o) { return o.user; }]);\n * // => objects for [['barney', 36], ['barney', 34], ['fred', 48], ['fred', 40]]\n *\n *
_.sortBy(users, ['user', 'age']);\n * // => objects for [['barney', 34], ['barney', 36], ['fred', 40], ['fred', 48]]\n *\n *
nvar
sortBy = baseRest(function(collection, iteratees) {\n  if (collection == null) {\n    return [];\n  }\n  var length =
iteratees.length;\n  if (length > 1 && isIterateeCall(collection, iteratees[0], iteratees[1])) {\n    iteratees = [];\n  } else
if (length > 2 && isIterateeCall(iteratees[0], iteratees[1], iteratees[2])) {\n    iteratees = [iteratees[0]];\n  }\n  return
baseOrderBy(collection, baseFlatten(iteratees, 1), []);\n});\n\nmodule.exports = sortBy;\n", "var getNative =
require('./_getNative'),\n  root = require('./_root');\n\n/* Built-in method references that are verified to be native.
*/\n\nvar Set
= getNative(root, 'Set');\n\nmodule.exports = Set;\n", "var g;\n\n// This works in non-strict mode\n\n = (function()
{\n  return this;\n})();\n\ntry {\n  // This works if eval is allowed (see CSP)\n  tg = g || Function("return this")() || (1,
eval)("this");\n} catch (e) {\n  // This works if the window reference is available\n  tif (typeof window ===
"object") g = window;\n}\n\n// g can still be undefined, but nothing to do about it...\n\n// We return undefined,
instead of nothing here, so it's\n\n easier to handle this case. if(!global) { ... }\n\nmodule.exports = g;\n", "var id =
0;\n\nvar px = Math.random();\n\nmodule.exports = function (key) {\n  return 'Symbol'.concat(key === undefined ? " :
key, '_-', (++id + px).toString(36));\n};\n", "use strict";\n\nvar addToUnscopables = require('./_add-to-
unscopables');\n\nvar step = require('./_iter-step');\n\nvar Iterators = require('./_iterators');\n\nvar toIObject =
require('./_to-iobject');\n\n// 22.1.3.4 Array.prototype.entries()\n\n// 22.1.3.13 Array.prototype.keys()\n\n//
22.1.3.29 Array.prototype.values()\n\n// 22.1.3.30 Array.prototype[ @@iterator]()\n\nmodule.exports = require('./_iter-
define')(Array, 'Array', function (iterated, kind) {\n  this._t = toIObject(iterated); // target\n  this._i = 0; //
next index\n  this._k = kind; // kind\n\n// 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n  var
O = this._t;\n  var kind = this._k;\n  var index = this._i++;\n  if (!O || index >= O.length) {\n    this._t = undefined;\n
return step(1);\n  }\n  if (kind == 'keys') return step(0, index);\n  if (kind == 'values') return step(0, O[index]);\n
return step(0, [index, O[index]]);\n}, 'values');\n\n// argumentsList[ @@iterator] is %ArrayProto_values% (9.4.4.6,
9.4.4.7)\n\nIterators.Arguments =
Iterators.Array;\n\nnaddToUnscopables('keys');\n\naddToUnscopables('values');\n\naddToUnscopables('entries');\n", "var
isSymbol = require('./isSymbol');\n\n\n**\n * Compares values to sort them in ascending order.\n
*\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n
*\n * @returns {number} Returns the sort order indicator for `value`.\n *\n\nfunction compareAscending(value, other)
{\n  if (value !== other) {\n    var valIsDefined = value !== undefined,\n        valIsNull = value === null,\n
valIsReflexive = value === value,\n        valIsSymbol = isSymbol(value);\n\n    var othIsDefined = other !==
undefined,\n        othIsNull = other === null,\n        othIsReflexive = other === other,\n        othIsSymbol =
isSymbol(other);\n\n    if ((!othIsNull && !othIsSymbol && !valIsSymbol && value > other) ||\n        (valIsSymbol
&& othIsDefined && othIsReflexive && !othIsNull && !othIsSymbol) ||\n        (valIsNull && othIsDefined &&
othIsReflexive) ||\n        (!valIsDefined && othIsReflexive) ||\n        !valIsReflexive) {\n      return 1;\n    }\n  }
if ((!valIsNull && !valIsSymbol && !othIsSymbol && value < other) ||\n        (othIsSymbol
&& valIsDefined && valIsReflexive && !valIsNull && !valIsSymbol) ||\n        (othIsNull && valIsDefined &&
valIsReflexive) ||\n        (!othIsDefined && valIsReflexive) ||\n        !othIsReflexive) {\n      return -1;\n    }\n  }\n
return 0;\n}\n\nmodule.exports = compareAscending;\n", "var eq = require('./eq');\n\n\n**\n * Gets the index at which
the `key` is found in `array` of key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n
*\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `
-1`.\n *\n\nfunction assocIndexOf(array, key) {\n  var length = array.length;\n  while (length--) {\n    if

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(eq(array[length][0], key)) {\n  return length;\n  }\n }\n return -1;\n}\n\nmodule.exports =
assocIndexOf;\n", "/*!\n * Font Awesome Free 5.0.13 by @fontawesome - https://fontawesome.com\n * License -
https://fontawesome.com/license (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\nvar noop =
function
noop() {};\n\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 = null;\nvar
_PERFORMANCE = { mark: noop, measure: noop };\n\ntry {\n  if (typeof window !== 'undefined') _WINDOW =
window;\n  if (typeof document !== 'undefined') _DOCUMENT = document;\n  if (typeof MutationObserver !==
'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n  if (typeof performance !== 'undefined')
_PERFORMANCE = performance;\n} catch (e) {};\n\nvar _ref = _WINDOW.navigator || {};\nvar _ref$userAgent =
_ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? " : _ref$userAgent;\n\nvar WINDOW =
_WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar MUTATION_OBSERVER =
_MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\nvar IS_BROWSER =
!!WINDOW.document;\nvar IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof
DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\n\nvar IS_IE
= ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\nvar
NAMESPACE_IDENTIFIER = '__FONT_AWESOME__';\nvar UNITS_IN_GRID = 16;\nvar
DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\nvar
DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\nvar
HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\n\nvar PRODUCTION = function () {\n  try {\n
return process.env.NODE_ENV === 'production';\n  } catch (e) {\n  return false;\n  }\n}();\n\nvar oneToTen = [1,
2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar
ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-
mask'];\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse',
'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers',
'layers-text', 'layers-counter'].concat(oneToTen.map(function
(n) {\n  return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n  return 'w-' + n;\n}));\n\nvar classCallCheck =
function (instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n  throw new TypeError("Cannot call
a class as a function");\n  }\n};\n\nvar createClass = function () {\n  function defineProperties(target, props) {\n
for (var i = 0; i < props.length; i++) {\n  var descriptor = props[i];\n  descriptor.enumerable =
descriptor.enumerable || false;\n  descriptor.configurable = true;\n  if (!"value" in descriptor)
descriptor.writable = true;\n  Object.defineProperty(target, descriptor.key, descriptor);\n  }\n}\n\nreturn
function (Constructor, protoProps, staticProps) {\n  if (protoProps) defineProperties(Constructor.prototype,
protoProps);\n  if (staticProps) defineProperties(Constructor, staticProps);\n  return Constructor;\n
};\n}();\n\nvar _extends = Object.assign || function (target) {\n  for (var i = 1;
i < arguments.length; i++) {\n  var source = arguments[i];\n  for (var key in source) {\n  if
(Object.prototype.hasOwnProperty.call(source, key)) {\n  target[key] = source[key];\n  }\n  }\n}\n\nreturn
target;\n};\n\nvar toConsumableArray = function (arr) {\n  if (Array.isArray(arr)) {\n  for (var i = 0, arr2 =
Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n  return arr2;\n  } else {\n  return Array.from(arr);\n
}\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\nvar initialKeys = Object.keys(initial);\n\nvar _default
= _extends({\n  familyPrefix: DEFAULT_FAMILY_PREFIX,\n  replacementClass:
DEFAULT_REPLACEMENT_CLASS,\n  autoReplaceSvg: true,\n  autoAddCss: true,\n  autoA11y: true,\n
searchPseudoElements: false,\n  observeMutations: true,\n  keepOriginalSource: true,\n  measurePerformance:
false,\n  showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations =
false;\n\nvar config$1 = _extends({},
_default);\n\nWINDOW.FontAwesomeConfig = config$1;\n\nfunction update(newConfig) {\n  var params =
arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n  var _params$asNewDefault =
params.asNewDefault,\n  asNewDefault = _params$asNewDefault === undefined ? false :
_params$asNewDefault;\n\n  var validKeys = Object.keys(config$1);\n  var ok = asNewDefault ? function (k) {\n

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return ~validKeys.indexOf(k) && !~initialKeys.indexOf(k);\n } : function (k) {\n  return
~validKeys.indexOf(k);\n };\n\n Object.keys(newConfig).forEach(function (configKey) {\n  if (ok(configKey))
config$1[configKey] = newConfig[configKey];\n });\n\n\nfunction auto(value) {\n  update({\n    autoReplaceSvg:
value,\n    observeMutations: value\n });\n}\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER])
w[NAMESPACE_IDENTIFIER] = {};\n\nif (!w[NAMESPACE_IDENTIFIER].styles)
w[NAMESPACE_IDENTIFIER].styles = {};\n\nif (!w[NAMESPACE_IDENTIFIER].hooks)
w[NAMESPACE_IDENTIFIER].hooks = {};\n\nif
(!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace =
w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\n\nvar listener = function listener() {\n
DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n  loaded = 1;\n  functions.map(function (fn)
{\n    return fn();\n  });\n}\n\nvar loaded = false;\n\nif (IS_DOM) {\n  loaded =
(DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n  if
(!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n
if (!IS_DOM) return;\n  loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar
meaninglessTransform = {\n  size: 16,\n  x: 0,\n  y: 0,\n  rotate: 0,\n  flipX: false,\n  flipY: false\n};\n\n\nfunction
isReserved(name) {\n  return ~RESERVED_CLASSES.indexOf(name);\n}\n\n\nfunction bunker(fn) {\n  try {\n
fn();\n  } catch (e) {\n    if (!PRODUCTION) {\n      throw e;\n    }\n  }\n}\n\n\nfunction
insertCss(css) {\n  if (!css || !IS_DOM) {\n    return;\n  }\n\n  var style = DOCUMENT.createElement('style');\n
style.setAttribute('type', 'text/css');\n  style.innerHTML = css;\n\n  var headChildren =
DOCUMENT.head.childNodes;\n  var beforeChild = null;\n\n  for (var i = headChildren.length - 1; i > -1; i--) {\n
var child = headChildren[i];\n  var tagName = (child.tagName || '').toUpperCase();\n  if (['STYLE',
'LINK'].indexOf(tagName) > -1) {\n    beforeChild = child;\n  }\n}\n\n  DOCUMENT.head.insertBefore(style,
beforeChild);\n\n  return css;\n}\n\nvar _uniqueId = 0;\n\nfunction nextUniqueId() {\n  _uniqueId++;\n  return
_uniqueId;\n}\n\nfunction toArray(obj) {\n  var array = [];\n\n  for (var i = (obj || []).length >>> 0; i--;) {\n
array[i] =
obj[i];\n  }\n\n  return array;\n}\n\nfunction classArray(node) {\n  if (node.classList) {\n    return
toArray(node.classList);\n  } else {\n    return (node.getAttribute('class') || '').split(' ').filter(function (i)
{\n    return i;\n  });\n}\n}\n\nfunction getIconName(familyPrefix, cls) {\n  var parts = cls.split('-');\n  var prefix
= parts[0];\n  var iconName = parts.slice(1).join('-');\n\n  if (prefix === familyPrefix && iconName !== '' &&
!isReserved(iconName)) {\n    return iconName;\n  } else {\n    return null;\n  }\n}\n\nfunction htmlEscape(str) {\n
return (" + str).replace(/&/g, '&amp;').replace(/"/g, '&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g,
'&gt;');\n}\n\nfunction joinAttributes(attributes) {\n  return Object.keys(attributes || {}).reduce(function (acc,
attributeName) {\n    return acc + (attributeName + '=' + htmlEscape(attributes[attributeName]) + '"');\n  },
'').trim();\n}\n\nfunction joinStyles(styles) {\n  return Object.keys(styles || {}).reduce(function (acc, styleName) {\n
return acc + (styleName + ':' + styles[styleName] + ';');\n  }, '');\n}\n\nfunction transformIsMeaningful(transform)
{\n  return transform.size !== meaninglessTransform.size
|| transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y || transform.rotate !==
meaninglessTransform.rotate || transform.flipX || transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n  var
transform = _ref.transform,\n  containerWidth = _ref.containerWidth,\n  iconWidth = _ref.iconWidth;\n\n  var
outer = {\n    transform: 'translate(' + containerWidth / 2 + ' 256)"\n  };\n  var innerTranslate = 'translate(' +
transform.x * 32 + ', ' + transform.y * 32 + ')';\n  var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ?
-1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ')';\n  var innerRotate = 'rotate(' + transform.rotate +
' 0 0)';\n  var inner = {\n    transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n  };\n  var path = {\n
transform: 'translate(' + iconWidth / 2 * -1 + ' -256)"\n  };\n  return {\n    outer: outer,\n    inner: inner,\n    path:
path\n  };\n}\n\nfunction transformForCss(_ref2)
{\n  var transform = _ref2.transform,\n  _ref2$width = _ref2.width,\n  width = _ref2$width === undefined ?
UNITS_IN_GRID : _ref2$width,\n  _ref2$height = _ref2.height,\n  height = _ref2$height === undefined ?
UNITS_IN_GRID : _ref2$height,\n  _ref2$startCentered = _ref2.startCentered,\n  startCentered =
_ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n  var val = ";\n\n  if (startCentered && IS_IE)

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{\n  val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em)';\n } else if
(startCentered) {\n  val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d + 'em))
';\n } else {\n  val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em)';\n }\n\n val += 'scale(' +
transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) + ')';\n val +=
'rotate(' + transform.rotate + 'deg)';\n\n return val;\n}\n\nvar
ALL_SPACE = {\n x: 0,\n y: 0,\n width: '100%',\n height: '100%\n'};\n\nvar makeIconMasking = function (_ref)
{\n var children = _ref.children,\n  attributes = _ref.attributes,\n  main = _ref.main,\n  mask = _ref.mask,\n
transform = _ref.transform;\n var mainWidth = main.width,\n  mainPath = main.icon;\n var maskWidth =
mask.width,\n  maskPath = mask.icon;\n\n\n var trans = transformForSvg({ transform: transform,
containerWidth: maskWidth, iconWidth: mainWidth });\n\n var maskRect = {\n tag: 'rect',\n attributes:
_extends({}, ALL_SPACE, {\n fill: 'white'\n })\n };;\n var maskInnerGroup = {\n tag: 'g',\n attributes:
_extends({}, trans.inner),\n children: [{ tag: 'path', attributes: _extends({}, mainPath.attributes, trans.path, { fill:
'black' }) }]\n };;\n var maskOuterGroup = {\n tag: 'g',\n attributes: _extends({}, trans.outer),\n children:
[maskInnerGroup]\n };;\n var maskId = 'mask-' + nextUniqueId();\n var
clipId = 'clip-' + nextUniqueId();\n var maskTag = {\n tag: 'mask',\n attributes: _extends({}, ALL_SPACE, {\n
id: maskId,\n maskUnits: 'userSpaceOnUse',\n maskContentUnits: 'userSpaceOnUse'\n })),\n children:
[maskRect, maskOuterGroup]\n };;\n var defs = {\n tag: 'defs',\n children: [{ tag: 'clipPath', attributes: { id:
clipId }, children: [maskPath] }, maskTag]\n };;\n\n children.push(defs, { tag: 'rect', attributes: _extends({ fill:
'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')', ALL_SPACE) });;\n\n return {\n
children: children,\n attributes: attributes\n };;\n}\n\nvar makeIconStandard = function (_ref) {\n var children =
_ref.children,\n  attributes = _ref.attributes,\n  main = _ref.main,\n  transform = _ref.transform,\n  styles =
_ref.styles;\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n attributes['style'] =
styleString;\n }\n\n if (transformIsMeaningful(transform))
{\n var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width
});\n children.push({\n tag: 'g',\n attributes: _extends({}, trans.outer),\n children: [{\n tag: 'g',\n
attributes: _extends({}, trans.inner),\n children: [{\n tag: main.icon.tag,\n children:
main.icon.children,\n attributes: _extends({}, main.icon.attributes, trans.path)\n }]\n }]\n });;\n } else
{\n children.push(main.icon);\n }\n\n return {\n children: children,\n attributes: attributes\n };;\n}\n\nvar
asIcon = function (_ref) {\n var children = _ref.children,\n  main = _ref.main,\n  mask = _ref.mask,\n
attributes = _ref.attributes,\n  styles = _ref.styles,\n  transform = _ref.transform;\n\n if
(transformIsMeaningful(transform) && main.found && !mask.found) {\n var width = main.width,\n  height =
main.height;\n\n var offset = {\n
x: width / height / 2,\n y: 0.5\n };;\n attributes['style'] = joinStyles(_extends({}, styles, {\n 'transform-
origin': offset.x + transform.x / 16 + 'em' + (offset.y + transform.y / 16) + 'em'\n }));;\n\n return [{\n tag:
'svg',\n attributes: attributes,\n children: children\n }];;\n}\n\nvar asSymbol = function (_ref) {\n var prefix =
_ref.prefix,\n  iconName = _ref.iconName,\n  children = _ref.children,\n  attributes = _ref.attributes,\n
symbol = _ref.symbol;\n\n var id = symbol === true ? prefix + '-' + config$1.familyPrefix + '-' + iconName :
symbol;\n\n return [{\n tag: 'svg',\n attributes: {\n style: 'display: none;\n },\n children: [{\n tag:
'symbol',\n attributes: _extends({}, attributes, { id: id }),\n children: children\n }]\n }];;\n}\n\nfunction
makeInlineSvgAbstract(params) {\n var _params$icons = params.icons,\n  main = _params$icons.main,\n
mask = _params$icons.mask,\n
prefix = params.prefix,\n  iconName = params.iconName,\n  transform = params.transform,\n  symbol =
params.symbol,\n  title = params.title,\n  extra = params.extra,\n  _params$watchable = params.watchable,\n
watchable = _params$watchable === undefined ? false : _params$watchable;\n\n var _ref = mask.found ? mask :
main,\n  width = _ref.width,\n  height = _ref.height;\n\n var widthClass = 'fa-w-' + Math.ceil(width / height *
16);\n var attrClass = [config$1.replacementClass, iconName ? config$1.familyPrefix + '-' + iconName : '',
widthClass].concat(extra.classes).join(' ');\n\n var content = {\n children: [],\n attributes: _extends({},
extra.attributes, {\n 'data-prefix': prefix,\n 'data-icon': iconName,\n 'class': attrClass,\n 'role': 'img',\n

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'xmlns': 'http://www.w3.org/2000/svg',\n   'viewBox': '0 0 ' + width + ' ' + height\n   })\n   });\n\n   if (watchable) {\n     content.attributes[DATA_FA_I2SVG] = ";\n\n     }\n\n     if (title) content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' +\n     nextUniqueId() }, children: [title] });\n\n     var args = _extends({}, content, {\n       prefix: prefix,\n       iconName:\n       iconName,\n       main: main,\n       mask: mask,\n       transform: transform,\n       symbol: symbol,\n       styles: extra.styles\n     });\n\n     var _ref2 = mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n     children\n     = _ref2.children,\n     attributes = _ref2.attributes;\n\n     args.children = children;\n     args.attributes = attributes;\n\n     if\n     (symbol) {\n       return asSymbol(args);\n     } else {\n       return asIcon(args);\n     }\n   }\n\n   function\n   makeLayersTextAbstract(params) {\n     var content = params.content,\n         width = params.width,\n         height =\n         params.height,\n         transform = params.transform,\n         title = params.title,\n         extra = params.extra,\n         _params$watchable2 = params.watchable,\n         watchable = _params$watchable2\n         === undefined ? false : _params$watchable2;\n\n     var attributes = _extends({}, extra.attributes, title ? { 'title': title\n     } : {}, {\n       'class': extra.classes.join(' ')\n     });\n\n     if (watchable) {\n       attributes[DATA_FA_I2SVG] = ";\n     }\n\n     var styles = _extends({}, extra.styles);\n\n     if (transformIsMeaningful(transform)) {\n       styles['transform'] =\n       transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n       styles['-webkit-\n       transform'] = styles['transform'];\n     }\n\n     var styleString = joinStyles(styles);\n\n     if (styleString.length > 0) {\n       attributes['style'] = styleString;\n     }\n\n     var val = [];\n\n     val.push({\n       tag: 'span',\n       attributes: attributes,\n       children: [content]\n     });\n\n     if (title) {\n       val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n     }\n\n     return val;\n   }\n\n   var noop$2 = function noop() {};\n   var p = config$1.measurePerformance &&\n   PERFORMANCE && PERFORMANCE.mark &&\n   PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\n   var preamble = 'FA\n   \\5.0.13\\';\n   var begin = function begin(name) {\n     p.mark(preamble + ' ' + name + ' begins');\n     return function ()\n     {\n       return end(name);\n     };;\n   }\n   var end = function end(name) {\n     p.mark(preamble + ' ' + name + ' ends');\n     p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n   };;\n   var perf =\n   { begin: begin, end: end };\n   'use strict';\n   /**\n    * Internal helper to bind a function known to have 4 arguments\n    * to a given context.\n    */\n   var bindInternal4 = function bindInternal4 (func, thisContext) {\n     return function (a, b, c,\n     d) {\n       return func.call(thisContext, a, b, c, d);\n     };;\n   }\n   'use strict';\n   /**\n    * # Reduce\n    * * A fast object\n    * `reduce()` implementation.\n    * * @param {Object} subject The object to reduce over.\n    * * @param\n    {Function} fn The reducer function.\n    * * @param {mixed} initialValue\n    The initial value for the reducer, defaults to subject[0].\n    * * @param {Object} thisContext The context for the\n    reducer.\n    * * @return {mixed} The final result.\n    */\n   var reduce = function fastReduceObject (subject, fn,\n   initialValue, thisContext) {\n     var keys = Object.keys(subject),\n         length = keys.length,\n         iterator = thisContext\n         !== undefined ? bindInternal4(fn, thisContext) : fn,\n         i, key, result;\n\n     if (initialValue === undefined) {\n       i =\n       1;\n       result = subject[keys[0]];\n     } else {\n       i = 0;\n       result = initialValue;\n     }\n\n     for (; i < length; i++) {\n       key = keys[i];\n       result = iterator(result, subject[key], key, subject);\n     }\n\n     return result;\n   };;\n   var styles$2 =\n   namespace.styles;\n   var shims = namespace.shims;\n\n   var _byUnicode = {};\n   var _byLigature = {};\n   var\n   _byOldName = {};\n   var build = function build() {\n     var lookup = function lookup(reducer) {\n       return\n       reduce(styles$2, function (o, style, prefix) {\n         o[prefix] = reduce(style, reducer, {});\n         return o;\n       }, {});\n     }\n\n     _byUnicode = lookup(function (acc,\n     icon, iconName) {\n       acc[icon[3]] = iconName;\n       return acc;\n     });\n\n     _byLigature = lookup(function (acc,\n     icon, iconName) {\n       var ligatures = icon[2];\n       acc[iconName] = iconName;\n       ligatures.forEach(function\n       (ligature) {\n         acc[ligature] = iconName;\n       });\n       return acc;\n     });\n\n     var hasRegular = 'far' in styles$2;\n\n     _byOldName = reduce(shims, function (acc, shim) {\n       var oldName = shim[0];\n       var prefix = shim[1];\n       var\n       iconName = shim[2];\n       if (prefix === 'far' && !hasRegular) {\n         prefix = 'fas';\n       }\n       acc[oldName] = {\n         prefix: prefix, iconName: iconName\n       };;\n       return acc;\n     }, {});\n\n     build();\n\n     function byUnicode(prefix,\n     unicode) {\n       return _byUnicode[prefix][unicode];\n     }\n\n     function byLigature(prefix, ligature) {\n       return\n       _byLigature[prefix][ligature];\n     }\n\n     function byOldName(name) {\n       return

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==== 'attributes' && mutationRecord.target.parentNode && config$.searchPseudoElements) {\n
pseudoElementsCallback(mutationRecord.target.parentNode);\n } \n\n if (mutationRecord.type === 'attributes'
&& isWatched(mutationRecord.target) &&
~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n    if
(mutationRecord.attributeName === 'class') {\n        var _getCanonicalIcon =
getCanonicalIcon(classArray(mutationRecord.target)),\n        prefix = _getCanonicalIcon.prefix,\n        iconName = _getCanonicalIcon.iconName;\n        if (prefix) mutationRecord.target.setAttribute('data-prefix',
prefix);\n        if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n    } else {\n
nodeCallback(mutationRecord.target);\n    } \n\n }};\n\n if (!IS_DOM) return;\n\n mo.observe(DOCUMENT.getElementsByTagName('body')[0], {\n    childList: true, attributes: true, characterData:
true,
subtree: true\n });\n\n\nfunction disconnect() {\n    if (!mo) return;\n\n    mo.disconnect();\n}\n\n\nvar styleParser =
function (node) {\n    var style = node.getAttribute('style');\n\n    var val = [];\n\n    if (style) {\n        val =
style.split(';').reduce(function (acc, style) {\n            var styles = style.split(':');\n            var prop = styles[0];\n            var value
= styles.slice(1);\n\n            if (prop && value.length > 0) {\n                acc[prop] = value.join(':').trim();\n            }\n\n            return
acc;\n        }, {});\n    }\n\n    return val;\n};\n\n\nfunction toHex(unicode) {\n    var result = '';\n\n    for (var i = 0; i <
unicode.length; i++) {\n        var hex = unicode.charCodeAt(i).toString(16);\n        result += ('000' + hex).slice(-4);\n    }\n\n    return result;\n}\n\n\nvar classParser = function (node) {\n    var existingPrefix = node.getAttribute('data-
prefix');\n    var existingIconName = node.getAttribute('data-icon');\n    var innerText = node.innerText !== undefined
? node.innerText.trim() : '';\n    var val = getCanonicalIcon(classArray(node));\n\n    if (existingPrefix && existingIconName) {\n        val.prefix = existingPrefix;\n        val.iconName =
existingIconName;\n    }\n\n    if (val.prefix && innerText.length > 1) {\n        val.iconName = byLigature(val.prefix,
node.innerText);\n    } else if (val.prefix && innerText.length === 1) {\n        val.iconName = byUnicode(val.prefix,
toHex(node.innerText));\n    }\n\n    return val;\n};\n\n\nvar parseTransformString = function
parseTransformString(transformString) {\n    var transform = {\n        size: 16,\n        x: 0,\n        y: 0,\n        flipX: false,\n
flipY: false,\n        rotate: 0\n    };\n\n    if (!transformString) {\n        return transform;\n    } else {\n        return
transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n            var parts = n.toLowerCase().split('-');\n            var first = parts[0];\n            var rest = parts.slice(1).join('-');\n\n            if (first && rest === 'h') {\n                acc.flipX = true;\n
                return acc;\n            }\n\n            if (first && rest === 'v')
{\n                acc.flipY = true;\n                return acc;\n            }\n\n            rest = parseFloat(rest);\n\n            if (isNaN(rest)) {\n
                return acc;\n            }\n\n            switch (first) {\n                case 'grow':\n                    acc.size = acc.size + rest;\n                    break;\n                case 'shrink':\n                    acc.size = acc.size - rest;\n                    break;\n                case 'left':\n                    acc.x = acc.x - rest;\n
                    break;\n                case 'right':\n                    acc.x = acc.x + rest;\n                    break;\n                case 'up':\n                    acc.y = acc.y - rest;\n                    break;\n                case 'down':\n                    acc.y = acc.y + rest;\n                    break;\n                case 'rotate':\n                    acc.rotate =
acc.rotate + rest;\n                    break;\n            }\n\n            return acc;\n        }, transform);\n    }\n\n\nvar transformParser =
function (node) {\n    return parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\n\nvar symbolParser =
function (node) {\n    var symbol = node.getAttribute('data-fa-symbol');\n\n    return symbol
=== null ? false : symbol === '' ? true : symbol;\n};\n\n\nvar attributesParser = function (node) {\n    var
extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n        if (acc.name !== 'class' && acc.name !==
'style') {\n            acc[attr.name] = attr.value;\n        }\n        return acc;\n    }, {});\n\n    var title = node.getAttribute('title');\n\n    if (config$.autoA11y) {\n        if (title) {\n            extraAttributes['aria-labelledby'] = config$.replacementClass + '-title-'
+ nextUniqueId();\n        } else {\n            extraAttributes['aria-hidden'] = 'true';\n        }\n    }\n\n    return
extraAttributes;\n};\n\n\nvar maskParser = function (node) {\n    var mask = node.getAttribute('data-fa-mask');\n\n    if
(!mask) {\n        return emptyCanonicalIcon();\n    } else {\n        return getCanonicalIcon(mask.split(' ').map(function (i)
{\n            return i.trim();\n        }));\n    }\n\n\nfunction parseMeta(node) {\n    var _classParser = classParser(node),\n        iconName = _classParser.iconName,\n        prefix = _classParser.prefix,\n
        extraClasses = _classParser.rest;\n\n    var extraStyles = styleParser(node);\n    var transform =
transformParser(node);\n    var symbol = symbolParser(node);\n    var extraAttributes = attributesParser(node);\n    var

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mask = maskParser(node);\n\n return {\n  iconName: iconName,\n  title: node.getAttribute('title'),\n  prefix:
prefix,\n  transform: transform,\n  symbol: symbol,\n  mask: mask,\n  extra: {\n    classes: extraClasses,\n
styles: extraStyles,\n    attributes: extraAttributes\n  } \n }; \n} \n\nfunction MissingIcon(error) {\n  this.name =
'MissingIcon';\n  this.message = error || 'Icon unavailable';\n  this.stack = new
Error().stack;\n} \n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor =
MissingIcon;\n\nvar FILL = { fill: 'currentColor' }; \nvar ANIMATION_BASE = {\n  attributeType: 'XML',\n
repeatCount: 'indefinite',\n  dur: '2s'\n}; \nvar RING = {\n  tag: 'path',\n  attributes: _extends({,
FILL, {\n    d: 'M156.5,447.71-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9122.7-
22.7C127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5
c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.11-29.5-
12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-
25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4111.9,29.8c20.7-9.9,39.8-22.6,56.9-
37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.41-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z
M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 122.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-
1.4,18.8-5.2,37-11.1,54.1129.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-
49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.11-
12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-
61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.11-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9
L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1112.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50
c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z
M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 129.8-11.9C470,128.5,457.3,109.4,442.3,92.3z
M397,92.4122.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.91-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z \n }} \n}; \nvar
OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n  attributeName: 'opacity'\n}); \nvar DOT = {\n
tag: 'circle',\n  attributes: _extends({}, FILL, {\n    cx: '256',\n    cy: '364',\n    r: '28'\n })), \n  children: [{ tag:
'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag:
'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) } ] \n}; \nvar QUESTION = {\n
tag: 'path',\n  attributes: _extends({}, FILL, {\n    opacity: '1',\n    d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-
71.77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7
c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-
44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z \n })), \n  children:
[ { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;1;' }) } ] \n}; \nvar
EXCLAMATION = {\n  tag: 'path',\n  attributes: _extends({}, FILL, {\n    opacity: '0',\n    d:
'M232.5,134.517,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.517-168c0.3-6.8-5.2-12.5-12-12.5h-23
C237.7,122,232.2,127.7,232.5,134.5z \n })), \n  children: [ { tag: 'animate', attributes: _extends({},
OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) } ] \n}; \n\nvar missing = { tag: 'g', children: [RING, DOT,
QUESTION, EXCLAMATION] }; \n\nvar styles = namespace.styles; \n\nvar LAYERS_TEXT_CLASSNAME = 'fa-
layers-text'; \nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands)/; \nvar
STYLE_TO_PREFIX = {\n  'Solid':
'fas',\n  'Regular': 'far',\n  'Light': 'fal',\n  'Brands': 'fab'\n}; \n\nfunction findIcon(iconName, prefix) {\n  var val = {\n
found: false,\n  width: 512,\n  height: 512,\n  icon: missing\n }; \n\n if (iconName && prefix && styles[prefix]
&& styles[prefix][iconName]) {\n    var icon = styles[prefix][iconName];\n    var width = icon[0];\n    var height =
icon[1];\n    var vectorData = icon.slice(4);\n\n    val = {\n      found: true,\n      width: width,\n      height: height,\n
      icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n    }; \n  } else if (iconName && prefix &&
!config$.showMissingIcons) {\n    throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name '
+ iconName);\n  } \n\n return val;\n} \n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n  var
iconName = nodeMeta.iconName,\n  title = nodeMeta.title,\n  prefix = nodeMeta.prefix,\n  transform =
nodeMeta.transform,\n  symbol = nodeMeta.symbol,\n

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    mask = nodeMeta.mask,\n    extra = nodeMeta.extra;\n\n\n    return [node, makeInlineSvgAbstract({\n    icons:
{\n    main: findIcon(iconName, prefix),\n    mask: findIcon(mask.iconName, mask.prefix)\n },\n    prefix:
prefix,\n    iconName: iconName,\n    transform: transform,\n    symbol: symbol,\n    mask: mask,\n    title: title,\n
extra: extra,\n    watchable: true\n });\n\n\nfunction generateLayersText(node, nodeMeta) {\n    var title =
nodeMeta.title,\n    transform = nodeMeta.transform,\n    extra = nodeMeta.extra;\n\n\n    var width = null;\n    var
height = null;\n\n    if (IS_IE) {\n    var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n    var
boundingClientRect = node.getBoundingClientRect();\n    width = boundingClientRect.width / computedFontSize;\n
    height = boundingClientRect.height / computedFontSize;\n    }\n\n    if (config$.autoAlign && !title) {\n
extra.attributes['aria-hidden'] = 'true';\n    }\n\n    return [node, makeLayersTextAbstract({\n
    content: node.innerHTML,\n    width: width,\n    height: height,\n    transform: transform,\n    title: title,\n
extra:
extra,\n    watchable: true\n });\n\n\nfunction generateMutation(node) {\n    var nodeMeta = parseMeta(node);\n\n
if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n    return generateLayersText(node,
nodeMeta);\n    } else {\n    return generateSvgReplacementMutation(node, nodeMeta);\n    }\n\n\nfunction
remove(node) {\n    if (typeof node.remove === 'function') {\n    node.remove();\n    } else if (node &&
node.parentNode) {\n    node.parentNode.removeChild(node);\n    }\n\n\nfunction searchPseudoElements(root) {\n
if (!IS_DOM) return;\n\n    var end = perf.begin('searchPseudoElements');\n\n    disableObservation(function () {\n
toArray(root.querySelectorAll('*')).forEach(function (node) {\n    ['before', 'after'].forEach(function (pos) {\n
var styles = WINDOW.getComputedStyle(node, pos);\n    var fontFamily = styles.getPropertyValue('font-
family').match(FONT_FAMILY_PATTERN);\n
\n    var children = toArray(node.children);\n    var pseudoElement = children.filter(function (c) {\n    return
c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n    })[0];\n\n    if (pseudoElement) {\n    if
(pseudoElement.nextSibling &&
pseudoElement.nextSibling.textContent.indexOf(DATA_FA_PSEUDO_ELEMENT) > -1) {\n
remove(pseudoElement.nextSibling);\n    }\n    remove(pseudoElement);\n    pseudoElement = null;\n
}\n\n    if (fontFamily && !pseudoElement) {\n    var content = styles.getPropertyValue('content');\n    var
i = DOCUMENT.createElement('i');\n    i.setAttribute('class', " + STYLE_TO_PREFIX[fontFamily[1]]);\n
i.setAttribute(DATA_FA_PSEUDO_ELEMENT, pos);\n    i.innerHTML = content.length === 3 ?
content.substr(1, 1) : content;\n    if (pos === 'before') {\n    node.insertBefore(i, node.firstChild);\n
    } else {\n    node.appendChild(i);\n    }\n    });\n    });\n\n\nend();\n\n\nfunction
onTree(root) {\n    var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n
if (!IS_DOM) return;\n\n    var htmlClassList = DOCUMENT.documentElement.classList;\n    var hclAdd = function
hclAdd(suffix) {\n    return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n    };\n    var
hclRemove = function hclRemove(suffix) {\n    return
htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n    };\n    var prefixes =
Object.keys(styles);\n    var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' +
DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n    return '.' + p + ':not([' + DATA_FA_I2SVG +
'])';\n    })).join(', ');\n\n    if (prefixesDomQuery.length === 0) {\n    return;\n    }\n\n    var candidates =
toArray(root.querySelectorAll(prefixesDomQuery));\n\n    if (candidates.length > 0) {\n    hclAdd('pending');\n
hclRemove('complete');\n    } else {\n    return;\n    }\n\n    var mark = perf.begin('onTree');\n\n    var mutations =
candidates.reduce(function (acc, node) {\n    try {\n    var mutation = generateMutation(node);\n\n    if (mutation)
{\n    acc.push(mutation);\n    }\n    } catch (e) {\n    if (!PRODUCTION) {\n    if (e instanceof MissingIcon)
{\n    console.error(e);\n    }\n    }\n\n    return acc;\n    }, []);\n\n    mark();\n\n    perform(mutations,
function () {\n    hclAdd('active');\n    hclAdd('complete');\n    hclRemove('pending');\n\n    if (typeof callback ===
'function') callback();\n    });\n\n\nfunction onNode(node) {\n    var callback = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : null;\n\n    var mutation = generateMutation(node);\n\n    if (mutation)
{\n    perform([mutation], callback);\n    }\n\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\n\n overflow:
visible; }\n\n\n.svg-inline--fa {\n\n display: inline-block;\n\n

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font-size: inherit;\n height: 1em;\n overflow: visible;\n vertical-align: -.125em; }\n .svg-inline--fa.fa-lg {\n
vertical-align: -.225em; }\n .svg-inline--fa.fa-w-1 {\n width: 0.0625em; }\n .svg-inline--fa.fa-w-2 {\n width:
0.125em; }\n .svg-inline--fa.fa-w-3 {\n width: 0.1875em; }\n .svg-inline--fa.fa-w-4 {\n width: 0.25em; }\n
.svg-inline--fa.fa-w-5 {\n width: 0.3125em; }\n .svg-inline--fa.fa-w-6 {\n width: 0.375em; }\n .svg-inline--
fa.fa-w-7 {\n width: 0.4375em; }\n .svg-inline--fa.fa-w-8 {\n width: 0.5em; }\n .svg-inline--fa.fa-w-9 {\n
width: 0.5625em; }\n .svg-inline--fa.fa-w-10 {\n width: 0.625em; }\n .svg-inline--fa.fa-w-11 {\n width:
0.6875em; }\n .svg-inline--fa.fa-w-12 {\n width: 0.75em; }\n .svg-inline--fa.fa-w-13 {\n width: 0.8125em;
}\n .svg-inline--fa.fa-w-14 {\n width: 0.875em; }\n .svg-inline--fa.fa-w-15 {\n width: 0.9375em; }\n .svg-
inline--fa.fa-w-16 {\n
width: 1em; }\n .svg-inline--fa.fa-w-17 {\n width: 1.0625em; }\n .svg-inline--fa.fa-w-18 {\n width:
1.125em; }\n .svg-inline--fa.fa-w-19 {\n width: 1.1875em; }\n .svg-inline--fa.fa-w-20 {\n width: 1.25em;
}\n .svg-inline--fa.fa-pull-left {\n margin-right: .3em;\n width: auto; }\n .svg-inline--fa.fa-pull-right {\n
margin-left: .3em;\n width: auto; }\n .svg-inline--fa.fa-border {\n height: 1.5em; }\n .svg-inline--fa.fa-li {\n
width: 2em; }\n .svg-inline--fa.fa-fw {\n width: 1.25em; }\n\n.nfa-layers svg.svg-inline--fa {\n bottom: 0;\n
left: 0;\n margin: auto;\n position: absolute;\n right: 0;\n top: 0; }\n\n.nfa-layers {\n display: inline-block;\n
height: 1em;\n position: relative;\n text-align: center;\n vertical-align: -.125em;\n width: 1em; }\n .fa-layers
svg.svg-inline--fa {\n -webkit-transform-origin: center center;\n transform-origin: center center; }\n\n.nfa-
layers-text, .fa-layers-counter
{\n display: inline-block;\n position: absolute;\n text-align: center; }\n\n.nfa-layers-text {\n left: 50%;\n top:
50%;\n -webkit-transform: translate(-50%, -50%);\n transform: translate(-50%, -50%);\n -webkit-
transform-origin: center center;\n transform-origin: center center; }\n\n.nfa-layers-counter {\n background-
color: #ff253a;\n border-radius: 1em;\n -webkit-box-sizing: border-box;\n box-sizing: border-box;\n color:
#fff;\n height: 1.5em;\n line-height: 1;\n max-width: 5em;\n min-width: 1.5em;\n overflow: hidden;\n
padding: .25em;\n right: 0;\n text-overflow: ellipsis;\n top: 0;\n -webkit-transform: scale(0.25);\n
transform: scale(0.25);\n -webkit-transform-origin: top right;\n transform-origin: top right; }\n\n.nfa-layers-
bottom-right {\n bottom: 0;\n right: 0;\n top: auto;\n -webkit-transform: scale(0.25);\n transform:
scale(0.25);\n -webkit-transform-origin: bottom right;\n transform-origin: bottom right; }\n\n.nfa-layers-bottom-left {\n bottom: 0;\n left: 0;\n
right: auto;\n top: auto;\n -webkit-transform: scale(0.25);\n transform: scale(0.25);\n -webkit-transform-
origin: bottom left;\n transform-origin: bottom left; }\n\n.nfa-layers-top-right {\n right: 0;\n top: 0;\n -
webkit-transform: scale(0.25);\n transform: scale(0.25);\n -webkit-transform-origin: top right;\n
transform-origin: top right; }\n\n.nfa-layers-top-left {\n left: 0;\n right: auto;\n top: 0;\n -webkit-transform:
scale(0.25);\n transform: scale(0.25);\n -webkit-transform-origin: top left;\n transform-origin: top left;
}\n\n.nfa-lg {\n font-size: 1.33333em;\n line-height: 0.75em;\n vertical-align: -.0667em; }\n\n.nfa-xs {\n font-
size: .75em; }\n\n.nfa-sm {\n font-size: .875em; }\n\n.nfa-1x {\n font-size: 1em; }\n\n.nfa-2x {\n font-size: 2em;
}\n\n.nfa-3x {\n font-size: 3em; }\n\n.nfa-4x {\n font-size: 4em; }\n\n.nfa-5x {\n font-size: 5em; }\n\n.nfa-6x
{\n font-size: 6em; }\n\n.nfa-7x {\n font-size: 7em; }\n\n.nfa-8x {\n font-size: 8em; }\n\n.nfa-9x {\n font-size:
9em; }\n\n.nfa-10x {\n font-size: 10em; }\n\n.nfa-fw {\n text-align: center;\n width: 1.25em; }\n\n.nfa-ul {\n
list-style-type: none;\n margin-left: 2.5em;\n padding-left: 0; }\n .fa-ul > li {\n position: relative; }\n\n.nfa-li
{\n left: -2em;\n position: absolute;\n text-align: center;\n width: 2em;\n line-height: inherit; }\n\n.nfa-border
{\n border: solid 0.08em #eee;\n border-radius: .1em;\n padding: .2em .25em .15em; }\n\n.nfa-pull-left {\n
float: left; }\n\n.nfa-pull-right {\n float: right; }\n\n.nfa.fa-pull-left, .nfa.fas.fa-pull-left, .nfa.far.fa-pull-left, .nfa.fal.fa-
pull-left, .nfa.fab.fa-pull-left {\n margin-right: .3em; }\n\n.nfa.fa-pull-right, .nfa.fas.fa-pull-right, .nfa.far.fa-pull-
right, .nfa.fal.fa-pull-right, .nfa.fab.fa-pull-right
{\n margin-left: .3em; }\n\n.nfa-spin {\n -webkit-animation: fa-spin 2s infinite linear;\n animation: fa-spin
2s infinite linear; }\n\n.nfa-pulse {\n -webkit-animation: fa-spin 1s infinite steps(8);\n animation: fa-spin 1s
infinite steps(8); }\n\n\n@-webkit-keyframes fa-spin {\n 0% {\n -webkit-transform: rotate(0deg);\n
transform: rotate(0deg); }\n 100% {\n -webkit-transform: rotate(360deg);\n transform: rotate(360deg); }

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}
@keyframes fa-spin {
  0% {
    -webkit-transform: rotate(0deg);
    transform: rotate(0deg);
  }
  100% {
    -webkit-transform: rotate(360deg);
    transform: rotate(360deg);
  }
}
.fa-rotate-90 {
  -ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=1)";
  -webkit-transform: rotate(90deg);
  transform: rotate(90deg);
}
.fa-rotate-180 {
  -ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=2)";
  -webkit-transform: rotate(180deg);
  transform: rotate(180deg);
}
.fa-rotate-270 {
  -ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=3)";
  -webkit-transform: rotate(270deg);
  transform: rotate(270deg);
}
.fa-flip-horizontal {
  -ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)";
  -webkit-transform: scale(-1, 1);
  transform: scale(-1, 1);
}
.fa-flip-vertical {
  -ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)";
  -webkit-transform: scale(1, -1);
  transform: scale(1, -1);
}
.fa-flip-horizontal.fa-flip-vertical {
  -ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)";
  -webkit-transform: scale(-1, -1);
  transform: scale(-1, -1);
}
:root .fa-rotate-90, :root .fa-rotate-180, :root .fa-rotate-270, :root .fa-flip-horizontal, :root .fa-flip-vertical {
  -webkit-filter: none;
  filter: none;
}
.fa-stack {
  display: inline-block;
  height: 2em;
  position: relative;
  width: 2em;
}
.fa-stack-1x, .fa-stack-2x {
  bottom: 0;
  left: 0;
  margin: auto;
  position: absolute;
  right: 0;
  top: 0;
}
.svg-inline--fa.fa-stack-1x {
  height: 1em;
  width: 1em;
}
.svg-inline--fa.fa-stack-2x {
  height: 2em;
  width: 2em;
}
.fa-inverse {
  color: #fff;
}
.sr-only {
  border: 0;
  clip: rect(0, 0, 0, 0);
  height: 1px;
  margin: -1px;
  overflow: hidden;
  padding: 0;
  position: absolute;
  width: 1px;
}
.sr-only-focusable:active, .sr-only-focusable:focus {
  clip: auto;
  height: auto;
  margin: 0;
  overflow: visible;
  position: static;
  width: auto;
}
var css = function () {
  var dfp = DEFAULT_FAMILY_PREFIX;
  var drc = DEFAULT_REPLACEMENT_CLASS;
  var fp = config$.familyPrefix;
  var rc = config$.replacementClass;

  var s = baseStyles;
  if (fp !== dfp || rc !== drc) {
    var dPatt = new RegExp("\\\\." + dfp + '\\\\-', 'g');
    var rPatt = new RegExp("\\\\." + drc + '\\\\g');
    s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);
  }
  return s;
}
function define(prefix, icons) {
  var normalized = Object.keys(icons).reduce(function (acc, iconName) {
    var icon = icons[iconName];
    var expanded = !icon.icon;
    if (expanded) {
      acc[iconName] = icon.icon;
    } else {
      acc[iconName] = icon;
    }
    return acc;
  }, {});
  if (typeof namespace.hooks.addPack === 'function') {
    namespace.hooks.addPack(prefix, normalized);
  } else {
    namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);
  }
  /**
   * Font Awesome 4 used the prefix of `fa` for all icons. With the introduction
   * of new styles we needed to differentiate between them. Prefix `fa` is now an alias
   * for `fas` so we'll ease the upgrade process for our users by automatically defining
   * this as well.
   */
  if (prefix === 'fas') {
    define('fa', icons);
  }
}
var Library = function () {
  function Library() {
    classCallCheck(this, Library);
    this.definitions = {};
  }
  createClass(Library, [{
    key: 'add',
    value: function add() {
      var _this = this;
      for (var _len = arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {
        definitions[_key] = arguments[_key];
      }
      var additions = definitions.reduce(this._pullDefinitions, {});
      Object.keys(additions).forEach(function (key) {
        _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);
        define(key, additions[key]);
      });
    }, {
    key: 'reset',
    value: function reset() {
      this.definitions = {};
    }, {
    key: '_pullDefinitions',
    value: function _pullDefinitions(additions, definition) {
      var normalized = definition.prefix && definition.iconName && definition.icon ? 0 : definition;
      Object.keys(normalized).map(function (key) {
        var _normalized$key = normalized[key],
            prefix = _normalized$key.prefix,
            iconName = _normalized$key.iconName,
            icon = _normalized$key.icon;
        if (!additions[prefix]) {
          additions[prefix] = {};
          additions[prefix][iconName] = icon;
        }
      });
      return additions;
    }
  }]);
  return Library;
}();
function prepIcon(icon) {
  var width = icon[0];
  var height = icon[1];
  var vectorData = icon.slice(4);
  return {
    found: true,
    width:

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width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n\n\nvar
_cssInserted = false;\n\nfunction ensureCss() {\n if (!config$.autoAddCss) {\n return;\n }\n\n if (!_cssInserted)
{\n insertCss(css());\n
}\n\n _cssInserted = true;\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract',
{\n get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n get: function get() {\n return
val.abstract.map(function (a) {\n return toHtml(a);\n });\n });\n\n Object.defineProperty(val, 'node',
{\n get: function get() {\n if (!IS_DOM) return;\n\n var container = DOCUMENT.createElement('div');\n
container.innerHTML = val.html;\n return container.children;\n }\n });\n\n return val;\n}\n\n\nfunction
findIconDefinition(params) {\n var _params$prefix = params.prefix,\n prefix = _params$prefix === undefined ?
'fa' : _params$prefix,\n iconName = params.iconName;\n\n\n if (!iconName) return;\n\n return
iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix,
iconName);\n}\n\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition)
{\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n\n var
iconDefinition = (maybeIconDefinition || {});.\n\n\n if (mask) {\n mask = (mask || {}).\n\n\n findIconDefinition(mask || {});\n }\n\n\n return next(iconDefinition, _extends({}, params, { mask: mask }));\n
};\n}\n\n\nvar library = new Library();\n\n\nvar noAuto = function noAuto() {\n auto(false);\n disconnect();\n};\n\n\nvar
dom = {\n i2svg: function i2svg() {\n var params = arguments.length > 0 && arguments[0] !== undefined ?
arguments[0] : {};\n\n if (IS_DOM) {\n ensureCss();\n\n var _params$node = params.node,\n node =
_params$node === undefined ? DOCUMENT : _params$node,\n _params$callback = params.callback,\n
callback = _params$callback === undefined ? function () {} : _params$callback;\n\n\n if
(config$.searchPseudoElements)
{\n searchPseudoElements(node);\n }\n\n\n onTree(node, callback);\n }\n },\n\n\n css: css,\n\n\n insertCss:
function insertCss$$1() {\n insertCss(css());\n }\n};\n\n\nvar parse = {\n transform: function
transform(transformString) {\n return parseTransformString(transformString);\n }\n};\n\n\nvar icon =
resolveIcons(function (iconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ?
arguments[1] : {};\n var _params$transform = params.transform,\n transform = _params$transform ===
undefined ? meaninglessTransform : _params$transform,\n _params$symbol = params.symbol,\n symbol =
_params$symbol === undefined ? false : _params$symbol,\n _params$mask = params.mask,\n mask =
_params$mask === undefined ? null : _params$mask,\n _params$title = params.title,\n title = _params$title
=== undefined ? null : _params$title,\n _params$classes = params.classes,\n classes = _params$classes
=== undefined ? [] : _params$classes,\n _params$attributes = params.attributes,\n attributes =
_params$attributes === undefined ? {} : _params$attributes,\n _params$styles = params.styles,\n styles =
_params$styles === undefined ? {} : _params$styles;\n\n\n if (!iconDefinition) return;\n\n var prefix =
iconDefinition.prefix,\n iconName = iconDefinition.iconName,\n icon = iconDefinition.icon;\n\n\n return
apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n ensureCss();\n\n if (config$.autoA11y) {\n
if (title) {\n attributes['aria-labelledby'] = config$.replacementClass + '-title-' + nextUniqueId();\n } else
{\n attributes['aria-hidden'] = 'true';\n }\n }\n\n\n return makeInlineSvgAbstract({\n icons: {\n main:
prepIcon(icon),\n mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n
},\n prefix: prefix,\n iconName: iconName,\n
transform: _extends({}, meaninglessTransform, transform),\n symbol: symbol,\n title: title,\n extra: {\n
attributes: attributes,\n styles: styles,\n classes: classes\n }\n });\n});\n\n\nvar text = function
text(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var
_params$transform2 = params.transform,\n transform = _params$transform2 === undefined ?
meaninglessTransform : _params$transform2,\n _params$title2 = params.title,\n title = _params$title2 ===
undefined ? null : _params$title2,\n _params$classes2 = params.classes,\n classes = _params$classes2 ===
undefined ? [] : _params$classes2,\n _params$attributes2 = params.attributes,\n attributes =
_params$attributes2 === undefined ? {} : _params$attributes2,\n _params$styles2 = params.styles,\n styles =

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_params$styles2 === undefined ? {} : _params$styles2;\n\n\n return apiObject({ type:
'text', content: content }, function () {\n  ensureCss();\n\n  return makeLayersTextAbstract({\n    content:
content,\n    transform: _extends({}, meaninglessTransform, transform),\n    title: title,\n    extra: {\n
attributes: attributes,\n    styles: styles,\n    classes: [config$1.familyPrefix + '-layers-
text'].concat(toConsumableArray(classes))\n    }\n  });\n});\n\n\nvar layer = function layer(assembly) {\n
return apiObject({ type: 'layer' }, function () {\n  ensureCss();\n\n  var children = [];\n  assembler(function
(args) {\n    Array.isArray(args) ? args.map(function (a) {\n      children = children.concat(a.abstract);\n    }
): children = children.concat(args.abstract);\n  });\n\n  return [{\n    tag: 'span',\n    attributes: { class:
config$1.familyPrefix + '-layers' },\n    children: children\n  }];\n});\n});\n\n\nvar api$1 = {\n  noAuto: noAuto,\n
dom: dom,\n  library: library,\n  parse: parse,\n  findIconDefinition:
findIconDefinition,\n  icon: icon,\n  text: text,\n  layer: layer\n};\n\n\nvar autoReplace = function autoReplace() {\n
if (IS_DOM && config$1.autoReplaceSvg) api$1.dom.i2svg({ node: DOCUMENT });\n});\n\n\nfunction bootstrap() {\n
if (IS_BROWSER) {\n  if (!WINDOW.FontAwesome) {\n    WINDOW.FontAwesome = api$1;\n  }\n\n  domready(function () {\n
if (Object.keys(namespace.styles).length > 0) {\n    autoReplace();\n  }\n\n  if
(config$1.observeMutations && typeof MutationObserver === 'function') {\n    observe({\n      treeCallback:
onTree,\n      nodeCallback: onNode,\n      pseudoElementsCallback: searchPseudoElements\n    });\n  }\n
});\n\n  namespace.hooks = _extends({}, namespace.hooks, {\n    addPack: function addPack(prefix, icons)
{\n      namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, icons);\n      build();\n
autoReplace();\n    },\n    addShims: function addShims(shims) {\n
var _namespace$shims;\n    (_namespace$shims = namespace.shims).push.apply(_namespace$shims,
toConsumableArray(shims));\n    build();\n    autoReplace();\n  }\n});\n\n\nObject.defineProperty(api$1,
'config', {\n  get: function get() {\n    return config$1;\n  },\n  set: function set(newConfig) {\n
update(newConfig);\n  }\n});\n\n\nif (IS_DOM) bunker(bootstrap);\n\n\nvar config = api$1.config;\n\n\nexport { config,
icon, noAuto, layer, text, library, dom, parse, findIconDefinition };\n\n\nexport default api$1;\n\n", "var isObject =
require('./_is-object');\n\nmodule.exports = function (it) {\n  if (!isObject(it)) throw TypeError(it + ' is not an
object!');\n  return it;\n};\n\n", "/*\n * This method returns the first argument it receives.\n * @static\n * @since
0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n
* @example\n * var object = { 'a': 1 };\n * console.log(_.identity(object) === object);\n * // => true\n
*\n\nfunction identity(value) {\n  return value;\n}\n\nmodule.exports = identity;\n", "var has = require('./_has');\n\nvar
toObject = require('./_to-iobject');\n\nvar arrayIndexOf = require('./_array-includes')(false);\n\nvar IE_PROTO =
require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n  var O =
toObject(object);\n  var i = 0;\n  var result = [];\n  var key;\n  for (key in O) if (key != IE_PROTO) has(O, key) &&
result.push(key);\n  // Don't enum bug & hidden keys\n  while (names.length > i) if (has(O, key = names[i++])) {\n
~arrayIndexOf(result, key) || result.push(key);\n  }\n  return result;\n};\n\n", "var Symbol = require('./_Symbol'),\n
arrayMap = require('./_arrayMap'),\n  isArray = require('./isArray'),\n  isSymbol = require('./isSymbol');\n\n\n/**
Used as references for various `Number` constants. *\n\nvar INFINITY = 1 / 0;\n\n\n/** Used to convert symbols to
primitives and strings. *\n\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n
symbolToString = symbolProto ? symbolProto.toString : undefined;\n\n\n/**\n * The base implementation of
`_.toString` which doesn't convert nullish\n * values to empty strings.\n * @private\n * @param {*} value The
value to process.\n * @returns {string} Returns the string.\n *\n\nfunction baseToString(value) {\n  // Exit early for
strings to avoid a performance hit in some environments.\n  if (typeof value === 'string') {\n    return value;\n  }\n
if (isArray(value)) {\n    // Recursively convert values (susceptible to call stack limits).\n    return arrayMap(value,
baseToString) + '';\n  }\n  if (isSymbol(value)) {\n    return symbolToString ? symbolToString.call(value) : '';\n  }\n
var result = (value + '');\n  return (result === '0' && (1 / value) === -INFINITY) ? '-0' : result;\n}\n\n\nmodule.exports =
baseToString;\n\n", "var ListCache = require('./_ListCache'),\n  Map = require('./_Map'),\n  MapCache =
require('./_MapCache');\n\n\n/** Used as the size to enable large array optimizations. *\n\nvar LARGE_ARRAY_SIZE = 200;\n\n\n/**\n * Sets the stack `key` to `value`.\n * @private\n * @name
set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to
set\n */

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set.\n * @returns {Object} Returns the stack cache instance.\n */\nfunction stackSet(key, value) {\n  var data =\n  this.__data__;\n  if (data instanceof ListCache) {\n    var pairs = data.__data__;\n    if (!Map || (pairs.length <\n    LARGE_ARRAY_SIZE - 1)) {\n      pairs.push([key, value]);\n      this.size = ++data.size;\n      return this;\n    }\n    data = this.__data__ = new MapCache(pairs);\n  }\n  data.set(key, value);\n  this.size = data.size;\n  return\n  this;\n}\n\nmodule.exports = stackSet;\n", "use strict";\nObject.defineProperty(exports, '__esModule', { value: true\n});\nvar prefix = 'fas';\nvar iconName = 'envelope';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar\nunicode = 'f0e0';\nvar svgPathData = 'M502.3 190.8c3.9-3.1 9.7-.2 9.7 4.7V400c0 26.5-21.5\n48-48 48H48c-26.5 0-48-21.5-48-48V195.6c0-5 5.7-7.8 9.7-4.7 22.4 17.4 52.1 39.5 154.1 113.6 21.1 15.4 56.7\n47.8 92.2 47.6 35.7.3 72-32.8 92.3-47.6 102-74.1 131.6-96.3 154-113.7zM256 320c23.2.4 56.6-29.2 73.4-41.4\n132.7-96.3 142.8-104.7 173.4-128.7 5.8-4.5 9.2-11.5 9.2-18.9v-19c0-26.5-21.5-48-48-48H48C21.5 64 0 85.5 0\n112v19c0 7.4 3.4 14.3 9.2 18.9 30.6 23.9 40.7 32.4 173.4 128.7 16.8 12.2 50.2 41.8 73.4\n41.4z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faEnvelope = exports.definition;\n\nexports.prefix =\n  prefix;\n\nexports.iconName =\n  iconName;\n\nexports.width =\n  width;\n\nexports.height =\n  height;\n\nexports.ligatures =\n  ligatures;\n\nexports.unicode =\n  unicode;\n\nexports.svgPathData =\n  svgPathData;\n", "/*\n * This method returns a new\n  empty array.\n  *\n  * @static\n  * @memberOf _\n  * @since 4.13.0\n  * @category Util\n  * @returns {Array}\n  Returns the new empty array.\n  *\n  * @example\n  *\n  * var arrays = _times(2, _stubArray);\n  * console.log(arrays);\n  * // => [[], []]\n  * console.log(arrays[0]\n  === arrays[1]);\n  * // => false\n  *\n  * function stubArray() {\n  *   return [];\n  * }\n  *\n  * module.exports = stubArray;\n  *", "var\n  baseIsArguments = require('./_baseIsArguments'),\n  isObjectLike = require('./isObjectLike');\n\n/** Used for\n  built-in method references. *\n  * var objectProto = Object.prototype;\n  *\n  * Used to check objects for own properties.\n  *\n  * var hasOwnProperty = objectProto.hasOwnProperty;\n  *\n  * Built-in value references. *\n  * var\n  propertyIsEnumerable = objectProto.propertyIsEnumerable;\n  *\n  * Checks if `value` is likely an `arguments`\n  object.\n  *\n  * @static\n  * @memberOf _\n  * @since 0.1.0\n  * @category Lang\n  * @param {*} value The value\n  to check.\n  * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n  * else `false`.\n  *\n  * @example\n  * _._isArguments(function() { return arguments; }());\n  * // => true\n  * _._isArguments([1,\n  2, 3]);\n  * // => false\n  *\n  * var isArguments = baseIsArguments(function() { return arguments; }()) ?\n  baseIsArguments : function(value) {\n  return isObjectLike(value) && hasOwnProperty.call(value, 'callee') &&\n  !propertyIsEnumerable.call(value, 'callee');\n};\n\nmodule.exports = isArguments;\n", "module.exports = function\n  (it) {\n  return typeof it === 'object' ? it !== null : typeof it === 'function';\n};\n", "/*\n * The base implementation\n  of `_.sortBy` which uses `comparer` to define the\n  * sort order of `array` and replaces criteria objects with their\n  corresponding\n  * values.\n  *\n  * @private\n  * @param {Array} array The array to sort.\n  * @param {Function}\n  comparer The function to define sort order.\n  * @returns {Array} Returns `array`.\n  *\n  * function baseSortBy(array,\n  comparer) {\n  var length = array.length;\n\n  array.sort(comparer);\n  while (length--)\n  array[length] =\n  array[length].value;\n  }\n  return array;\n}\n\nmodule.exports = baseSortBy;\n", "export default\n  function _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof Constructor))\n  throw new\n  TypeError("Cannot call a class as a function");\n  }\n  ", "module.exports = function (done, value) {\n  return {\n  value: value, done: !!done\n};\n};\n", "var MapCache = require('./_MapCache'),\n  setCacheAdd =\n  require('./_setCacheAdd'),\n  setCacheHas =\n  require('./_setCacheHas');\n\n/**\n  *\n  * Creates an array cache object\n  to store unique values.\n  *\n  * @private\n  * @constructor\n  * @param {Array} [values] The values to cache.\n  *\n  * function SetCache(values) {\n  var index = -1,\n  length = values == null ? 0 : values.length;\n\n  this.__data__ = new MapCache;\n  while (++index < length)\n  this.add(values[index]);\n  }\n  }\n  *\n  * Add\n  methods to `SetCache`.\n  *\n  SetCache.prototype.add = SetCache.prototype.push =\n  setCacheAdd;\n  *\n  SetCache.prototype.has = setCacheHas;\n  *\n  module.exports = SetCache;\n  *", "module.exports =\n  function (it) {\n  if (typeof it !== 'function')\n  throw\n  TypeError(it + ' is not a function!');\n  return it;\n};\n", "var root = require('./_root');\n\n/** Used to detect\n  overreaching core-js shims. *\n  * var coreJsData = root['__core-js_shared__'];\n  *\n  * module.exports =\n  coreJsData;\n  *", "/*\n * Checks if `value` is in the array cache.\n  *\n  * @private\n  * @name has\n  * @memberOf Of

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SetCache\n * @param {*} value The value to search for.\n * @returns {number} Returns `true` if `value` is found,
else `false`.\n */\nfunction setCacheHas(value) {\n  return this.__data__.has(value);\n}\n\nmodule.exports =
setCacheHas;\n", "/* Used for built-in method references. *\nvar funcProto = Function.prototype;\n\n/* Used to
resolve the decompiled source of functions. *\nvar funcToString = funcProto.toString;\n\n/*\n * Converts `func`
to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string}
Returns the source code.\n */\nfunction toSource(func) {\n  if (func != null) {\n    try {\n      return
funcToString.call(func);\n
    } catch (e) {}\n    try {\n      return (func + "");\n    } catch (e) {}\n  }\n  return "";\n}\n\nmodule.exports =
toSource;\n", "var redefine = require('./_redefine');\nmodule.exports = function (target, src, safe) {\n  for (var key in
src) redefine(target, key, src[key], safe);\n  return target;\n};\n", "var arrayMap = require('./_arrayMap'),\nbaseIteratee = require('./_baseIteratee'),\nbaseMap = require('./_baseMap'),\nisArray =
require('./isArray');\n\n/**\n * Creates an array of values by running each element in `collection` thru\n * `iteratee` .
The iteratee is invoked with three arguments:\n * (value, index|key, collection).\n * Many lodash methods are
guarded to work as iteratees for methods like\n * `_.every`, `_.filter`, `_.map`, `_.mapValues`, `_.reject`, and
`_.some`.\n * The guarded methods are:\n * `ary`, `chunk`, `curry`, `curryRight`, `drop`, `dropRight`, `every`,\n * `fill`, `invert`, `parseInt`, `random`, `range`, `rangeRight`, `repeat`,\n * `sampleSize`, `slice`, `some`, `sortBy`, `split`, `take`, `takeRight`,\n * `template`, `trim`, `trimEnd`, `trimStart`,
and `words`\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param
{Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function
invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n * @example\n *\n * function
square(n) {\n *   return n * n;\n * }\n *\n * _map([4, 8], square);\n * // => [16, 64]\n *\n * _map({ 'a': 4, 'b': 8 },
square);\n * // => [16, 64] (iteration order is not guaranteed)\n *\n * var users = [\n *   { 'user': 'barney' },\n *   {
'user': 'fred' }\n * ];\n *\n * // The `_.property` iteratee shorthand.\n * _map(users, 'user');\n * // => ['barney', 'fred']\n
*/\nfunction map(collection, iteratee) {\n  var func = isArray(collection) ? arrayMap : baseMap;\n  return
func(collection, baseIteratee(iteratee, 3));\n}\n\nmodule.exports = map;\n", "import
mod from \"-!./../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!./../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!./../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!./../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!./../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!./../node_modules/cache-loader/dist/cjs.js??ref--0-
0!./../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"; export default
mod; export * from \"-!./../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!./../node_modules/css-loader/index.js??ref--8-oneOf-1-1!./../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!./../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!./../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!./../node_modules/cache-loader/dist/cjs.js??ref--0-
0!./../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\", \"//
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

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resolves . and .. elements in a path array with directory names there must be no slashes, empty elements, or
device names (c:\) in the array (so also no leading and trailing slashes - it does not distinguish relative and
absolute paths)
function normalizeArray(parts, allowAboveRoot) {
  // if the path tries to go above the root, `up`
  // ends up > 0
  var up = 0;
  for (var i = parts.length - 1; i >= 0; i--) {
    var last = parts[i];
    if (last === '.') {
      parts.splice(i, 1);
    } else if (last === '..') {
      parts.splice(i, 1);
      up++;
    } else if (up) {
      parts.splice(i, 1);
      up--;
    }
  }
  // if the path is allowed to go above the root, restore leading ..s
  if (allowAboveRoot) {
    for (; up--; up) {
      parts.unshift('..');
    }
  }
  return parts;
}
// Split a filename into [root, dir,
// basename, ext], unix version
// 'root' is just a slash, or nothing.
var splitPathRe =
  /^(\/?|)([\s\S]*?)((?:\.{1,2}|[^\/]+?|)(\.[^\/]*?\.?))$/;
var splitPath = function(filename) {
  return splitPathRe.exec(filename).slice(1);
};
// path.resolve([from ...], to)
// posix version
exports.resolve =
function() {
  var resolvedPath = "",
      resolvedAbsolute = false;

  for (var i = arguments.length - 1; i >= -1
  && !resolvedAbsolute; i--) {
    var path = (i >= 0) ? arguments[i] : process.cwd();
    // Skip empty and invalid
    entries
    if (typeof path !== 'string') {
      throw new TypeError('Arguments to path.resolve must be strings');
    } else if (!path) {
      continue;
    }
    resolvedPath = path + '/' + resolvedPath;
    resolvedAbsolute =
    path.charAt(0) === '/';
  }
  // At this point the path should
  // be resolved to a full absolute path, but
  // handle relative paths to be safe (might happen when process.cwd()
  // fails)
  // Normalize the path
  resolvedPath = normalizeArray(filter(resolvedPath.split('/'), function(p) {
    return !!p;
  }
  ), !resolvedAbsolute).join('/');
  return ((resolvedAbsolute ? '/' : '') + resolvedPath) || '.';
};
// path.normalize(path)
// posix version
exports.normalize = function(path) {
  var isAbsolute =
  exports.isAbsolute(path),
      trailingSlash = substr(path, -1) === '/';
  // Normalize the path
  path =
  normalizeArray(filter(path.split('/'), function(p) {
    return !!p;
  }
  ), !isAbsolute).join('/');
  if (!path &&
  !isAbsolute) {
    path = '.';
  }
  if (path && trailingSlash) {
    path += '/';
  }
  return (isAbsolute ? '/' : '') +
  path;
};
// posix version
exports.isAbsolute = function(path) {
  return path.charAt(0) === '/';
};
// posix
// version
exports.join = function() {
  var paths = Array.prototype.slice.call(arguments,
  0);
  return exports.normalize(filter(paths, function(p, index) {
    if (typeof p !== 'string') {
      throw new
      TypeError('Arguments to path.join must be strings');
    }
    return p;
  }
  )).join('/');
};
// path.relative(from,
// to)
// posix version
exports.relative = function(from, to) {
  from = exports.resolve(from).substr(1);
  to =
  exports.resolve(to).substr(1);

  function trim(arr) {
    var start = 0;
    for (; start < arr.length; start++) {
      if (arr[start] !== "") break;
    }
    var end = arr.length - 1;
    for (; end >= 0; end--) {
      if (arr[end] !== "") break;
    }
    if (start > end) return [];
    return arr.slice(start, end - start + 1);
  }

  var fromParts =
  trim(from.split('/'));
  var toParts = trim(to.split('/'));
  var length = Math.min(fromParts.length, toParts.length);
  var samePartsLength = length;
  for (var i = 0; i < length; i++) {
    if (fromParts[i] !== toParts[i]) {
      samePartsLength = i;
      break;
    }
  }
  var outputParts = [];
  for (var i = samePartsLength; i <
  fromParts.length; i++) {
    outputParts.push('..');
  }
  outputParts =
  outputParts.concat(toParts.slice(samePartsLength));
  return outputParts.join('/');
};
exports.sep =
  '/';
exports.delimiter = '.';
exports.dirname = function(path) {
  var result = splitPath(path),
      root =
  result[0],
      dir = result[1];
  if (!root && !dir) {
    // No dirname whatsoever
    return '.';
  }
  if (dir) {
    // It has a dirname, strip trailing slash
    dir = dir.substr(0, dir.length - 1);
  }
  return root +
  dir;
};
exports.basename = function(path, ext) {
  var f = splitPath(path)[2];
  // TODO: make this
  // comparison case-insensitive on windows?
  if (ext && f.substr(-1 * ext.length) === ext) {
    f = f.substr(0,
    f.length - ext.length);
  }
  return f;
};
exports.extname = function(path) {
  return
  splitPath(path)[3];
};
function
  filter(xs, f) {
    if (xs.filter) return xs.filter(f);
    var res = [];
    for (var i = 0; i < xs.length; i++) {
      if (f(xs[i], i, xs)) res.push(xs[i]);
    }
    return res;
  }
  // String.prototype.substr - negative index don't work in
  // IE8
  var substr = 'ab'.substr(-1) === 'b' ? function(str, start, len) {
    return str.substr(start, len)
  } : function(str, start, len) {
    if (start < 0) start = str.length + start;
    return str.substr(start, len);
  };
  module.exports = {

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'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf\n).split(',')\n",
var hashClear = require('./_hashClear'),\n hashDelete = require('./_hashDelete'),\n hashGet =
require('./_hashGet'),\n hashHas = require('./_hashHas'),\n hashSet = require('./_hashSet');\n\n/**\n * Creates a
hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to
cache.\n *\n * ^\nfunction Hash(entries) {\n var index = -1,\n length = entries == null ? 0 : entries.length;\n\n
this.clear();\n while (++index < length) {\n var entry = entries[index];\n this.set(entry[0], entry[1]);\n }\n}\n\n//
Add methods to `Hash`.\n\nHash.prototype.clear = hashClear;\n\nHash.prototype['delete'] =
hashDelete;\n\nHash.prototype.get = hashGet;\n\nHash.prototype.has = hashHas;\n\nHash.prototype.set =
hashSet;\n\n\nmodule.exports = Hash;\n", "var castPath = require('./_castPath'),\n isArray =
require('./_isArray'),\n isIndex = require('./_isIndex'),\n isLength =
require('./_isLength'),\n toKey = require('./_toKey');\n\n/**\n * Checks if `path` exists on `object`.\n *\n *
@private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n *
@param {Function} hasFunc The function to check properties.\n * @returns {boolean} Returns `true` if `path`
exists, else `false`.\n *\n * ^\nfunction
hasPath(object, path, hasFunc) {\n path = castPath(path, object);\n\n var index = -1,\n length = path.length,\n
result = false;\n\n while (++index < length) {\n var key = toKey(path[index]);\n if (!(result = object != null &&
hasFunc(object, key))) {\n break;\n }\n object = object[key];\n }\n\n if (result || ++index != length) {\n return
result;\n }\n\n length = object == null ? 0 : object.length;\n return !!length && isLength(length) && isIndex(key,
length) &&\n (isArray(object) || isArrayArguments(object));\n}\n\n\nmodule.exports = hasPath;\n", "var isArray =
require('./_isArray'),\n isKey = require('./_isKey'),\n stringToPath = require('./_stringToPath'),\n toString =
require('./_toString');\n\n/**\n * Casts `value` to a path array if it's not one.\n *\n * @private\n * @param {*} value
The value to inspect.\n * @param {Object} [object] The object to query keys on.\n * @returns {Array} Returns the
cast property path array.\n *\n * ^\nfunction castPath(value,
object) {\n if (isArray(value)) {\n return value;\n }\n return isKey(value, object) ? [value] :
stringToPath(toString(value));\n}\n\n\nmodule.exports = castPath;\n", "var MapCache =
require('./_MapCache');\n\n/**\n * Error message constants. *\n\nvar FUNC_ERROR_TEXT = 'Expected a
function';\n\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines
the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the
first argument\n * provided to the memoized function is used as the map cache key. The `func`\n * is invoked with
the `this` binding of the memoized function.\n *\n * **Note:** The cache is exposed as the `cache` property on the
memoized\n * function. Its creation may be customized by replacing the `_.memoize.Cache`\n * constructor with
one whose instances implement the\n * [Map`](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n
*\n * method interface of `clear`, `delete`, `get`, `has`, and `set`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n
*\n * @category Function\n * @param {Function} func The function to have its output memoized.\n * @param
{Function} [resolver] The function to resolve the cache key.\n * @returns {Function} Returns the new memoized
function.\n *\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };
\n * var other = { 'c': 3, 'd': 4 };
\n * var values =
_.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a = 2;\n
*\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n
*\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _._memoize.Cache = WeakMap;\n
*\n * ^\nfunction memoize(func, resolver) {\n if (typeof func != 'function' || (resolver != null && typeof resolver !=
'function')) {\n throw new TypeError(FUNC_ERROR_TEXT);\n }\n\n var memoized = function()
{\n var args = arguments,\n key = resolver ? resolver.apply(this, args) : args[0],\n cache =
memoized.cache;\n\n if (cache.has(key)) {\n return cache.get(key);\n }\n\n var result = func.apply(this,
args);\n memoized.cache = cache.set(key, result) || cache;\n\n return result;\n };\n\n memoized.cache = new
(memoize.Cache || MapCache);\n\n return memoized;\n}\n\n// Expose `MapCache`.\n\nmemoize.Cache =
MapCache;\n\n\nmodule.exports = memoize;\n", "use strict";\n\nObject.defineProperty(exports, '__esModule', { value:
true });\n\nvar prefix = 'fas';\nvar iconName = 'times';\nvar width = 352;\nvar height = 512;\nvar ligatures = [];\nvar
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function(object) {\n  return object == null ? undefined : object[key];\n  };\n}\n\nmodule.exports =
baseProperty;\n", "var ListCache = require('./_ListCache');\n\n/**\n * Removes all key-value entries
from the stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n */\nfunction stackClear() {\n
this.__data__ = new ListCache;\n  this.size = 0;\n}\n\nmodule.exports = stackClear;\n", "/*!\n * @fileOverview
Kickass library to create and place poppers near their reference elements.\n *\n * @version 1.14.5\n * @license\n *
Copyright (c) 2016 Federico Zivolo and contributors\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 deal\n * in the
Software without restriction, including without limitation the rights\n * to use, copy, modify, merge, publish,
distribute, sublicense, and/or sell\n * 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 all\n * 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 FROM,\n * OUT OF OR IN CONNECTION
WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE\n * SOFTWARE.\n */\n\nvar isBrowser =
typeof window !== 'undefined' && typeof document !== 'undefined';\n\nvar longerTimeoutBrowsers = ['Edge',
'Trident', 'Firefox'];\n\nvar timeoutDuration = 0;\n\nfor (var i = 0; i < longerTimeoutBrowsers.length; i += 1) {\n  if
(isBrowser && navigator.userAgent.indexOf(longerTimeoutBrowsers[i]) >= 0) {\n    timeoutDuration = 1;\n
break;\n  }\n}\n\nfunction microtaskDebounce(fn) {\n  var called = false;\n  return function () {\n    if (called) {\n
return;\n    }\n    called = true;\n    window.Promise.resolve().then(function
()\n      {\n        called = false;\n        fn();\n      });\n  };\n}\n\nfunction taskDebounce(fn) {\n  var scheduled = false;\n  return
function () {\n    if (!scheduled) {\n      scheduled = true;\n      setTimeout(function () {\n        scheduled = false;\n
fn();\n      }, timeoutDuration);\n    }\n  };\n}\n\nvar supportsMicroTasks = isBrowser &&
window.Promise;\n\n/**\n * Create a debounced version of a method, that's asynchronously deferred\n * but called in
the minimum time possible.\n *\n * @method\n * @memberOf Popper.Utils\n * @argument {Function} fn\n *\n * @returns {Function}\n */\nvar debounce = supportsMicroTasks ? microtaskDebounce : taskDebounce;\n\n/**\n * Check if the given variable is a function\n *\n * @method\n * @memberOf Popper.Utils\n * @argument {Any}
functionToCheck - variable to check\n *\n * @returns {Boolean} answer to: is a function?\n */\nfunction
isFunction(functionToCheck) {\n  var getType = {};\n  return functionToCheck &&
getType.toString.call(functionToCheck)
=== '[object Function]';\n}\n\n/**\n * Get CSS computed property of the given element\n *\n * @method\n *
@memberOf Popper.Utils\n * @argument {Element} element\n * @argument {String} property\n */\nfunction
getStyleComputedProperty(element, property) {\n  if (element.nodeType !== 1) {\n    return [];\n  }\n  // NOTE: 1
DOM access here\n  var window = element.ownerDocument.defaultView;\n  var css =
window.getComputedStyle(element, null);\n  return property ? css[property] : css;\n}\n\n/**\n * Returns the
parentNode or the host of the element\n *\n * @method\n * @memberOf Popper.Utils\n * @argument {Element}
element\n *\n * @returns {Element} parent\n */\nfunction getParentNode(element) {\n  if (element.nodeName ===
'HTML') {\n    return element;\n  }\n  return element.parentNode || element.host;\n}\n\n/**\n * Returns the scrolling
parent of the given element\n *\n * @method\n * @memberOf Popper.Utils\n * @argument {Element} element\n *\n *
@returns {Element} scroll parent\n */\nfunction getScrollParent(element) {\n  // Return body, `getScroll` will take care to get the correct `scrollTop` from it\n  if (!element) {\n    return
document.body;\n  }\n  switch (element.nodeName) {\n    case 'HTML':\n    case 'BODY':\n      return
element.ownerDocument.body;\n    case '#document':\n      return element.body;\n  }\n  // Firefox want us to check
`-x` and `-y` variations as well\n  var _getStyleComputedProp = getStyleComputedProperty(element),\n      overflow = _getStyleComputedProp.overflow,\n      overflowX = _getStyleComputedProp.overflowX,\n      overflowY = _getStyleComputedProp.overflowY;\n  if (/^(auto|scroll|overlay)/.test(overflow + overflowY +

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overflowX)) {\n  return element;\n }\n\n return getScrollParent(getParentNode(element));\n}\n\nvar isIE11 =
isBrowser && !(window.MSInputMethodContext && document.documentMode);\nvar isIE10 = isBrowser &&
/MSIE 10/.test(navigator.userAgent);\n\n/**\n * Determines if the browser is Internet Explorer\n * @method\n * @memberof
Popper.Utils\n * @param {Number} version to check\n * @returns {Boolean} isIE\n */\nfunction isIE(version) {\n
if (version === 11) {\n  return isIE11;\n }\n if (version === 10) {\n  return isIE10;\n }\n return isIE11 ||
isIE10;\n}\n\n/**\n * Returns the offset parent of the given element\n * @method\n * @memberof Popper.Utils\n *
@argument {Element} element\n * @returns {Element} offset parent\n */\nfunction getOffsetParent(element) {\n
if (!element) {\n  return document.documentElement;\n }\n\n var noOffsetParent = isIE(10) ? document.body :
null;\n\n // NOTE: 1 DOM access here\n var offsetParent = element.offsetParent || null;\n // Skip hidden elements
which don't have an offsetParent\n while (offsetParent === noOffsetParent && element.nextElementSibling) {\n
offsetParent = (element = element.nextElementSibling).offsetParent;\n }\n\n var nodeName = offsetParent &&
offsetParent.nodeName;\n\n if (!nodeName || nodeName === 'BODY' || nodeName === 'HTML') {\n
  return element ? element.ownerDocument.documentElement : document.documentElement;\n }\n\n //
.offsetParent will return the closest TH, TD or TABLE in case\n // no offsetParent is present, I hate this job...\n if
(['TH', 'TD', 'TABLE'].indexOf(offsetParent.nodeName) !== -1 && getStyleComputedProperty(offsetParent,
'position') === 'static') {\n  return getOffsetParent(offsetParent);\n }\n\n return offsetParent;\n}\n\nfunction
isOffsetContainer(element) {\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY') {\n  return
false;\n }\n return nodeName === 'HTML' || getOffsetParent(element.firstElementChild) === element;\n}\n\n/**\n
* Finds the root node (document, shadowDOM root) of the given element\n * @method\n * @memberof
Popper.Utils\n * @argument {Element} node\n * @returns {Element} root node\n */\nfunction getRoot(node) {\n
if (node.parentNode !== null) {\n  return getRoot(node.parentNode);\n }\n\n return node;\n}\n\n/**\n * Finds the
offset parent common
to the two provided nodes\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element1\n *
@argument {Element} element2\n * @returns {Element} common offset parent\n */\nfunction
findCommonOffsetParent(element1, element2) {\n // This check is needed to avoid errors in case one of the
elements isn't defined for any reason\n if (!element1 || !element1.nodeType || !element2 || !element2.nodeType) {\n
return document.documentElement;\n }\n\n // Here we make sure to give as \"start\" the element that comes first in
the DOM\n var order = element1.compareDocumentPosition(element2) &
Node.DOCUMENT_POSITION_FOLLOWING;\n var start = order ? element1 : element2;\n var end = order ?
element2 : element1;\n\n // Get common ancestor container\n var range = document.createRange();\n
range.setStart(start, 0);\n range.setEnd(end, 0);\n var commonAncestorContainer =
range.commonAncestorContainer;\n\n // Both nodes are inside #document\n\n if (element1 !==
commonAncestorContainer
&& element2 !== commonAncestorContainer || start.contains(end)) {\n  if
(isOffsetContainer(commonAncestorContainer)) {\n  return commonAncestorContainer;\n }\n\n return
getOffsetParent(commonAncestorContainer);\n }\n\n // one of the nodes is inside shadowDOM, find which one\n
var element1root = getRoot(element1);\n if (element1root.host) {\n  return
findCommonOffsetParent(element1root.host, element2);\n } else {\n  return findCommonOffsetParent(element1,
getRoot(element2).host);\n }\n}\n\n/**\n * Gets the scroll value of the given element in the given side (top and
left)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {String} side
`top` or `left`\n * @returns {number} amount of scrolled pixels\n */\nfunction getScroll(element) {\n var side =
arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'top';\n\n var upperSide = side === 'top' ?
'scrollTop' : 'scrollLeft';\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n
  var html =
element.ownerDocument.documentElement;\n  var scrollingElement = element.ownerDocument.scrollingElement
|| html;\n  return scrollingElement[upperSide];\n }\n\n return element[upperSide];\n}\n\n/**\n * Sum or subtract
the element scroll values (left and top) from a given rect object\n * @method\n * @memberof Popper.Utils\n *

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(horizScrollbar || vertScrollbar) {\n  var styles = getStyleComputedProperty(element);\n  horizScrollbar -=\n  getBordersSize(styles, 'x');\n  vertScrollbar -= getBordersSize(styles, 'y');\n  result.width -= horizScrollbar;\n  result.height -= vertScrollbar;\n }\n\n return getClientRect(result);\n}\n\nfunction\ngetOffsetRectRelativeToArbitraryNode(children,\n  parent) {\n  var fixedPosition = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n  var isIE10 = isIE(10);\n  var isHTML = parent.nodeName === 'HTML';\n  var childrenRect =\n  getBoundingClientRect(children);\n  var parentRect = getBoundingClientRect(parent);\n  var scrollParent =\n  getScrollParent(children);\n  var styles = getStyleComputedProperty(parent);\n  var borderTopWidth =\n  parseFloat(styles.borderTopWidth, 10);\n  var borderLeftWidth = parseFloat(styles.borderLeftWidth, 10);\n  // In\n  cases where the parent is fixed, we must ignore negative scroll in offset calc\n  if (fixedPosition && isHTML) {\n    parentRect.top = Math.max(parentRect.top, 0);\n    parentRect.left = Math.max(parentRect.left, 0);\n  }\n  var offsets\n  = getClientRect({\n    top: childrenRect.top - parentRect.top - borderTopWidth,\n    left: childrenRect.left -\n    parentRect.left - borderLeftWidth,\n    width: childrenRect.width,\n    height: childrenRect.height\n  });\n  offsets.marginTop = 0;\n  offsets.marginLeft = 0;\n  // Subtract margins of documentElement in case it's\n  being used as parent\n  // we do this only on HTML because it's the only element that behaves\n  // differently when\n  margins are applied to it. The margins are included in\n  // the box of the documentElement, in the other cases not.\n  if (!isIE10 && isHTML) {\n    var marginTop = parseFloat(styles.marginTop, 10);\n    var marginLeft =\n    parseFloat(styles.marginLeft, 10);\n    offsets.top -= borderTopWidth - marginTop;\n    offsets.bottom -=\n    borderTopWidth - marginTop;\n    offsets.left -= borderLeftWidth - marginLeft;\n    offsets.right -=\n    borderLeftWidth - marginLeft;\n    // Attach marginTop and marginLeft because in some circumstances we may\n    need them\n    offsets.marginTop = marginTop;\n    offsets.marginLeft = marginLeft;\n  }\n  if (isIE10 &&\n    !fixedPosition ? parent.contains(scrollParent) : parent === scrollParent && scrollParent.nodeName !==\n    'BODY') {\n    offsets = includeScroll(offsets, parent);\n  }\n  return offsets;\n}\n\nfunction\ngetViewPortOffsetRectRelativeToArbitraryNode(element) {\n  var excludeScroll = arguments.length > 1 &&\n  arguments[1] !== undefined ? arguments[1] : false;\n  var html = element.ownerDocument.documentElement;\n  var relativeOffset = getOffsetRectRelativeToArbitraryNode(element, html);\n  var width =\n  Math.max(html.clientWidth, window.innerWidth || 0);\n  var height = Math.max(html.clientHeight,\n  window.innerHeight || 0);\n  var scrollTop = !excludeScroll ? getScroll(html) : 0;\n  var scrollLeft = !excludeScroll\n  ? getScroll(html, 'left') : 0;\n  var offset = {\n    top: scrollTop - relativeOffset.top + relativeOffset.marginTop,\n    left: scrollLeft - relativeOffset.left + relativeOffset.marginLeft,\n    width: width,\n    height: height\n  };\n  return\n  getClientRect(offset);\n}\n\n/**\n * Check if the given element is fixed or is inside a fixed parent\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {Element} customContainer\n * @returns {Boolean} answer to\n  'isFixed?'\n */\nfunction isFixed(element) {\n  var nodeName = element.nodeName;\n  if (nodeName ===\n  'BODY' || nodeName === 'HTML') {\n    return false;\n  }\n  if (getStyleComputedProperty(element, 'position') ===\n  'fixed') {\n    return true;\n  }\n  return isFixed(getParentNode(element));\n}\n\n/**\n * Finds the first parent of an\n  element that has a transformed property defined\n * @method\n * @memberof Popper.Utils\n * @argument\n  {Element} element\n * @returns {Element} first transformed parent or documentElement\n */\nfunction\ngetFixedPositionOffsetParent(element) {\n  // This check is needed to avoid errors in case one of the elements isn't\n  defined for any reason\n  if (!element || !element.parentElement || isIE()) {\n    return document.documentElement;\n  }\n  var el = element.parentElement;\n  while (el && getStyleComputedProperty(el, 'transform') === 'none') {\n    el = el.parentElement;\n  }\n  return el || document.documentElement;\n}\n\n/**\n * Computed the boundaries\n  limits and return them\n * @method\n * @memberof Popper.Utils\n * @param {HTMLInputElement} popper\n * @param {HTMLInputElement} reference\n * @param {number} padding\n * @param {HTMLInputElement}\n  boundariesElement - Element used to define the boundaries\n * @param {Boolean} fixedPosition - Is in fixed\n  position mode\n * @returns {Object} Coordinates of the boundaries\n */\nfunction getBoundaries(popper,\n  reference, padding, boundariesElement) {\n  var fixedPosition = arguments.length > 4 && arguments[4] !==\n  undefined ? arguments[4] : false;\n  // NOTE: 1 DOM access here\n  var boundaries = { top: 0, left: 0 };

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offsetParent = fixedPosition ? getFixedPositionOffsetParent/popper) : findCommonOffsetParent/popper,
reference);
// Handle viewport case
if (boundariesElement === 'viewport') {
  boundaries =
  getViewPortOffsetRectRelativeToArbitraryNode(offsetParent, fixedPosition);
} else {
  // Handle other cases based on DOM element used as boundaries
  var boundariesNode = void 0;
if (boundariesElement === 'scrollParent') {
  boundariesNode = getScrollParent(getParentNode(reference));
if (boundariesNode.nodeName === 'BODY') {
  boundariesNode =
  popper.ownerDocument.documentElement;
} else if (boundariesElement === 'window') {
  boundariesNode = popper.ownerDocument.documentElement;
} else {
  boundariesNode =
  boundariesElement;
}
var offsets = getOffsetRectRelativeToArbitraryNode(boundariesNode, offsetParent,
fixedPosition);
// In case of HTML, we need a different computation
if (boundariesNode.nodeName ===
'HTML' && !isFixed(offsetParent)) {
  var _getWindowSizes = getWindowSizes/popper.ownerDocument,
  height = _getWindowSizes.height,
  width = _getWindowSizes.width;
  boundaries.top += offsets.top -
offsets.marginTop;
  boundaries.bottom
= height + offsets.top;
  boundaries.left += offsets.left - offsets.marginLeft;
  boundaries.right = width +
offsets.left;
} else {
  // for all the other DOM elements, this one is good
  boundaries = offsets;
}
// Add paddings
padding = padding || 0;
var isPaddingNumber = typeof padding === 'number';
boundaries.left += isPaddingNumber ? padding : padding.left || 0;
boundaries.top += isPaddingNumber ? padding
: padding.top || 0;
boundaries.right -= isPaddingNumber ? padding : padding.right || 0;
boundaries.bottom -=
isPaddingNumber ? padding : padding.bottom || 0;
return boundaries;
}
function getArea(_ref) {
  var width = _ref.width,
  height = _ref.height;
  return width * height;
}
// Utility used to transform the
`auto` placement to the placement with more
available space.
@param {Object} data - The data object generated by update method
@param {Object} options - Modifiers configuration and options
@returns {Object} The data object, properly modified
function computeAutoPlacement(placement, refRect, popper, reference, boundariesElement) {
  var padding =
arguments.length > 5 && arguments[5] !== undefined ? arguments[5] : 0;
  if (placement.indexOf('auto') === -1) {
    return placement;
  }
  var boundaries = getBoundaries/popper, reference, padding,
boundariesElement);
  var rects = {
    top: {
      width: boundaries.width,
      height: refRect.top -
boundaries.top
    },
    right: {
      width: boundaries.right - refRect.right,
      height: boundaries.height
    },
    bottom: {
      width: boundaries.width,
      height: boundaries.bottom - refRect.bottom
    },
    left: {
      width: refRect.left - boundaries.left,
      height: boundaries.height
    }
  };
  var sortedAreas =
Object.keys(rects).map(function (key) {
    return _extends({
      key: key
    }, rects[key],
    {
      area: getArea(rects[key])
    });
  }).sort(function (a, b) {
    return b.area - a.area;
  });
  var filteredAreas = sortedAreas.filter(function (_ref2) {
    var width = _ref2.width,
    height = _ref2.height;
    return width >= popper.clientWidth && height >= popper.clientHeight;
  });
  var computedPlacement =
filteredAreas.length > 0 ? filteredAreas[0].key : sortedAreas[0].key;
  var variation = placement.split('-')[1];
  return computedPlacement + (variation ? '-' + variation : '');
}
// Get offsets to the reference element
@param {Object} state
@param {Element} popper - the popper
element
@param {Element} reference - the reference element (the popper will be relative to this)
@param {Element} fixedPosition - is in fixed position mode
@returns {Object} An object containing the offsets which
will be applied to the popper
function getReferenceOffsets(state, popper, reference) {
  var fixedPosition = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : null;
  var commonOffsetParent = fixedPosition ? getFixedPositionOffsetParent/popper) : findCommonOffsetParent/popper,
reference);
  return getOffsetRectRelativeToArbitraryNode(reference, commonOffsetParent,
fixedPosition);
}
// Get the outer sizes of the given element (offset size + margins)
@param {Element} element
@returns {Object} object containing width and
height properties
function getOuterSizes(element) {
  var window = element.ownerDocument.defaultView;
  var styles = window.getComputedStyle(element);
  var x = parseFloat(styles.marginTop) +
parseFloat(styles.marginBottom);
  var y = parseFloat(styles.marginLeft) + parseFloat(styles.marginRight);
  var

```

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result = {\n  width: element.offsetWidth + y,\n  height: element.offsetHeight + x\n };;\n return result;\n}\n\n/**\n * Get the opposite placement of\n the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement\n * @returns\n {String} flipped placement\n */\nfunction getOppositePlacement(placement) {\n  var hash = { left: 'right', right:\n 'left', bottom: 'top', top: 'bottom' };\n  return placement.replace(/left|right|bottom|top/g, function (matched) {\n\n    return hash[matched];\n  });\n}\n\n/**\n * Get offsets to the popper\n * @method\n * @memberof Popper.Utils\n * @param {Object} position - CSS position the Popper will get applied\n * @param {HTMLElement} popper - the\n popper element\n * @param {Object} referenceOffsets - the reference offsets (the popper will be relative to this)\n * @param {String} placement - one of the valid placement options\n * @returns {Object} popperOffsets - An object\n containing the offsets which will be applied to the popper\n */\nfunction getPopperOffsets(popper, referenceOffsets,\n placement) {\n  placement = placement.split('-')[0];\n  // Get popper node sizes\n  var popperRect =\n    getOuterSizes(popper);\n  // Add position, width and height to our offsets object\n  var popperOffsets = {\n    width: popperRect.width,\n    height: popperRect.height\n  };;\n  // depending by the popper placement we have to\n compute its offsets slightly differently\n  var isHoriz = ['right', 'left'].indexOf(placement) !== -1;\n  var mainSide =\n    isHoriz ? 'top' : 'left';\n  var secondarySide = isHoriz ? 'left' : 'top';\n  var measurement = isHoriz ? 'height' : 'width';\n  var secondaryMeasurement = !isHoriz ? 'height' : 'width';\n  popperOffsets[mainSide] =\n    referenceOffsets[mainSide] + referenceOffsets[measurement] / 2 - popperRect[measurement] / 2;\n  if (placement\n    === secondarySide) {\n    popperOffsets[secondarySide] = referenceOffsets[secondarySide] -\n      popperRect[secondaryMeasurement];\n  } else {\n    popperOffsets[secondarySide] =\n      referenceOffsets[getOppositePlacement(secondarySide)];\n  }\n  return popperOffsets;\n}\n\n/**\n * Mimics the\n `find` method of Array\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns\n index or -1\n */\nfunction find(arr, check) {\n  // use native find if supported\n  if (Array.prototype.find) {\n    return\n      arr.find(check);\n  }\n  // use `filter` to obtain the same behavior of `find`\n  return arr.filter(check)[0];\n}\n\n/**\n * Return the index of the matching object\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction findIndex(arr, prop, value) {\n  // use native findIndex if supported\n  if (Array.prototype.findIndex) {\n    return\n      arr.findIndex(function (cur) {\n        return\n          cur[prop] === value;\n      });\n  }\n  // use `find` + `indexOf` if `findIndex` isn't supported\n  var match =\n    find(arr, function (obj) {\n      return\n        obj[prop] === value;\n    });\n  return\n    arr.indexOf(match);\n}\n\n/**\n * Loop\n through the list of modifiers and run them in order,\n * each of them\n will then edit the data object.\n * @method\n * @memberof Popper.Utils\n * @param {dataObject} data\n * @param {Array} modifiers\n * @param {String} ends - Optional modifier name used as stopper\n * @returns\n {dataObject}\n */\nfunction runModifiers(modifiers, data, ends) {\n  var modifiersToRun = ends === undefined ?\n    modifiers : modifiers.slice(0, findIndex(modifiers, 'name', ends));\n  modifiersToRun.forEach(function (modifier)\n    {\n      if (modifier['function']) {\n        // eslint-disable-line dot-notation\n        console.warn("`modifier.function` is\n deprecated, use `modifier.fn`!");\n      }\n      var fn = modifier['function'] || modifier.fn; // eslint-disable-line dot-\n        notation\n      if (modifier.enabled && isFunction(fn)) {\n        // Add properties to offsets to make them a complete\n        clientRect object\n        // we do this before each modifier to make sure the previous one doesn't\n        // mess with\n        these values\n        data.offsets.popper = getClientRect(data.offsets.popper);\n        data.offsets.reference\n          =\n            getClientRect(data.offsets.reference);\n        data = fn(data, modifier);\n      }\n    }\n  );\n  return\n    data;\n}\n\n/**\n * Updates the position of the popper, computing the new offsets and applying\n * the new style.<br />\n * Prefer\n `scheduleUpdate` over `update` because of performance reasons.\n * @method\n * @memberof Popper\n */\nfunction update() {\n  // if popper is destroyed, don't perform any further update\n  if (this.state.isDestroyed) {\n    return;\n  }\n  var data = {\n    instance: this,\n    styles: {},\n    arrowStyles: {},\n    attributes: {},\n    flipped:\n      false,\n    offsets: {}\n  };;\n  // compute reference element offsets\n  data.offsets.reference =\n    getReferenceOffsets(this.state, this.popper, this.reference, this.options.positionFixed);\n  // compute auto\n  placement, store placement inside the data object,\n  // modifiers will be able to edit `placement` if needed\n  // and\n  refer to originalPlacement to know the original value\n  data.placement

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= computeAutoPlacement(this.options.placement, data.offsets.reference, this.popper, this.reference,
this.options.modifiers.flip.boundariesElement, this.options.modifiers.flip.padding);\n\n // store the computed
placement inside `originalPlacement`\n data.originalPlacement = data.placement;\n\n data.positionFixed =
this.options.positionFixed;\n\n // compute the popper offsets\n data.offsets.popper = getPopperOffsets(this.popper,
data.offsets.reference, data.placement);\n\n data.offsets.popper.position = this.options.positionFixed ? 'fixed' :
'absolute';\n\n // run the modifiers\n data = runModifiers(this.modifiers, data);\n\n // the first `update` will call
`onCreate` callback\n // the other ones will call `onUpdate` callback\n if (!this.state.isCreated) {\n
this.state.isCreated = true;\n this.options.onCreate(data);\n } else {\n this.options.onUpdate(data);\n
}\n}\n\n/**\n * Helper used to know if the given modifier is enabled.\n * @method\n * @memberof Popper.Utils\n
* @returns {Boolean}\n */\nfunction isModifierEnabled(modifiers, modifierName) {\n return
modifiers.some(function (_ref) {\n var name = _ref.name,\n enabled = _ref.enabled;\n return enabled &&
name === modifierName;\n });\n}\n\n/**\n * Get the prefixed supported property name\n * @method\n *
@memberof Popper.Utils\n * @argument {String} property (camelCase)\n * @returns {String} prefixed property
(camelCase or PascalCase, depending on the vendor prefix)\n */\nfunction getSupportedPropertyName(property) {\n
var prefixes = [false, 'ms', 'Webkit', 'Moz', 'O'];\n var upperProp = property.charAt(0).toUpperCase() +
property.slice(1);\n\n for (var i = 0; i < prefixes.length; i++) {\n var prefix = prefixes[i];\n var toCheck = prefix
? " " + prefix + upperProp : property;\n if (typeof document.body.style[toCheck] !== 'undefined') {\n return
toCheck;\n }\n }\n return null;\n}\n\n/**\n * Destroys the popper.\n * @method\n * @memberof Popper\n
*/\nfunction
destroy() {\n this.state.isDestroyed = true;\n\n // touch DOM only if `applyStyle` modifier is enabled\n if
(isModifierEnabled(this.modifiers, 'applyStyle')) {\n this.popper.removeAttribute('x-placement');\n
this.popper.style.position = '';\n this.popper.style.top = '';\n this.popper.style.left = '';\n this.popper.style.right =
'';\n this.popper.style.bottom = '';\n this.popper.style.willChange = '';\n
this.popper.style[getSupportedPropertyName('transform')] = '';\n }\n\n this.disableEventListeners();\n\n // remove
the popper if user explicitly asked for the deletion on destroy\n // do not use `remove` because IE11 doesn't support
it\n if (this.options.removeOnDestroy) {\n this.popper.parentNode.removeChild(this.popper);\n }\n return
this;\n}\n\n/**\n * Get the window associated with the element\n * @argument {Element} element\n * @returns
{Window}\n */\nfunction getWindow(element) {\n var ownerDocument = element.ownerDocument;\n return
ownerDocument
? ownerDocument.defaultView : window;\n}\n\nfunction attachToScrollParents(scrollParent, event, callback,
scrollParents) {\n var isBody = scrollParent.nodeName === 'BODY';\n var target = isBody ?
scrollParent.ownerDocument.defaultView : scrollParent;\n target.addEventListener(event, callback, { passive: true
});\n\n if (!isBody) {\n attachToScrollParents(getScrollParent(target.parentNode), event, callback,
scrollParents);\n }\n scrollParents.push(target);\n}\n\n/**\n * Setup needed event listeners used to update the
popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction
setupEventListeners(reference, options, state, updateBound) {\n // Resize event listener on window\n
state.updateBound = updateBound;\n getWindow(reference).addEventListener('resize', state.updateBound, {
passive: true });\n\n // Scroll event listener on scroll parents\n var scrollElement = getScrollParent(reference);\n
attachToScrollParents(scrollElement, 'scroll', state.updateBound,
state.scrollParents);\n state.scrollElement = scrollElement;\n state.eventsEnabled = true;\n\n return
state;\n}\n\n/**\n * It will add resize/scroll events and start recalculating\n * position of the popper element when
they are triggered.\n * @method\n * @memberof Popper\n */\nfunction enableEventListeners() {\n if
(!this.state.eventsEnabled) {\n this.state = setupEventListeners(this.reference, this.options, this.state,
this.scheduleUpdate);\n }\n}\n\n/**\n * Remove event listeners used to update the popper position\n * @method\n
* @memberof Popper.Utils\n * @private\n */\nfunction removeEventListeners(reference, state) {\n // Remove
resize event listener on window\n getWindow(reference).removeEventListener('resize', state.updateBound);\n\n //
Remove scroll event listener on scroll parents\n state.scrollParents.forEach(function (target) {\n
target.removeEventListener('scroll', state.updateBound);\n });\n\n // Reset state\n state.updateBound = null;\n
}

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state.scrollParents = [];\n state.scrollElement = null;\n state.eventsEnabled = false;\n return state;\n}\n\n/**\n * It will remove resize/scroll events and won't recalculate popper position\n * when they are triggered. It also won't trigger `onUpdate` callback anymore,\n * unless you call `update` method manually.\n * @method\n * @memberof Popper\n */\nfunction disableEventListeners() {\n  if (this.state.eventsEnabled) {\n    cancelAnimationFrame(this.scheduleUpdate);\n    this.state = removeEventListeners(this.reference, this.state);\n  }\n}\n\n/**\n * Tells if a given input is a number\n * @method\n * @memberof Popper.Utils\n * @param {*} input to check\n * @return {Boolean}\n */\nfunction isNumeric(n) {\n  return n !== "" && !isNaN(parseFloat(n)) && isFinite(n);\n}\n\n/**\n * Set the style to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the style to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setStyles(element, styles) {\n  Object.keys(styles).forEach(function (prop) {\n    var unit = "";\n    // add unit if the value is numeric and is one of the following\n    if (['width', 'height', 'top', 'right', 'bottom', 'left'].indexOf(prop) !== -1 && isNumeric(styles[prop])) {\n      unit = 'px';\n    }\n    element.style[prop] = styles[prop] + unit;\n  });\n}\n\n/**\n * Set the attributes to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the attributes to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setAttributes(element, attributes) {\n  Object.keys(attributes).forEach(function (prop) {\n    var value = attributes[prop];\n    if (value !== false) {\n      element.setAttribute(prop, attributes[prop]);\n    } else {\n      element.removeAttribute(prop);\n    }\n  });\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} data.styles - List of style properties - values to apply to popper element\n * @argument {Object} data.attributes - List of attribute properties - values to apply to popper element\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The same data object\n */\nfunction applyStyle(data) {\n  // any property present in `data.styles` will be applied to the popper,\n  // in this way we can make the 3rd party modifiers add custom styles to it\n  // Be aware, modifiers could override the properties defined in the previous\n  // lines of this modifier!\n  setStyles(data.instance.popper, data.styles);\n\n  // any property present in `data.attributes` will be applied to the popper,\n  // they will be set as HTML attributes of the element\n  setAttributes(data.instance.popper, data.attributes);\n\n  // if arrowElement is defined and arrowStyles has some properties\n  if (data.arrowElement && Object.keys(data.arrowStyles).length) {\n    setStyles(data.arrowElement, data.arrowStyles);\n  }\n\n  return data;\n}\n\n/**\n * Set the x-placement attribute before everything else because it could be used\n * to add margins to the popper margins needs to be calculated to get the\n * correct popper offsets.\n * @method\n * @memberof Popper.modifiers\n * @param {HTMLElement} reference - The reference element used to position the popper\n * @param {HTMLElement} popper - The HTML element used as popper\n * @param {Object} options - Popper.js options\n */\nfunction applyStyleOnLoad(reference, popper, options, modifierOptions, state) {\n  // compute reference element offsets\n  var referenceOffsets = getReferenceOffsets(state, popper, reference, options.positionFixed);\n\n  // compute auto placement, store placement inside the data object,\n  // modifiers will be able to edit `placement` if needed\n  // and refer to originalPlacement to know the original value\n  var placement = computeAutoPlacement(options.placement, referenceOffsets, popper, reference, options.modifiers.flip.boundariesElement, options.modifiers.flip.padding);\n\n  popper.setAttribute('x-placement', placement);\n\n  // Apply `position` to popper before anything else because\n  // without the position applied we can't guarantee correct computations\n  setStyles(popper, { position: options.positionFixed ? 'fixed' : 'absolute' });\n\n  return options;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction computeStyle(data, options) {\n  var x = options.x,\n      y = options.y;\n  var popper = data.offsets.popper;\n\n  // Remove this legacy support in Popper.js v2\n  var legacyGpuAccelerationOption = find(data.instance.modifiers, function

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(modifier) {\n  return modifier.name === 'applyStyle';\n }).gpuAcceleration;\n if (legacyGpuAccelerationOption
!== undefined) {\n  console.warn('WARNING: `gpuAcceleration` option moved to `computeStyle` modifier and
will not be supported in future versions of Popper.js!');\n }\n var gpuAcceleration = legacyGpuAccelerationOption
!== undefined ? legacyGpuAccelerationOption : options.gpuAcceleration;\n\n var offsetParent =
getOffsetParent(data.instance.popper);\n var offsetParentRect = getBoundingClientRect(offsetParent);\n\n //
Styles\n var styles = {\n  position: popper.position\n };\n\n // Avoid blurry text by using full pixel integers.\n //
For pixel-perfect positioning, top/bottom prefers rounded\n // values, while left/right prefers floored values.\n var
offsets = {\n  left: Math.floor/popper.left),\n  top: Math.round/popper.top),\n  bottom:
Math.round/popper.bottom),\n  right: Math.floor/popper.right)\n };\n\n var sideA = x === 'bottom' ? 'top' :
'bottom';\n var sideB = y === 'right' ? 'left' : 'right';\n\n // if gpuAcceleration is set to `true` and transform is
supported,\n // we use `translate3d` to apply the position to the popper we\n // automatically use the supported
prefixed version if needed\n var prefixedProperty = getSupportedPropertyName('transform');\n\n // now, let's make
a step back and look at this code closely (wtf?)\n // If the content of the popper grows once it's been positioned, it\n
// may happen that the popper gets misplaced because of the new content\n // overflowing its reference element\n //
To avoid this problem, we provide two options (x and y), which allow\n // the consumer to define the offset
origin.\n // If we position a popper on top of a reference element, we can set\n // `x` to `top` to make the popper
grow towards its top instead of\n // its bottom.\n var left = void 0,\n  top = void 0;\n if (sideA === 'bottom') {\n
// when offsetParent is <html> the positioning is relative
to the bottom of the screen (excluding the scrollbar)\n // and not the bottom of the html element\n if
(offsetParent.nodeName === 'HTML') {\n  top = -offsetParent.clientHeight + offsets.bottom;\n } else {\n  top
= -offsetParentRect.height + offsets.bottom;\n }\n } else {\n  top = offsets.top;\n }\n\n if (sideB === 'right') {\n
if (offsetParent.nodeName === 'HTML') {\n  left = -offsetParent.clientWidth + offsets.right;\n } else {\n  left
= -offsetParentRect.width + offsets.right;\n }\n } else {\n  left = offsets.left;\n }\n\n if (gpuAcceleration &&
prefixedProperty) {\n  styles[prefixedProperty] = 'translate3d(' + left + 'px, ' + top + 'px, 0)';\n  styles[sideA] =
0;\n  styles[sideB] = 0;\n  styles.willChange = 'transform';\n } else {\n  // otherwise, we use the standard `top`,
`left`, `bottom` and `right` properties\n  var invertTop = sideA === 'bottom' ? -1 : 1;\n  var invertLeft = sideB ===
'right' ? -1 : 1;\n  styles[sideA]
= top * invertTop;\n  styles[sideB] = left * invertLeft;\n  styles.willChange = sideA + ', ' + sideB;\n }\n\n //
Attributes\n var attributes = {\n  'x-placement': data.placement\n };\n\n // Update `data` attributes, styles and
arrowStyles\n data.attributes = _extends({}, attributes, data.attributes);\n data.styles = _extends({}, styles,
data.styles);\n data.arrowStyles = _extends({}, data.offsets.arrow, data.arrowStyles);\n\n return data;\n}\n\n**\n *
Helper used to know if the given modifier depends from another one.<br />\n * It checks if the needed modifier is
listed and enabled.\n * @method\n * @memberof Popper.Utils\n * @param {Array} modifiers - list of modifiers\n
* @param {String} requestingName - name of requesting modifier\n * @param {String} requestedName - name of
requested modifier\n * @returns {Boolean}\n */\nfunction isModifierRequired(modifiers, requestingName,
requestedName) {\n  var requesting = find(modifiers, function (_ref) {\n    var name =
_ref.name;\n    return name === requestingName;\n });\n\n  var isRequired = !!requesting &&
modifiers.some(function (modifier) {\n    return modifier.name === requestedName && modifier.enabled &&
modifier.order < requesting.order;\n });\n\n  if (!isRequired) {\n    var _requesting = '` + requestingName + `';\n
var requested = '` + requestedName + `';\n    console.warn(requested + ' modifier is required by ' + _requesting +
' modifier in order to work, be sure to include it before ' + _requesting + '!');\n  }\n  return isRequired;\n}\n\n**\n *
@function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update
method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data
object, properly modified\n */\nfunction arrow(data, options) {\n  var _data$offsets$arrow;\n\n  // arrow depends on
keepTogether in order to work\n  if (!isModifierRequired(data.instance.modifiers, 'arrow', 'keepTogether')) {\n
return
data;\n }\n\n  var arrowElement = options.element;\n\n  // if arrowElement is a string, suppose it's a CSS selector\n
if (typeof arrowElement === 'string') {\n    arrowElement = data.instance.popper.querySelector(arrowElement);\n

```

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// if arrowElement is not found, don't run the modifier\n  if (!arrowElement) {\n    return data;\n  }\n} else {\n  // if the arrowElement isn't a query selector we must check that the\n  // provided DOM node is child of its popper\n  node\n  if (!data.instance.popper.contains(arrowElement)) {\n    console.warn('WARNING: `arrow.element` must\n    be child of its popper element!');\n    return data;\n  }\n}\n\nvar placement = data.placement.split('-')[0];\nvar\n_data$offsets = data.offsets,\n  popper = _data$offsets.popper,\n  reference = _data$offsets.reference;\n\nvar\nisVertical = ['left', 'right'].indexOf(placement) !== -1;\nvar len = isVertical ? 'height' : 'width';\nvar\nsideCapitalized = isVertical ? 'Top' : 'Left';\n\n  var side = sideCapitalized.toLowerCase();\n  var altSide = isVertical ? 'left' : 'top';\n  var opSide = isVertical ?\n  'bottom' : 'right';\n  var arrowElementSize = getOuterSizes(arrowElement)[len];\n  //\n  // extends keepTogether\n  // behavior making sure the popper and its\n  // reference have enough pixels in conjunction\n  //\n  // top/left side\n  if (reference[opSide] - arrowElementSize < popper[side]) {\n    data.offsets.popper[side] -= popper[side] -\n    (reference[opSide] - arrowElementSize);\n  }\n  // bottom/right side\n  if (reference[side] + arrowElementSize >\n  popper[opSide]) {\n    data.offsets.popper[side] += reference[side] + arrowElementSize - popper[opSide];\n  }\n  data.offsets.popper = getClientRect(data.offsets.popper);\n  // compute center of the popper\n  var center =\n  reference[side] + reference[len] / 2 - arrowElementSize / 2;\n  // Compute the sideValue using the updated popper\n  offsets\n  // take popper margin in account because we don't have this info available\n\n  var css = getStyleComputedProperty(data.instance.popper);\n  var popperMarginSide = parseFloat(css['margin' +\n  sideCapitalized], 10);\n  var popperBorderSide = parseFloat(css['border' + sideCapitalized + 'Width'], 10);\n  var\n  sideValue = center - data.offsets.popper[side] - popperMarginSide - popperBorderSide;\n  // prevent arrowElement\n  from being placed not contiguously to its popper\n  sideValue = Math.max(Math.min(popper[len] -\n  arrowElementSize, sideValue), 0);\n  data.arrowElement = arrowElement;\n  data.offsets.arrow =\n  (_data$offsets$arrow = {}, defineProperty(_data$offsets$arrow, side, Math.round(sideValue)),\n  defineProperty(_data$offsets$arrow, altSide, ''), _data$offsets$arrow);\n\n  return data;\n}\n\n/**\n * Get the\n  opposite placement variation of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String}\n  placement variation\n * @returns {String} flipped placement variation\n */\nfunction\n  getOppositeVariation(variation) {\n  if (variation === 'end')\n  {\n    return 'start';\n  } else if (variation === 'start') {\n    return 'end';\n  }\n  return variation;\n}\n\n/**\n * List of\n  accepted placements to use as values of the `placement` option.<br />\n * Valid placements are:\n * - `auto`\n * -\n  `top`\n * - `right`\n * - `bottom`\n * - `left`\n * Each placement can have a variation from this list:\n * - `start`\n * - `end`\n * Variations are interpreted easily if you think of them as the left to right\n * written languages.\n  Horizontally (`top` and `bottom`), `start` is left and `end` is right.<br />\n * Vertically (`left` and `right`), `start` is top and `end` is bottom.\n * Some valid examples are:\n * - `top-end` (on top of reference, right aligned)\n * - `right-start` (on right of reference, top aligned)\n * - `bottom` (on bottom, centered)\n * - `auto-end` (on the side with more space available, alignment depends by placement)\n * @static\n * @type {Array}\n * @enum\n  {String}\n * @readonly\n * @method placements\n\n  * @memberof Popper\n */\nvar placements = ['auto-start', 'auto', 'auto-end', 'top-start', 'top', 'top-end', 'right-start',\n  'right', 'right-end', 'bottom-end', 'bottom', 'bottom-start', 'left-end', 'left', 'left-start'];\n\n// Get rid of `auto` `auto-start` and `auto-end`\nvar validPlacements = placements.slice(3);\n\n/**\n * Given an initial placement, returns all the\n  subsequent placements\n * clockwise (or counter-clockwise).\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement - A valid placement (it accepts variations)\n * @argument {Boolean} counter - Set to true to walk the placements counterclockwise\n * @returns {Array} placements including their variations\n */\nfunction\n  clockwise(placement) {\n  var counter = arguments.length > 1 && arguments[1] !== undefined ?\n  arguments[1] : false;\n\n  var index = validPlacements.indexOf(placement);\n  var arr = validPlacements.slice(index + 1).concat(validPlacements.slice(0, index));\n  return counter ? arr.reverse()\n  : arr;\n}\n\nvar BEHAVIORS = {\n  FLIP: 'flip',\n  CLOCKWISE: 'clockwise',\n  COUNTERCLOCKWISE: 'counterclockwise'\n};\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction\n  flip(data, options) {\n  // if `inner` modifier is

```

```

enabled, we can't use the `flip` modifier\n
if (isModifierEnabled(data.instance.modifiers, 'inner')) {\n
  return data;\n
}\n\n
if (data.flipped && data.placement === data.originalPlacement) {\n
  // seems like flip is trying to loop, probably there's not enough space on any of the flippable sides\n
  return data;\n
}\n\n
var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, options.boundariesElement, data.positionFixed);\n\n
var placement = data.placement.split('-')[0];\n
var placementOpposite = getOppositePlacement(placement);\n\n
var variation = data.placement.split('-')[1] || '';\n\n
var flipOrder = [];\n\n
switch (options.behavior) {\n
  case BEHAVIORS.FLIP:\n
    flipOrder = [placement, placementOpposite];\n
    break;\n
  case BEHAVIORS.CLOCKWISE:\n
    flipOrder = clockwise(placement);\n
    break;\n
  case BEHAVIORS.COUNTERCLOCKWISE:\n
    flipOrder = clockwise(placement, true);\n
    break;\n
  default:\n
    flipOrder = options.behavior;\n
}\n\n
flipOrder.forEach(function (step, index) {\n
  if (placement !== step || flipOrder.length === index + 1) {\n
    return data;\n
  }\n\n
  placement = data.placement.split('-')[0];\n
  placementOpposite = getOppositePlacement(placement);\n\n
  var popperOffsets = data.offsets.popper;\n
  var refOffsets = data.offsets.reference;\n\n
  // using floor because the reference offsets may contain decimals we are not going to consider here\n
  var floor = Math.floor;\n
  var overlapsRef = placement === 'left' && floor(popperOffsets.right) > floor(refOffsets.left) || placement === 'right' && floor(popperOffsets.left) < floor(refOffsets.right) || placement === 'top' && floor(popperOffsets.bottom) > floor(refOffsets.top) || placement === 'bottom' && floor(popperOffsets.top) < floor(refOffsets.bottom);\n\n
  var overflowsLeft = floor(popperOffsets.left) < floor(boundaries.left);\n
  var overflowsRight = floor(popperOffsets.right) > floor(boundaries.right);\n
  var overflowsTop = floor(popperOffsets.top) < floor(boundaries.top);\n
  var overflowsBottom = floor(popperOffsets.bottom) > floor(boundaries.bottom);\n\n
  var overflowsBoundaries = placement === 'left' && overflowsLeft || placement === 'right' && overflowsRight || placement === 'top' && overflowsTop || placement === 'bottom' && overflowsBottom;\n\n
  // flip the variation if required\n
  var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n
  var flippedVariation = !!options.flipVariations && (isVertical && variation === 'start' && overflowsLeft || isVertical && variation === 'end' && overflowsRight || !isVertical && variation === 'start' && overflowsTop || !isVertical && variation === 'end' && overflowsBottom);\n\n
  if (overlapsRef || overflowsBoundaries || flippedVariation) {\n
    // this boolean to detect any flip loop\n
    data.flipped = true;\n\n
    if (overlapsRef || overflowsBoundaries) {\n
      placement = flipOrder[index + 1];\n
    }\n\n
    if (flippedVariation) {\n
      variation = getOppositeVariation(variation);\n
    }\n\n
    data.placement = placement + (variation ? '-' + variation : '');\n\n
    // this object contains `position`, we want to preserve it along with\n
    // any additional property we may add in the future\n
    data.offsets.popper = _extends({}, data.offsets.popper, getPopperOffsets(data.instance.popper, data.offsets.reference, data.placement));\n\n
    data = runModifiers(data.instance.modifiers, data, 'flip');\n
  }\n\n
  return data;\n
})\n\n
**\n
* @function\n
* @memberof Modifiers\n
* @argument {Object} data - The data object generated by update method\n
* @argument {Object} options - Modifiers configuration and options\n
* @returns {Object} The data object, properly modified\n
*\n
function keepTogether(data) {\n
  var _data$offsets = data.offsets,\n
      popper = _data$offsets.popper,\n
      reference = _data$offsets.reference;\n\n
  var placement = data.placement.split('-')[0];\n
  var floor = Math.floor;\n
  var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n
  var side = isVertical ? 'right' : 'left';\n
  var opSide = isVertical ? 'left' : 'right';\n
  var measurement = isVertical ? 'width' : 'height';\n\n
  if (popper[side] < floor(reference[opSide])) {\n
    data.offsets.popper[opSide] = floor(reference[opSide]) - popper[measurement];\n
  }\n
  if (popper[opSide] > floor(reference[side])) {\n
    data.offsets.popper[opSide] = floor(reference[side]);\n
  }\n\n
  return data;\n
})\n\n
**\n
* Converts a string containing value + unit into a px value number\n
* @function\n
* @memberof {modifiers~offset}\n
* @private\n
* @argument {String} str - Value + unit string\n
* @argument {String} measurement - `height` or `width`\n
* @argument {Object} popperOffsets\n
* @argument {Object} referenceOffsets\n
* @returns {Number|String}\n
* Value in pixels, or original string if no values were extracted\n
*\n
function toValue(str, measurement, popperOffsets, referenceOffsets)

```

```

{\n // separate value from unit\n var split = str.match(/((?:\|-|\+)?\d*\.\d*)(.*)/);\n var value = +split[1];\n var
unit = split[2];\n\n // If it's not a number it's an operator, I guess\n if (!value) {\n return str;\n }\n\n if
(unit.indexOf('%') === 0) {\n var element = void 0;\n switch (unit) {\n case 'p':\n element =
popperOffsets;\n break;\n case '%':\n case '%r':\n default:\n element = referenceOffsets;\n }\n\n
var rect = getClientRect(element);\n return rect[measurement] / 100
* value;\n } else if (unit === 'vh' || unit === 'vw') {\n // if is a vh or vw, we calculate the size based on the
viewport\n var size = void 0;\n if (unit === 'vh') {\n size =
Math.max(document.documentElement.clientHeight, window.innerHeight || 0);\n } else {\n size =
Math.max(document.documentElement.clientWidth, window.innerWidth || 0);\n }\n return size / 100 * value;\n
} else {\n // if is an explicit pixel unit, we get rid of the unit and keep the value\n // if is an implicit unit, it's px,
and we return just the value\n return value;\n }\n}\n\n/**\n * Parse an `offset` string to extrapolate `x` and `y`
numeric offsets.\n * @function\n * @memberof {modifiers~offset}\n * @private\n * @argument {String} offset\n
* @argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @argument {String}
basePlacement\n * @returns {Array} a two cells array with x and y offsets in numbers\n */\nfunction
parseOffset(offset, popperOffsets,
referenceOffsets, basePlacement) {\n var offsets = [0, 0];\n\n // Use height if placement is left or right and index is
0 otherwise use width\n // in this way the first offset will use an axis and the second one\n // will use the other
one\n var useHeight = ['right', 'left'].indexOf(basePlacement) !== -1;\n\n // Split the offset string to obtain a list of
values and operands\n // The regex addresses values with the plus or minus sign in front (+10, -20, etc)\n var
fragments = offset.split(/(\+|\-)/).map(function (frag) {\n return frag.trim();\n });\n\n // Detect if the offset string
contains a pair of values or a single one\n // they could be separated by comma or space\n var divider =
fragments.indexOf(find(fragments, function (frag) {\n return frag.search(/,|\s/) !== -1;\n }));\n\n if
(fragments[divider] && fragments[divider].indexOf(',') === -1) {\n console.warn('Offsets separated by white
space(s) are deprecated, use a comma (,) instead.');

```

```

offsets[0];\n popper.left += offsets[1];\n } else if (basePlacement === 'top') {\n popper.left += offsets[0];\n popper.top -= offsets[1];\n } else if (basePlacement === 'bottom') {\n popper.left += offsets[0];\n popper.top += offsets[1];\n }\n\n data.popper = popper;\n return data;\n\n\n**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update`\n method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction preventOverflow(data, options) {\n var boundariesElement = options.boundariesElement || getOffsetParent(data.instance.popper);\n\n // If offsetParent is the reference element, we really want to\n // go one step up and use the next offsetParent as reference to\n // avoid to make this modifier completely useless and look like broken\n if (data.instance.reference === boundariesElement) {\n boundariesElement = getOffsetParent(boundariesElement);\n }\n\n // NOTE: DOM access here\n // resets the popper's position so that the document size can be calculated excluding\n // the size of the popper element itself\n var transformProp = getSupportedPropertyName('transform');\n var popperStyles = data.instance.popper.style; // assignment to help minification\n var top = popperStyles.top,\n left = popperStyles.left,\n transform = popperStyles[transformProp];\n\n popperStyles.top = '';\n popperStyles.left = '';\n popperStyles[transformProp] = '';\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, boundariesElement, data.positionFixed);\n\n // NOTE: DOM access here\n // restores the original style properties after the offsets have been computed\n popperStyles.top = top;\n popperStyles.left = left;\n popperStyles[transformProp] = transform;\n\n options.boundaries = boundaries;\n\n var order = options.priority;\n var popper = data.offsets.popper;\n\n var check = {\n primary: function primary(placement) {\n var value = popper[placement];\n if (popper[placement] < boundaries[placement] && !options.escapeWithReference) {\n value = Math.max(popper[placement], boundaries[placement]);\n }\n return defineProperty({}, placement, value);\n },\n secondary: function secondary(placement) {\n var mainSide = placement === 'right' ? 'left' : 'top';\n var value = popper[mainSide];\n if (popper[placement] > boundaries[placement] && !options.escapeWithReference) {\n value = Math.min(popper[mainSide], boundaries[placement] - (placement === 'right' ? popper.width : popper.height));\n }\n return defineProperty({}, mainSide, value);\n }\n };\n\n order.forEach(function (placement) {\n var side = ['left', 'top'].indexOf(placement) !== -1 ? 'primary' : 'secondary';\n popper = _extends({}, popper, check[side](placement));\n });\n\n data.offsets.popper = popper;\n\n return data;\n\n\n**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction shift(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var shiftvariation = placement.split('-')[1];\n\n // if shift shiftvariation is specified, run the modifier\n if (shiftvariation) {\n var _data$offsets = data.offsets,\n reference = _data$offsets.reference,\n popper = _data$offsets.popper;\n\n var isVertical = ['bottom', 'top'].indexOf(basePlacement) !== -1;\n var side = isVertical ? 'left' : 'top';\n var measurement = isVertical ? 'width' : 'height';\n\n var shiftOffsets = {\n start: defineProperty({}, side, reference[side]),\n end: defineProperty({}, side, reference[side] + reference[measurement] - popper[measurement])\n };\n\n data.offsets.popper = _extends({}, popper, shiftOffsets[shiftvariation]);\n }\n\n return data;\n\n\n**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n *\nfunction hide(data) {\n if (!isModifierRequired(data.instance.modifiers, 'hide', 'preventOverflow')) {\n return data;\n }\n\n var refRect = data.offsets.reference;\n var bound = find(data.instance.modifiers, function (modifier) {\n return modifier.name === 'preventOverflow';\n }).boundaries;\n\n if (refRect.bottom < bound.top || refRect.left > bound.right || refRect.top > bound.bottom || refRect.right < bound.left) {\n // Avoid unnecessary DOM access if visibility hasn't changed\n if (data.hide === true) {\n return data;\n }\n\n data.hide = true;\n data.attributes['x-out-of-boundaries'] = '';\n } else {\n // Avoid unnecessary DOM access if visibility hasn't changed\n if (data.hide === false) {\n return data;\n }\n\n data.hide = false;\n data.attributes['x-out-of-boundaries'] = false;\n }\n\n return data;\n\n\n**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n *

```

@argument {Object} options - Modifiers configuration and

```
options\n * @returns {Object} The data object, properly modified\n *function inner(data) {\n  var placement = data.placement;\n  var basePlacement = placement.split('-')[0];\n  var _data$offsets = data.offsets,\n      popper = _data$offsets.popper,\n      reference = _data$offsets.reference;\n\n  var isHoriz = ['left',
```

```
'right'].indexOf(basePlacement) !== -1;\n  var subtractLength = ['top', 'left'].indexOf(basePlacement) === -1;\n  popper[isHoriz ? 'left' : 'top'] = reference[basePlacement] - (subtractLength ? popper[isHoriz ? 'width' : 'height'] :
```

```
0);\n\n  data.placement = getOppositePlacement(placement);\n  data.offsets.popper = getClientRect(popper);\n\n  return data;\n}\n\n**\n * Modifier function, each modifier can have a function of this type assigned\n * to its `fn`
```

property.  
\* These functions will be called on each update, this means that you must\n \* make sure they are performant enough to avoid performance bottlenecks.\n \* @function ModifierFn\n \* @argument

{dataObject} data - The data object generated by `update` method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {dataObject} The data object, properly modified\n \*/

Modifiers are plugins used to alter the behavior of your poppers.  
\* Popper.js uses a set of 9 modifiers to provide all the basic functionalities\n \* needed by the library.\n \* Usually you don't want to override the `order`, `fn` and

`onLoad` props.\n \* All the other properties are configurations that could be tweaked.\n \* @namespace modifiers\n \*/

`modifiers = {\n /**\n * Modifier used to shift the popper on the start or end of its reference\n * element.`

`It will read the variation of the `placement` property.  
 It can be one either `end` or `start`.\n @memberof modifiers\n @inner\n ^\n shift: {\n /** @prop {number} order=100 - Index used to define the order of execution\n order: 100,\n /** @prop {Boolean} enabled=true`

`- Whether the modifier is enabled or not\n enabled: true,\n /** @prop {ModifierFn} ^\n fn: shift\n },\n /**\n * The `offset` modifier can shift your popper on both its axis.\n * It accepts the following units:\n * - `px` or unit-less, interpreted as pixels\n * - `%` or `%r`, percentage relative to the length of the reference element\n * - `%p`, percentage relative to the length of the popper element\n * - `vw`, CSS viewport width unit\n * - `vh`, CSS viewport height unit\n * For length is intended the main axis relative to the placement of the popper.`

`This means that if the placement is `top` or `bottom`, the length will be the\n * `width`. In case of `left` or `right`, it will be the `height`.\n * You can provide a single value (as `Number` or `String`), or a pair of values\n * as `String` divided by a comma or one (or more) white spaces.`

`The latter is a deprecated method because it leads to confusion`

`and will be\n * removed in v2.  
 Additionally, it accepts additions and subtractions between different units.\n * Note that multiplications and divisions aren't supported.\n * Valid examples are:\n * ``\n * 10\n * '10%'\n * '10, 10'\n * '10%', '10'\n * '10 + 10%'\n * '10 - 5vh + 3%'\n * '-10px + 5vh, 5px - 6%'\n * ``\n * >`

`**NB**:` If you desire to apply offsets to your poppers in a way that may make them overlap\n \* > with their reference element, unfortunately, you will have to disable the `flip` modifier.\n \* > You can read more on this at this [issue](https://github.com/FezVrasta/popper.js/issues/373).

`@memberof modifiers\n @inner\n ^\n offset: {\n /** @prop {number} order=200 - Index used to define the order of execution\n order: 200,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not\n enabled: true,\n /** @prop {ModifierFn} ^\n fn: offset,\n /** @prop {Number|String} offset=0\n * The offset value as described in the modifier description\n ^\n offset: 0\n },\n /**\n * Modifier used to prevent the popper from being positioned outside the boundary.\n * A scenario exists where the reference itself is not within the boundaries.  
 * We can say it has "escaped the boundaries" — or just "escaped".  
 * In this case we need to decide whether the popper should either:\n * - detach from the reference and remain "trapped" in the boundaries, or\n * - if it should ignore the boundary and "escape with its reference".  
 * When `escapeWithReference` is set to `true` and reference is completely\n * outside its boundaries, the popper will overflow (or completely leave)\n * the boundaries in order to remain attached to the edge of the reference.\n * @memberof modifiers\n @inner\n ^\n preventOverflow: {\n /** @prop {number} order=300 - Index used to define the order of execution\n order: 300,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not\n enabled: true,\n /** @prop {ModifierFn} ^\n fn: preventOverflow,\n /**\n * @prop {Array}`

`preventOverflow: {\n /** @prop {number} order=300 - Index used to define the order of execution\n order: 300,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not\n enabled: true,\n /** @prop {ModifierFn} ^\n fn: preventOverflow,\n /**\n * @prop {Array`

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[priority=['left','right','top','bottom']]  
 \* Popper will try to prevent overflow following these priorities by default,  
 \* then, it could overflow on the left and on top of the boundariesElement  
 \* priority: ['left', 'right', 'top', 'bottom'],  
 \* @prop {number} padding=5  
 \* Amount of pixel used to define a minimum distance between the boundaries  
 \* and the popper. This makes sure the popper always has a little padding  
 \* between the edges of its container  
 \* padding: 5,  
 \* @prop {String|HTMLElement} boundariesElement='scrollParent'  
 \* Boundaries used by the modifier. Can be 'scrollParent', 'window',  
 \* 'viewport' or any DOM element.  
 \* boundariesElement: 'scrollParent',  
 \* Modifier used to make sure the reference and its popper stay near each other  
 \* without leaving any gap between the two. Especially useful when the arrow is  
 \* enabled and you want to ensure that it points to its reference element.  
 \* It cares only about the first axis. You can still have poppers with margin  
 \* between the popper and its reference element.  
 \* @memberof modifiers  
 \* @inner  
 \* keepTogether: {  
 \* @prop {number} order=400 - Index used to define the order of execution  
 \* order: 400,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: keepTogether  
 \* },  
 \* This modifier is used to move the arrowElement of the popper to make  
 \* sure it is positioned between the reference element and its popper element.  
 \* It will read the outer size of the arrowElement node to detect how many  
 \* pixels of conjunction are needed.  
 \* It has no effect if no arrowElement is provided.  
 \* @memberof modifiers  
 \* @inner  
 \* arrow: {  
 \* @prop {number} order=500 - Index used to define the order of execution  
 \* order: 500,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: arrow,  
 \* @prop {String|HTMLElement} element='[x-arrow]' - Selector or node used as arrow  
 \* element: '[x-arrow]',  
 \* Modifier used to flip the popper's placement when it starts to overlap its  
 \* reference element.  
 \* Requires the preventOverflow modifier before it in order to work.  
 \* NOTE: this modifier will interrupt the current update cycle and will  
 \* restart it if it detects the need to flip the placement.  
 \* @memberof modifiers  
 \* @inner  
 \* flip: {  
 \* @prop {number} order=600 - Index used to define the order of execution  
 \* order: 600,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: flip,  
 \* @prop {String|Array} behavior='flip'  
 \* The behavior used to change the popper's placement. It can be one of  
 \* 'flip', 'clockwise', 'counterclockwise' or an array with a list of  
 \* valid placements (with optional variations)  
 \* behavior: 'flip',  
 \* @prop {number} padding=5  
 \* The popper will flip if it hits the edges of the boundariesElement  
 \* padding: 5,  
 \* @prop {String|HTMLElement} boundariesElement='viewport'  
 \* The element which will define the boundaries of the popper position.  
 \* The popper will never be placed outside of the defined boundaries  
 \* (except if keepTogether is enabled)  
 \* boundariesElement: 'viewport',  
 \* Modifier used to make the popper flow toward the inner of the reference element.  
 \* By default, when this modifier is disabled, the popper will be placed outside  
 \* the reference element.  
 \* @memberof modifiers  
 \* @inner  
 \* inner: {  
 \* @prop {number} order=700 - Index used to define the order of execution  
 \* order: 700,  
 \* @prop {Boolean} enabled=false - Whether the modifier is enabled or not  
 \* enabled: false,  
 \* @prop {ModifierFn} fn: inner  
 \* },  
 \* Modifier used to hide the popper when its reference element is outside of the  
 \* popper boundaries. It will set a x-out-of-boundaries attribute which can  
 \* be used to hide with a CSS selector the popper when its reference is out of  
 \* boundaries.  
 \* Requires the preventOverflow modifier before it in order to work.  
 \* @memberof modifiers  
 \* @inner  
 \* hide: {  
 \* @prop {number} order=800 - Index used to define the order of execution  
 \* order: 800,  
 \* @prop {Boolean} enabled=true - Whether the modifier is enabled or not  
 \* enabled: true,  
 \* @prop {ModifierFn} fn: hide  
 \* },  
 \* Computes the style that will be applied to the popper element to get  
 \* properly positioned.  
 \* Note that this modifier will not touch the DOM, it just prepares the styles  
 \* so that applyStyle modifier can apply it. This separation is useful  
 \* in case you need to replace applyStyle with a custom implementation.  
 \* This modifier has `850` as order value to maintain backward compatibility  
 \* with previous versions of Popper.js. Expect the modifiers



ordering method\n \* to change in future major versions of the library.\n \* \n \* @memberof modifiers\n \* @inner\n \* \n computeStyle: {\n /\*\* @prop {number} order=850 - Index used to define the order of execution\n \* \n order: 850,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not\n \* \n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: computeStyle,\n /\*\*\n \* @prop {Boolean} gpuAcceleration=true\n \* If true, it uses the CSS 3D transformation to position the popper.\n \* Otherwise, it will use the `top` and `left` properties\n \* \n gpuAcceleration: true,\n /\*\*\n \* @prop {string} [x='bottom']\n \* Where to anchor the X axis (`bottom` or `top`). AKA X offset origin.\n \* Change this if your popper should grow in a direction different from `bottom`\n \* \n x: 'bottom',\n /\*\*\n \* @prop {string} [x='left']\n \* Where to anchor the Y axis (`left` or `right`). AKA Y offset origin.\n \* Change this if your popper should grow in a direction different from `right`\n \* \n y: 'right'\n },\n /\*\*\n \* Applies the computed styles to the popper element.\n \* \n \* All the DOM manipulations are limited to this modifier. This is useful in case\n \* you want to integrate Popper.js inside a framework or view library and you\n \* want to delegate all the DOM manipulations to it.\n \* \n \* Note that if you disable this modifier, you must make sure the popper element\n \* has its position set to `absolute` before Popper.js can do its work!\n \* \n \* Just disable this modifier and define your own to achieve the desired effect.\n \* \n \* @memberof modifiers\n \* @inner\n \* \n applyStyle: {\n /\*\* @prop {number} order=900 - Index used to define the order of execution\n \* \n order: 900,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not\n \* \n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: applyStyle,\n /\*\* @prop {Function} \*/\n onLoad: applyStyleOnLoad,\n /\*\*\n \* @deprecated since version 1.10.0, the property moved to `computeStyle` modifier\n \* @prop {Boolean} gpuAcceleration=true\n \* If true, it uses the CSS 3D transformation to position the popper.\n \* Otherwise, it will use the `top` and `left` properties\n \* \n gpuAcceleration: undefined\n };\n /\*\*\n \* The `dataObject` is an object containing all the information used by Popper.js.\n \* This object is passed to modifiers and to the `onCreate` and `onUpdate` callbacks.\n \* @name dataObject\n \* @property {Object} data.instance The Popper.js instance\n \* @property {String} data.placement Placement applied to popper\n \* @property {String} data.originalPlacement Placement originally defined on init\n \* @property {Boolean} data.flipped True if popper has been flipped by flip modifier\n \* @property {Boolean} data.hide True if the reference element is out of boundaries, useful to know when to hide the popper\n \* @property {HTMLElement} data.arrowElement Node used as arrow by arrow modifier\n \* @property {Object} data.styles Any CSS property defined here will be applied to the popper. It expects the JavaScript nomenclature (eg. `marginBottom`)\n \* @property {Object} data.arrowStyles Any CSS property defined here will be applied to the popper arrow. It expects the JavaScript nomenclature (eg. `marginBottom`)\n \* @property {Object} data.boundaries Offsets of the popper boundaries\n \* @property {Object} data.offsets The measurements of popper, reference and arrow elements\n \* @property {Object} data.offsets.popper `top`, `left`, `width`, `height` values\n \* @property {Object} data.offsets.reference `top`, `left`, `width`, `height` values\n \* @property {Object} data.offsets.arrow] `top` and `left` offsets, only one of them will be different from 0\n \* \n /\*\*\n \* Default options provided to Popper.js constructor.<br />\n \* These can be overridden using the `options` argument of Popper.js.<br />\n \* To override an option, simply pass an object with the same\n \* structure of the `options` object, as the 3rd argument. For example:\n \* \n \* new Popper(ref, pop, {\n \* modifiers: {\n \* preventOverflow: { enabled: false }\n \* }\n \* })\n \* \n \* @type {Object}\n \* @static\n \* @memberof Popper\n \* \n nvar Defaults = {\n /\*\*\n \* Popper's placement.\n \* @prop {Popper.placements} placement='bottom'\n \* \n placement: 'bottom',\n /\*\*\n \* Set this to true if you want popper to position it self in 'fixed' mode\n \* @prop {Boolean} positionFixed=false\n \* \n positionFixed: false,\n /\*\*\n \* Whether events (resize, scroll) are initially enabled.\n \* @prop {Boolean} eventsEnabled=true\n \* \n eventsEnabled: true,\n /\*\*\n \* Set to true if you want to automatically remove the popper when\n \* you call the `destroy` method.\n \* @prop {Boolean} removeOnDestroy=false\n \* \n removeOnDestroy: false,\n /\*\*\n \* Callback called when the popper is created.<br />\n \* By default, it is set to no-op.<br />\n \* Access Popper.js instance with `data.instance`.\n \* @prop {onCreate}\n \* \n onCreate: function onCreate() {},\n /\*\*\n \* Callback called when the popper is

updated. This callback is not called  
 \* on the initialization/creation of the popper, but only on subsequent  
 updates.

By default, it is set to no-op.

Access Popper.js instance with `data.instance`.

@prop {onUpdate} onUpdate: function onUpdate() {}, List of modifiers used to modify the offsets before they are applied to the popper. They provide most of the functionalities of Popper.js.

@prop {modifiers} modifiers: modifiers, List of modifiers used to modify the offsets before they are applied to the popper. They provide most of the functionalities of Popper.js.

@param {dataObject} data @callback onUpdate @param {dataObject} data

Utils/Methods

```

var Popper = function () {
  /**
   * Creates a new Popper.js instance.
   * @class
   * @param {HTMLElement|referenceObject} reference - The reference element used to position the popper
   * @param {HTMLElement} popper - The HTML element used as the popper
   * @param {Object} options - Your custom options to override the ones defined in [Defaults](#defaults)
   * @return {Object} instance - The generated Popper.js instance
   */
  function Popper(reference, popper) {
    var _this = this;
    var options = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};
    classCallCheck(this, Popper);
    this.scheduleUpdate = function () {
      return requestAnimationFrame(_this.update);
    };
    // make update() debounced, so that it only runs at most once-per-tick
    this.update = debounce(this.update.bind(this));
    // with {} we create a new object with the options inside it
    this.options = _extends({}, Popper.Defaults, options);
    // init state
    this.state = {
      isDestroyed: false,
      isCreated: false,
      scrollParents: []
    };
    // get reference and popper elements (allow jQuery wrappers)
    this.reference = reference && reference.jquery ? reference[0] : reference;
    this.popper = popper && popper.jquery ? popper[0] : popper;
    // Deep merge modifiers options
    this.options.modifiers = {};
    Object.keys(_extends({}, Popper.Defaults.modifiers, options.modifiers)).forEach(function (name) {
      _this.options.modifiers[name] = _extends({}, Popper.Defaults.modifiers[name] || {}, options.modifiers ? options.modifiers[name] : {});
    });
    // Refactoring modifiers' list (Object => Array)
    this.modifiers = Object.keys(this.options.modifiers).map(function (name) {
      return _extends({
        name: name
      }, _this.options.modifiers[name]);
    });
    // sort the modifiers by order
    this.modifiers.sort(function (a, b) {
      return a.order - b.order;
    });
    // modifiers have the ability to execute arbitrary code when Popper.js get inited
    // such code is executed in the same order of its modifier
    // they could add new properties to their options
    // BE AWARE: don't add options to `options.modifiers.name` but to `modifierOptions`!
    this.modifiers.forEach(function (modifierOptions) {
      if (modifierOptions.enabled && isFunction(modifierOptions.onLoad)) {
        modifierOptions.onLoad(_this.reference, _this.popper, _this.options, modifierOptions, _this.state);
      }
    });
    // fire the first update to position the popper in the right place
    this.update();
    var eventsEnabled = this.options.eventsEnabled;
    if (eventsEnabled) {
      // setup event listeners, they will take care of update the position in specific situations
      this.enableEventListeners();
    }
    this.state.eventsEnabled = eventsEnabled;
  }
  // We can't use class properties because they don't get listed in the
  // class prototype and break stuff like Sinon stubs
  createClass(Popper, [{
    key: 'update',
    value: function update$$1() {
      return update.call(this);
    }
  }, {
    key: 'destroy',
    value: function destroy$$1() {
      return destroy.call(this);
    }
  }, {
    key: 'enableEventListeners',
    value: function enableEventListeners$$1() {
      return enableEventListeners.call(this);
    }
  }, {
    key: 'disableEventListeners',
    value: function disableEventListeners$$1() {
      return disableEventListeners.call(this);
    }
  }]);
  /**
   * Schedules an update. It will run on the next UI update available.
   * @method scheduleUpdate
   * @memberof Popper
   */
  /**
   * Collection of utilities useful when writing custom modifiers. Starting from version 1.7, this method is available only if you include `popper-utils.js` before `popper.js`.
   * **DEPRECATION**: This way to access PopperUtils is deprecated and will be removed in v2! Use the PopperUtils module directly instead.
   * Due to the high instability of the methods contained in Utils, we can't guarantee them to follow semver. Use them at your own risk!
   * @static
   * @private
   * @type {Object}
   * @deprecated since version 1.8
   * @member Utils
   * @memberof Popper
   */
  return Popper;
}();
  /**
   * The `referenceObject`
  
```

is an object that provides an interface compatible

```
with Popper.js\n * and lets you use it as replacement of a real DOM node.<br />\n * You can use this method to  
position a popper relatively to a set of coordinates\n * in case you don't have a DOM node to use as reference.\n *\n * ```\n * new Popper(referenceObject, popperNode);\n * ```\n *\n * NB: This feature isn't supported in Internet  
Explorer 10.\n * @name referenceObject\n * @property {Function} data.getBoundingClientRect\n * A function that  
returns a set of coordinates compatible with the native `getBoundingClientRect` method.\n * @property {number}  
data.clientWidth\n * An ES6 getter that will return the width of the virtual reference element.\n * @property  
{number} data.clientHeight\n * An ES6 getter that will return the height of the virtual reference element.\n\n*/\n\nPopper.Utils = (typeof window !== 'undefined' ? window : global).PopperUtils;\nPopper.placements =  
placements;\nPopper.Defaults = Defaults;\n\nexport default Popper;\n\n#\nsourceMappingURL=popper.js.map\n", "\n"use  
strict";\n\nvar isValue = require('./is-value');\n\nvar forEach = Array.prototype.forEach, create =  
Object.create;\n\nvar process = function (src, obj) {\n  for (key in src) obj[key] = src[key];\n};\n\n//  
eslint-disable-next-line no-unused-vars\n\nmodule.exports = function (opts1 /*, ...options*/) {\n  var result =  
create(null);\n  for (each.call(arguments, function (options) {\n    if (!isValue(options))  
return;\n    process(Object(options), result);\n  }));\n  return result;\n};\n\n", /** Used to detect hot functions by  
number of calls within a span of milliseconds. */\nvar HOT_COUNT = 800,\n    HOT_SPAN = 16;\n\n/* Built-in  
method references for those with the same name as other `lodash` methods. */\nvar nativeNow = Date.now;\n\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or  
more times in `HOT_SPAN` milliseconds.\n *\n * @private\n * @param {Function} func The function to  
restrict.\n * @returns  
{Function} Returns the new shortable function.\n */\nfunction shortOut(func) {\n  var count = 0,\n      lastCalled =  
0;\n  return function() {\n    var stamp = nativeNow(),\n        remaining = HOT_SPAN - (stamp - lastCalled);\n    lastCalled = stamp;\n    if (remaining > 0) {\n      if (++count >= HOT_COUNT) {\n        return arguments[0];\n      }\n    } else {\n      count = 0;\n    }\n    return func.apply(undefined, arguments);\n  }; \n}\n\nmodule.exports =  
shortOut;\n\n", "var isSymbol = require('./is-symbol');\n\n/** Used as references for various `Number` constants.  
*/\nvar INFINITY = 1 / 0;\n\n/**\n * Converts `value` to a string key if it's not a string or symbol.\n *\n * @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol} Returns the key.\n */\nfunction toKey(value) {\n  if (typeof value == 'string' || isSymbol(value)) {\n    return value;\n  }\n  var result = (value + '');\n  return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;\n}\n\nmodule.exports =  
toKey;\n\n", "use strict";\n\nvar assign = require('es5-ext/object/assign')\n  , normalizeOpts = require('es5-ext/object/normalize-options')\n  , isCallable = require('es5-ext/object/is-callable')\n  , contains = require('es5-ext/string/#/contains')\n  , d;\n\nnd = module.exports = function (dscr, value/*, options*/) {\n  var c, e, w, options,  
desc;\n  if ((arguments.length < 2) || (typeof dscr !== 'string')) {\n    options = value;\n    value = dscr;\n    dscr =  
null;\n  } else {\n    options = arguments[2];\n  }\n  if (dscr == null) {\n    tc = w = true;\n    te = false;\n  } else {\n    tc = contains.call(dscr, 'c');\n    te = contains.call(dscr, 'e');\n    tw = contains.call(dscr, 'w');\n  }\n  ndesc = {\n    value: value, configurable: c, enumerable: e, writable: w\n  };\n  return !options ? desc :  
assign(normalizeOpts(options), desc);\n};\n\nnd.gs = function (dscr, get, set/*, options*/) {\n  var c, e, options,  
desc;\n  if (typeof dscr !== 'string') {\n    options =  
set;\n    set = get;\n    get = dscr;\n    dscr = null;\n  } else {\n    options = arguments[3];\n  }\n  if (get == null) {\n    tget = undefined;\n  } else if (!isCallable(get)) {\n    options = get;\n    tget = set = undefined;\n  } else if (set == null) {\n    tset = undefined;\n  } else if (!isCallable(set)) {\n    options = set;\n    tset = undefined;\n  }\n  if (dscr == null) {\n    tc = true;\n    te = false;\n  } else {\n    tc = contains.call(dscr, 'c');\n    te = contains.call(dscr,  
'e');\n  }\n  ndesc = {\n    get: get, set: set, configurable: c, enumerable: e\n  };\n  return !options ? desc :  
assign(normalizeOpts(options), desc);\n};\n\n", "module.exports = function (it, Constructor, name, forbiddenField) {\n  if (!(it instanceof Constructor) || (forbiddenField !== undefined && forbiddenField in it)) {\n    throw  
TypeError(name + ': incorrect invocation!');\n  }\n  return it;\n};\n\n", "var isArray = require('./is-array'),\n    isSymbol =  
require('./is-symbol');\n\n/** Used to match property
```



```

(a, b) {\n  if (a === b) { return true }\n  var isObjectA = isObject(a);\n  var isObjectB = isObject(b);\n  if (isObjectA
&& isObjectB) {\n    try {\n      var isArrayA = Array.isArray(a);\n      var isArrayB = Array.isArray(b);\n      if
(isArrayA && isArrayB) {\n        return a.length === b.length && a.every(function (e, i) {\n          return
looseEqual(e, b[i])\n        })\n      } else if (!isArrayA && !isArrayB) {\n        var keysA = Object.keys(a);\n        var
keysB = Object.keys(b);\n        return keysA.length === keysB.length && keysA.every(function (key) {\n
return looseEqual(a[key], b[key])\n      })\n    } else {\n      /* istanbul ignore next */\n      return false\n    }\n  } catch (e) {\n    /* istanbul
ignore next */\n    return false\n  }\n} else if (!isObjectA && !isObjectB) {\n  return String(a) === String(b)\n}
else {\n  return false\n}\n}\n\nvar canUseDateTimeFormat =\n  typeof Intl !== 'undefined' && typeof
Intl.DateTimeFormat !== 'undefined';\n\nvar canUseNumberFormat =\n  typeof Intl !== 'undefined' && typeof
Intl.NumberFormat !== 'undefined';\n\n/* */\n\nfunction extend (Vue) {\n  if
(!Vue.prototype.hasOwnProperty('$i18n')) {\n    // $FlowFixMe\n    Object.defineProperty(Vue.prototype, '$i18n',
{\n      get: function get () { return this._i18n }\n    });\n  }\n  Vue.prototype.$t = function (key) {\n    var values =
[], len = arguments.length - 1;\n    while (len-- > 0) values[ len ] = arguments[ len + 1 ];\n\n    var i18n =
this.$i18n;\n    return i18n._t.apply(i18n, [ key, i18n.locale, i18n._getMessages(), this ].concat( values
))\n  };\n  Vue.prototype.$tc = function (key, choice) {\n    var values = [], len = arguments.length - 2;\n    while (
len-- > 0) values[ len ] = arguments[ len + 2 ];\n\n    var i18n = this.$i18n;\n    return i18n._tc.apply(i18n, [ key,
i18n.locale, i18n._getMessages(), this, choice ].concat( values ))\n  };\n  Vue.prototype.$te = function (key, locale)
{\n    var i18n = this.$i18n;\n    return i18n._te(key, i18n.locale, i18n._getMessages(), locale)\n  };\n  Vue.prototype.$d = function (value) {\n    var ref;\n\n    var args = [], len = arguments.length - 1;\n    while ( len-- >
0) args[ len ] = arguments[ len + 1 ];\n    return (ref = this.$i18n).d.apply(ref, [ value ].concat( args ))\n  };\n  Vue.prototype.$n = function (value) {\n    var ref;\n\n    var args = [], len = arguments.length - 1;\n    while ( len-- >
0) args[ len ] = arguments[ len + 1 ];\n    return (ref = this.$i18n).n.apply(ref, [ value ].concat( args ))\n  };\n}\n\n/* */\n\nvar mixin = {\n  beforeCreate:
function beforeCreate () {\n    var options = this.$options;\n    options.i18n = options.i18n || (options.__i18n ? {} :
null);\n\n    if (options.i18n) {\n      if (options.i18n instanceof VueI18n) {\n        // init locale messages via custom
blocks\n        if (options.__i18n) {\n          try {\n            var localeMessages = {};\n            options.__i18n.forEach(function (resource) {\n              localeMessages = merge(localeMessages,
JSON.parse(resource));\n            });\n            Object.keys(localeMessages).forEach(function (locale) {\n              options.i18n.mergeLocaleMessage(locale, localeMessages[locale]);\n            });\n          } catch (e) {\n            if
(process.env.NODE_ENV !== 'production') {\n              warn(`Cannot parse locale messages via custom blocks.`,
e);\n            }\n          }\n          this._i18n = options.i18n;\n          this._i18nWatcher =
this._i18n.watchI18nData();\n          this._i18n.subscribeDataChanging(this);\n          this._subscribing = true;\n        } else if (isPlainObject(options.i18n)) {\n          // component local i18n\n          if
(this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n            options.i18n.root = this.$root;\n            options.i18n.formatter = this.$root.$i18n.formatter;\n            options.i18n.fallbackLocale =
this.$root.$i18n.fallbackLocale;\n            options.i18n.silentTranslationWarn =
this.$root.$i18n.silentTranslationWarn;\n          }\n          // init locale messages via custom blocks\n          if
(options.__i18n) {\n            try {\n              var localeMessages$1 = {};\n              options.__i18n.forEach(function
(resource) {\n                localeMessages$1 = merge(localeMessages$1, JSON.parse(resource));\n              });\n            } catch (e) {\n              if (process.env.NODE_ENV !==
'production') {\n                warn(`Cannot parse locale messages via custom blocks.`, e);\n              }\n            }\n            this._i18n = new VueI18n(options.i18n);\n            this._i18nWatcher =
this._i18n.watchI18nData();\n            this._i18n.subscribeDataChanging(this);\n            this._subscribing = true;\n          }\n          if (options.i18n.sync === undefined || !options.i18n.sync) {\n            this._localeWatcher =
this.$i18n.watchLocale();\n          }\n        } else {\n          if (process.env.NODE_ENV !== 'production') {\n            warn(`Cannot be interpreted 'i18n' option.`);\n          }\n        } else if (this.$root && this.$root.$i18n &&
this.$root.$i18n instanceof VueI18n) {\n          // root i18n\n          this._i18n = this.$root.$i18n;\n        }\n      }\n    }\n  }\n}

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this._i18n.subscribeDataChanging(this);\n    this._subscribing = true;\n  } else if (options.parent &&
options.parent.$i18n && options.parent.$i18n instanceof VueI18n) {\n    // parent i18n\n    this._i18n =
options.parent.$i18n;\n    this._i18n.subscribeDataChanging(this);\n    this._subscribing = true;\n  }\n  },\n  beforeDestroy: function beforeDestroy () {\n    if (!this._i18n) { return }\n    if (this._subscribing) {\n    this._i18n.unsubscribeDataChanging(this);\n    delete this._subscribing;\n  }\n    if (this._i18nWatcher) {\n    this._i18nWatcher();\n    delete this._i18nWatcher;\n  }\n    if (this._localeWatcher) {\n    this._localeWatcher();\n    delete this._localeWatcher;\n  }\n    this._i18n = null;\n  }\n};\n\n/* */\n\nvar
component = {\n  name: 'i18n',\n  functional: true,\n  props: {\n    tag: {\n      type: String,\n      default: 'span'\n    },\n    path: {\n      type: String,\n      required: true\n    },\n    locale: {\n      type: String\n    },\n    places: {\n      type: [Array, Object]\n    }\n  },\n  render: function render (h, ref) {\n    var props = ref.props;\n    var data =
ref.data;\n    var children = ref.children;\n    var parent = ref.parent;\n    var i18n = parent.$i18n;\n    children =
(children || []).filter(function (child)
{\n    return child.tag || (child.text = child.text.trim())\n  });\n    if (!i18n) {\n    if (process.env.NODE_ENV
!== 'production') {\n      warn('Cannot find VueI18n instance!');\n    }\n    return children\n  }\n    var path =
props.path;\n    var locale = props.locale;\n    var params = {};\n    var places = props.places || {};\n    var
hasPlaces = Array.isArray(places)\n      ? places.length > 0\n      : Object.keys(places).length > 0;\n    var
everyPlace = children.every(function (child) {\n    if (child.data && child.data.attrs) {\n      var place =
child.data.attrs.place;\n      return (typeof place !== 'undefined') && place !== ""\n    }\n  });\n    if
(process.env.NODE_ENV !== 'production' && hasPlaces && children.length > 0 && !everyPlace) {\n      warn('If
places prop is set, all child elements must have place prop set.);\n    }\n    if (Array.isArray(places)) {\n
places.forEach(function (el, i) {\n      params[i] = el;\n    });\n  } else {\n    Object.keys(places).forEach(function (key) {\n      params[key] = places[key];\n    });\n  }\n  children.forEach(function (child, i) {\n    var key = everyPlace\n    ? ("\" + (child.data.attrs.place))\n    : ("\" + i);\n    params[key] = child;\n  });\n  return h(props.tag, data, i18n.i(path, locale, params))\n});\n\n/* */\n\nfunction bind (el, binding, vnode) {\n  if (!assert(el, vnode)) { return }\n  t(el, binding,
vnode);\n}\n\nfunction update (el, binding, vnode, oldVNode) {\n  if (!assert(el, vnode)) { return }\n  var i18n =
vnode.context.$i18n;\n  if (localeEqual(el, vnode) &&\n    (looseEqual(binding.value, binding.oldValue) &&\n    looseEqual(el._localeMessage, i18n.getLocaleMessage(i18n.locale)))) {\n    return }\n  t(el, binding,
vnode);\n}\n\nfunction unbind (el, binding, vnode, oldVNode) {\n  var vm = vnode.context;\n  if (!vm) {\n    warn('Vue instance does not exists in VNode context');\n    return\n  }\n  el.textContent = "";\n  el._vt = undefined;\n  delete el['_vt'];\n  el._locale = undefined;\n  delete el['_locale'];\n  el._localeMessage = undefined;\n  delete el['_localeMessage'];\n}\n\nfunction assert (el, vnode) {\n  var vm =
vnode.context;\n  if (!vm) {\n    warn('Vue instance doest not exists in VNode context');\n    return false\n  }\n  if
(!vm.$i18n) {\n    warn('VueI18n instance does not exists in Vue instance');\n    return false\n  }\n  return
true\n}\n\nfunction localeEqual (el, vnode) {\n  var vm = vnode.context;\n  return el._locale ===
vm.$i18n.locale\n}\n\nfunction t (el, binding, vnode) {\n  var ref$1, ref$2;\n  var value = binding.value;\n  var
ref = parseValue(value);\n  var path = ref.path;\n  var locale = ref.locale;\n  var args = ref.args;\n  var choice =
ref.choice;\n  if (!path && !locale && !args) {\n    warn('value type not supported');\n    return\n  }\n  if (!path) {\n
warn("`path` is required in v-t directive');\n    return\n  }\n  var vm =
vnode.context;\n  if (choice) {\n    el._vt = el.textContent = (ref$1 = vm.$i18n).tc.apply(ref$1, [ path, choice
].concat( makeParams(locale, args) ));\n  } else {\n    el._vt = el.textContent = (ref$2 = vm.$i18n).t.apply(ref$2, [
path ].concat( makeParams(locale, args) ));\n  }\n  el._locale = vm.$i18n.locale;\n  el._localeMessage =
vm.$i18n.getLocaleMessage(vm.$i18n.locale);\n}\n\nfunction parseValue (value) {\n  var path;\n  var locale;\n  var
args;\n  var choice;\n  if (typeof value === 'string') {\n    path = value;\n  } else if (isPlainObject(value)) {\n    path
= value.path;\n    locale = value.locale;\n    args = value.args;\n    choice = value.choice;\n  }\n  return { path: path,
locale: locale, args: args, choice: choice }\n}\n\nfunction makeParams (locale, args) {\n  var params = [];\n  locale
&& params.push(locale);\n  if (args && (Array.isArray(args) || isPlainObject(args))) {\n    params.push(args);\n  }\n  return params\n}\n\nvar Vue;\n\nfunction install (_Vue) {\n

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/* istanbul ignore if */
if (process.env.NODE_ENV !== 'production' && install.installed && _Vue === Vue) {
  warn('already installed.');
```

```

  return
}
install.installed = true;
Vue = _Vue;
var version =
(Vue.version && Number(Vue.version.split('.')[0])) || -1;
/* istanbul ignore if */
if (process.env.NODE_ENV
!== 'production' && version < 2) {
  warn(("vue-i18n (" + (install.version) + ") need to use Vue 2.0 or later
(Vue: " + (Vue.version) + ")."));
  return
}
extend(Vue);
Vue.mixin(mixin);
Vue.directive('t', { bind:
bind, update: update, unbind: unbind });
Vue.component(component.name, component);
// use simple
mergeStrategies to prevent i18n instance lose
__proto__
var strats = Vue.config.optionMergeStrategies;
strats.i18n = function (parentVal, childVal) {
  return childVal === undefined
    ? parentVal
    : childVal
};
}
/*
var BaseFormatter = function BaseFormatter () {
  this._caches
= Object.create(null);
}
BaseFormatter.prototype.interpolate = function interpolate (message, values) {
  if
(!values) {
    return [message]
  }
  var tokens = this._caches[message];
  if (!tokens) {
    tokens =
parse(message);
    this._caches[message] = tokens;
  }
  return compile(tokens, values)
};
var RE_TOKEN_LIST_VALUE = /^(?:\d+);
var RE_TOKEN_NAMED_VALUE = /^(?:\w+);
function parse
(format) {
  var tokens = [];
  var position = 0;
  var text = "";
  while (position < format.length) {
    var char
= format[position++];
    if (char === '{') {
      if (text) {
        tokens.push({ type: 'text', value: text });
      }
      text = "";
      var sub = "";
      char = format[position++];
      while (char !== undefined && char !== '}') {
        sub += char;
        char = format[position++];
      }
      var isClosed = char === '}';
      var type =
RE_TOKEN_LIST_VALUE.test(sub)
        ? 'list'
        : isClosed &&
RE_TOKEN_NAMED_VALUE.test(sub)
        ? 'named'
        : 'unknown';
      tokens.push({ value: sub,
type: type });
    } else if (char === '%') {
      // when found rails i18n syntax, skip text capture
      if
(format[position] !== '{') {
        text += char;
      }
    } else {
      text += char;
    }
  }
  return tokens
}
function compile (tokens, values) {
  var compiled
= [];
  var index = 0;
  var mode = Array.isArray(values)
    ? 'list'
    : isObject(values)
    ? 'named'
    :
'unknown';
  if (mode === 'unknown') {
    return compiled
  }
  while (index < tokens.length) {
    var token =
tokens[index];
    switch (token.type) {
      case 'text':
        compiled.push(token.value);
        break
      case
'list':
        compiled.push(values[parseInt(token.value, 10)]);
        break
      case 'named':
        if (mode ===
'named') {
          compiled.push((values)[token.value]);
        }
        else {
          if (process.env.NODE_ENV !== 'production') {
            warn(("Type of token \"" +
(token.type) + "\" and format of value \"" + mode + "\" don't match!"));
          }
          break
        }
      case
'unknown':
        if (process.env.NODE_ENV !== 'production') {
          warn("Detect 'unknown' type of
token!");
        }
        break
    }
    index++;
  }
  return compiled
}
/*
Path parser
-
Inspired:
* Vue.js Path parser
// actions
var APPEND = 0;
var PUSH = 1;
var
INC_SUB_PATH_DEPTH = 2;
var PUSH_SUB_PATH = 3;
// states
var BEFORE_PATH = 0;
var
IN_PATH = 1;
var BEFORE_IDENT = 2;
var IN_IDENT = 3;
var IN_SUB_PATH = 4;
var
IN_SINGLE_QUOTE = 5;
var IN_DOUBLE_QUOTE = 6;
var AFTER_PATH = 7;
var ERROR = 8;
var
pathStateMachine = [];
pathStateMachine[BEFORE_PATH] = {
  'ws': [BEFORE_PATH],
  'ident':
[IN_IDENT, APPEND],
  '[': [IN_SUB_PATH],
  'eof': [AFTER_PATH]
};
pathStateMachine[IN_PATH]
= {
  'ws': [IN_PATH],
  '[': [BEFORE_IDENT],
  '[': [IN_SUB_PATH],
  'eof':
[AFTER_PATH]
};
pathStateMachine[BEFORE_IDENT] = {
  'ws': [BEFORE_IDENT],
  'ident':
[IN_IDENT, APPEND],
  '0': [IN_IDENT, APPEND],
  'number': [IN_IDENT, APPEND],
  'ws': [IN_PATH, PUSH],
  '[': [BEFORE_IDENT, PUSH],
  '[': [IN_SUB_PATH, PUSH],
  'eof': [AFTER_PATH, PUSH]
};
pathStateMachine[IN_SUB_PATH] = {
  "\"": [IN_SINGLE_QUOTE, APPEND],
  "\"": [IN_DOUBLE_QUOTE, APPEND],
  '[': [IN_SUB_PATH,
INC_SUB_PATH_DEPTH],
  '[': [IN_PATH, PUSH_SUB_PATH],
  'eof': ERROR,
  'else': [IN_SUB_PATH, APPEND]
};
pathStateMachine[IN_SINGLE_QUOTE] = {
  "\"": [IN_SUB_PATH, APPEND],
  'eof':
ERROR,
  'else': [IN_SINGLE_QUOTE, APPEND]
};
pathStateMachine[IN_DOUBLE_QUOTE] = {
  "\"": [IN_SUB_PATH, APPEND],
  'eof':
};

```





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ignore if *\n if (!Vue && typeof window !== 'undefined' && window.Vue) {\n  install(window.Vue);\n }\n\nvar locale = options.locale || 'en-US';\n var fallbackLocale = options.fallbackLocale || 'en-US';\n var messages =
options.messages || {};\n var dateTimeFormats = options.dateTimeFormats || {};\n var numberFormats =
options.numberFormats || {};\n\n this._vm = null;\n this._formatter = options.formatter || new BaseFormatter();\n
this._missing = options.missing || null;\n this._root = options.root || null;\n this._sync === undefined
? true : !!options.sync;\n this._fallbackRoot = options.fallbackRoot
=== undefined\n ? true\n : !!options.fallbackRoot;\n this._silentTranslationWarn =
options.silentTranslationWarn === undefined\n ? false\n : !!options.silentTranslationWarn;\n
this._dateTimeFormatters = {};\n this._numberFormatters = {};\n this._path = new I18nPath();\n
this._dataListeners = [];\n this._exist = function (message, key) {\n  if (!message || !key) { return false }\n
return !isNull(this.$1._path.getPathValue(message, key))\n };\n\n this._initVM({\n  locale: locale,\n
fallbackLocale: fallbackLocale,\n  messages: messages,\n  dateTimeFormats: dateTimeFormats,\n
numberFormats: numberFormats\n });\n\nvar prototypeAccessors = { vm: { configurable: true },messages: {
configurable: true },dateTimeFormats: { configurable: true },numberFormats: { configurable: true },locale: {
configurable: true },fallbackLocale: { configurable: true },missing: { configurable: true },formatter: { configurable:
true },silentTranslationWarn: { configurable:
true } };\n\nVueI18n.prototype._initVM = function _initVM (data) {\n  var silent = Vue.config.silent;\n
Vue.config.silent = true;\n  this._vm = new Vue({ data: data });\n  Vue.config.silent =
silent;\n};\n\nVueI18n.prototype.subscribeDataChanging = function subscribeDataChanging (vm) {\n
this._dataListeners.push(vm);\n};\n\nVueI18n.prototype.unsubscribeDataChanging = function
unsubscribeDataChanging (vm) {\n  remove(this._dataListeners, vm);\n};\n\nVueI18n.prototype.watchI18nData =
function watchI18nData () {\n  var self = this;\n  return this._vm.$watch('$data', function () {\n  var i =
self._dataListeners.length;\n  while (i--) {\n    Vue.nextTick(function () {\n    self._dataListeners[i] &&
self._dataListeners[i].$forceUpdate();\n    });\n  }\n }, { deep: true });\n};\n\nVueI18n.prototype.watchLocale =
function watchLocale () {\n  /* istanbul ignore if *\n  if (!this._sync || !this._root) { return null }\n  var target =
this._vm;\n  return this._root.$i18n.vm.$watch('locale',
function (val) {\n  target.$set(target, 'locale', val);\n  target.$forceUpdate();\n }, { immediate: true
})\n};\n\nprototypeAccessors.vm.get = function () { return this._vm };\n\nprototypeAccessors.messages.get =
function () { return looseClone(this._getMessages()) };\n\nprototypeAccessors.dateTimeFormats.get = function () {
return looseClone(this._getDateTimeFormats()) };\n\nprototypeAccessors.numberFormats.get = function () { return
looseClone(this._getNumberFormats()) };\n\nprototypeAccessors.locale.get = function () { return this._vm.locale
};\n\nprototypeAccessors.locale.set = function (locale) {\n  this._vm.$set(this._vm, 'locale',
locale);\n};\n\nprototypeAccessors.fallbackLocale.get = function () { return this._vm.fallbackLocale
};\n\nprototypeAccessors.fallbackLocale.set = function (locale) {\n  this._vm.$set(this._vm, 'fallbackLocale',
locale);\n};\n\nprototypeAccessors.missing.get = function () { return this._missing
};\n\nprototypeAccessors.missing.set = function (handler)
{ this._missing = handler; };\n\nprototypeAccessors.formatter.get = function () { return this._formatter
};\n\nprototypeAccessors.formatter.set = function (formatter) { this._formatter = formatter;
};\n\nprototypeAccessors.silentTranslationWarn.get = function () { return this._silentTranslationWarn
};\n\nprototypeAccessors.silentTranslationWarn.set = function (silent) { this._silentTranslationWarn = silent;
};\n\nVueI18n.prototype._getMessages = function _getMessages () { return this._vm.messages
};\n\nVueI18n.prototype._getDateTimeFormats = function _getDateTimeFormats () { return
this._vm.dateTimeFormats };\n\nVueI18n.prototype._getNumberFormats = function _getNumberFormats () { return
this._vm.numberFormats };\n\nVueI18n.prototype._warnDefault = function _warnDefault (locale, key, result, vm,
values) {\n  if (!isNull(result)) { return result }\n  if (this._missing) {\n  var missingRet = this._missing.apply(null,
[locale, key, vm, values]);\n  if (typeof missingRet === 'string') {\n
return missingRet\n  }\n } else {\n  if (process.env.NODE_ENV !== 'production' &&
!this._silentTranslationWarn) {\n  warn(\n    \"Cannot translate the value of keypath \" + key + \". \" +\n

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'Use the value of keypath as default.\n    );\n  }\n }\n return key\n};\n\nVueI18n.prototype._isFallbackRoot =
function _isFallbackRoot (val) {\n return !val && !isNull(this._root) &&
this._fallbackRoot\n};\n\nVueI18n.prototype._interpolate = function _interpolate (\n locale,\n message,\n key,\n host,\n interpolateMode,\n values,\n visitedLinkStack\n) {\n if (!message) { return null }\n\n var pathRet =
this._path.getPathValue(message, key);\n if (Array.isArray(pathRet) || isPlainObject(pathRet)) { return pathRet
}\n\n var ret;\n if (isNull(pathRet)) {\n /* istanbul ignore else */\n if (isPlainObject(message)) {\n ret =
message[key];\n if (typeof ret !== 'string') {\n if (process.env.NODE_ENV !== 'production' &&
!this._silentTranslationWarn)
{\n warn(("Value of key \"" + key + "\" is not a string!"));
}\n return null\n }\n } else {\n return null\n }\n } else {\n /* istanbul ignore else */\n if (typeof pathRet === 'string') {\n ret = pathRet;\n
} else {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn(("Value
of key \"" + key + "\" is not a string!"));
}\n return null\n }\n }\n\n // Check for the existence of links
within the translated string\n if (ret.indexOf('@:') >= 0 || ret.indexOf('@.') >= 0) {\n ret = this._link(locale,
message, ret, host, interpolateMode, values, visitedLinkStack);\n }\n\n return this._render(ret, interpolateMode,
values)\n};\n\nVueI18n.prototype._link = function _link (\n locale,\n message,\n str,\n host,\n interpolateMode,\n
values,\n visitedLinkStack\n) {\n var this$1 = this;\n var ret = str;\n\n // Match all the links within the local\n
//
// We are going to replace each of\n // them with its translation\n var matches = ret.match(linkKeyMatcher);\n for
(var idx in matches) {\n // ie compatible: filter custom array\n // prototype method\n if
(!matches.hasOwnProperty(idx)) {\n continue\n }\n var link = matches[idx];\n var linkKeyPrefixMatches =
link.match(linkKeyPrefixMatcher);\n var linkPrefix = linkKeyPrefixMatches[0];\n var formatterName =
linkKeyPrefixMatches[1];\n\n // Remove the leading @:, @.case: and the brackets\n var linkPlaceholder =
link.replace(linkPrefix, "").replace(bracketsMatcher, "");\n\n if (visitedLinkStack.includes(linkPlaceholder)) {\n
if (process.env.NODE_ENV !== 'production') {\n warn(("Circular reference found. \\\"\" + link + \"\" is
already visited in the chain of \" + (visitedLinkStack.reverse().join(' <- '))));
}\n return ret\n }\n visitedLinkStack.push(linkPlaceholder);\n\n // Translate the link\n var translated =
this$1._interpolate(\n locale, message, linkPlaceholder, host,\n interpolateMode === 'raw' ? 'string' :
interpolateMode,\n interpolateMode === 'raw' ? undefined : values,\n visitedLinkStack\n );\n\n if
(this$1._isFallbackRoot(translated)) {\n if (process.env.NODE_ENV !== 'production' &&
!this$1._silentTranslationWarn) {\n warn(("Fall back to translate the link placeholder \"" + linkPlaceholder + "\"
with root locale.\"));
}\n /* istanbul ignore if */\n if (!this$1._root) { throw Error('unexpected error') }\n
var root = this$1._root.$i18n;\n translated = root._translate(\n root._getMessages(), root.locale,
root.fallbackLocale,\n linkPlaceholder, host, interpolateMode, values\n );\n }\n translated =
this$1._warnDefault(\n locale, linkPlaceholder, translated, host,\n Array.isArray(values) ? values : [values]\n
);\n if (formatters.hasOwnProperty(formatterName)) {\n translated =
formatters[formatterName](translated);\n }\n\n visitedLinkStack.pop();\n\n // Replace the link with the
translated\n ret = !translated ? ret : ret.replace(link, translated);\n }\n\n return
ret\n};\n\nVueI18n.prototype._render = function _render (message, interpolateMode, values) {\n var ret =
this._formatter.interpolate(message, values);\n // if interpolateMode is **not** 'string' ('row'),\n // return the
compiled data (e.g. ['foo', VNode, 'bar']) with formatter\n return interpolateMode === 'string' ? ret.join("") :
ret\n};\n\nVueI18n.prototype._translate = function _translate (\n messages,\n locale,\n fallback,\n key,\n host,\n
interpolateMode,\n args\n) {\n var res =\n this._interpolate(locale, messages[locale], key, host, interpolateMode,
args, [key]);\n if (!isNull(res)) { return res }\n\n res = this._interpolate(fallback, messages[fallback], key, host,
interpolateMode, args, [key]);\n if (!isNull(res)) {\n if (process.env.NODE_ENV !== 'production'
&& !this._silentTranslationWarn) {\n warn(("Fall back to translate the keypath \"" + key + "\" with \"" + fallback
+ "\" locale.\"));
}\n return res\n } else {\n return null\n }\n};\n\nVueI18n.prototype._t = function _t (key,
_locale, messages, host) {\n var ref;\n\n var values = [], len = arguments.length - 4;\n while ( len-- > 0 ) values[
len ] = arguments[ len + 4 ];\n if (!key) { return "" }\n\n var parsedArgs = parseArgs.apply(void 0, values);\n var

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locale = parsedArgs.locale || _locale;\n\n var ret = this._translate(\n  messages, locale, this.fallbackLocale, key,\n  host, 'string', parsedArgs.params\n );\n if (this._isFallbackRoot(ret)) {\n  if (process.env.NODE_ENV !==\n  'production' && !this._silentTranslationWarn) {\n    warn(("Fall back to translate the keypath \" + key + \" with\n    root locale.\"));\n  }\n  /* istanbul ignore if */\n  if (!this._root) { throw Error('unexpected error') }\n  return (ref\n  = this._root).$.t.apply(ref,\n  [ key ].concat( values ))\n } else {\n  return this._warnDefault(locale, key, ret, host, values)\n }\n};\n\nVueI18n.prototype.t = function t (key) {\n  var ref;\n  var values = [], len = arguments.length - 1;\n  while ( len-- > 0 ) values[ len ] = arguments[ len + 1 ];\n  return (ref = this)._t.apply(ref, [ key, this.locale,\n  this._getMessages(), null ].concat( values ))\n};\n\nVueI18n.prototype._i = function _i (key, locale, messages, host,\n  values) {\n  var ret =\n  this._translate(messages, locale, this.fallbackLocale, key, host, 'raw', values);\n  if\n  (this._isFallbackRoot(ret)) {\n    if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n      warn(("Fall back to interpolate the keypath \" + key + \" with root locale.\"));\n    }\n    if (!this._root) { throw\n    Error('unexpected error') }\n    return this._root.$i18n.i(key, locale, values)\n  } else {\n    return\n    this._warnDefault(locale, key, ret, host, [values])\n  }\n};\n\nVueI18n.prototype.i\n  = function i (key, locale, values) {\n    /* istanbul ignore if */\n    if (!key) { return " }\n    if (typeof locale !== 'string')\n    {\n      locale = this.locale;\n    }\n    return this._i(key, locale, this._getMessages(), null,\n    values)\n  };\n\nVueI18n.prototype._tc = function _tc (\n  key,\n  _locale,\n  messages,\n  host,\n  choice\n) {\n  var\n  ref;\n  var values = [], len = arguments.length - 5;\n  while ( len-- > 0 ) values[ len ] = arguments[ len + 5 ];\n  if\n  (!key) { return " }\n  if (choice === undefined) {\n    choice = 1;\n  }\n  var predefined = { 'count': choice, 'n':\n  choice };\n  var parsedArgs = parseArgs.apply(void 0, values);\n  parsedArgs.params = Object.assign(predefined,\n  parsedArgs.params);\n  values = parsedArgs.locale === null ? [parsedArgs.params] : [parsedArgs.locale,\n  parsedArgs.params];\n  return this.fetchChoice((ref = this)._t.apply(ref, [ key, _locale, messages, host ].concat(\n  values )), choice)\n};\n\nVueI18n.prototype.fetchChoice = function fetchChoice\n  (message, choice) {\n    /* istanbul ignore if */\n    if (!message && typeof message !== 'string') { return null }\n    var\n    choices = message.split('|');\n    choice = this.getChoiceIndex(choice, choices.length);\n    if (!choices[choice]) {\n      return message }\n    return choices[choice].trim()\n  };\n\n/*\n  * @param choice {number} a choice index given by\n  the input to $tc: `$tc('path.to.rule', choiceIndex)`\n  * @param choicesLength {number} an overall amount of\n  available choices\n  * @returns a final choice index\n  */\nVueI18n.prototype.getChoiceIndex = function\n  getChoiceIndex (choice, choicesLength) {\n    choice = Math.abs(choice);\n    if (choicesLength === 2) {\n      return\n      choice\n      ? choice > 1\n      ? 1\n      : 0\n      : 1\n    }\n    return choice ? Math.min(choice, 2) :\n    0\n  };\n\nVueI18n.prototype.tc = function tc (key, choice) {\n  var\n  ref;\n  var values = [], len = arguments.length\n  - 2;\n  while ( len-- > 0 ) values[ len ] = arguments[ len + 2 ];\n  return (ref = this)._tc.apply(ref,\n  [ key, this.locale, this._getMessages(), null, choice ].concat( values ))\n};\n\nVueI18n.prototype._te = function _te\n  (key, locale, messages) {\n    var args = [], len = arguments.length - 3;\n    while ( len-- > 0 ) args[ len ] = arguments[\n    len + 3 ];\n    var _locale = parseArgs.apply(void 0, args).locale || locale;\n    return this._exist(messages[_locale],\n    key)\n  };\n\nVueI18n.prototype.te = function te (key, locale) {\n  return this._te(key, this.locale, this._getMessages(),\n  locale)\n};\n\nVueI18n.prototype.getLocaleMessage = function getLocaleMessage (locale) {\n  return\n  looseClone(this._vm.messages[locale] || {})\n};\n\nVueI18n.prototype.setLocaleMessage = function\n  setLocaleMessage (locale, message) {\n    this._vm.$set(this._vm.messages, locale,\n    message);\n  };\n\nVueI18n.prototype.mergeLocaleMessage = function mergeLocaleMessage (locale, message) {\n  this._vm.$set(this._vm.messages, locale, merge(this._vm.messages[locale] || {},\n  message));\n};\n\nVueI18n.prototype.getDateTimeFormat\n  = function getDateTimeFormat (locale) {\n    return looseClone(this._vm.dateTimeFormats[locale] ||\n    {})\n  };\n\nVueI18n.prototype.setDateTimeFormat = function setDateTimeFormat (locale, format) {\n  this._vm.$set(this._vm.dateTimeFormats, locale, format);\n};\n\nVueI18n.prototype.mergeDateTimeFormat =\n  function mergeDateTimeFormat (locale, format) {\n    this._vm.$set(this._vm.dateTimeFormats, locale,\n    merge(this._vm.dateTimeFormats[locale] || {}, format));\n  };\n\nVueI18n.prototype._localizeDateTime = function\n  _localizeDateTime (\n  value,\n  locale,\n  fallback,\n  dateTimeFormats,\n  key\n) {\n  var _locale = locale;\n  var

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formats = dateTimeFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n  if
(process.env.NODE_ENV !== 'production') {\n   warn(("Fall back to \"" + fallback + "\" datetime formats from \""
+ locale + "\" datetime formats.\"));\n  }\n  _locale = fallback;\n  formats = dateTimeFormats[_locale];\n }\n\n if
(isNull(formats)
  || isNull(formats[key])) {\n  return null\n } else {\n  var format = formats[key];\n  var id = _locale + \"__\" +
key;\n  var formatter = this._dateTimeFormatters[id];\n  if (!formatter) {\n   formatter =
this._dateTimeFormatters[id] = new Intl.DateTimeFormat(_locale, format);\n  }\n  return
formatter.format(value)\n }\n};\n\nVueI18n.prototype._d = function _d (value, locale, key) {\n /* istanbul ignore if
*/\n if (process.env.NODE_ENV !== 'production' && !VueI18n.availabilities.dateTimeFormat) {\n  warn('Cannot
format a Date value due to not supported Intl.DateTimeFormat.);\n  return \"\n }\n\n if (!key) {\n  return new
Intl.DateTimeFormat(locale).format(value)\n }\n\n var ret =\n  this._localizeDateTime(value, locale,
this.fallbackLocale, this._getDateTimeFormats(), key);\n  if (this._isFallbackRoot(ret)) {\n  if
(process.env.NODE_ENV !== 'production') {\n   warn(("Fall back to datetime localization of root: key \"" + key +
\"\".\"));\n  }\n  /* istanbul ignore if */\n  if (!this._root) { throw Error('unexpected error') }\n  return
this._root.$i18n.d(value, key, locale)\n } else {\n  return ret || \"\n }\n};\n\nVueI18n.prototype.d = function d
(value) {\n  var args = [], len = arguments.length - 1;\n  while ( len-- > 0 ) args[ len ] = arguments[ len + 1 ];\n\n
var locale = this.locale;\n  var key = null;\n\n  if (args.length === 1) {\n  if (typeof args[0] === 'string') {\n  key
= args[0];\n  } else if (isObject(args[0])) {\n  if (args[0].locale) {\n  locale = args[0].locale;\n  }\n  if
(args[0].key) {\n  key = args[0].key;\n  }\n  }\n } else if (args.length === 2) {\n  if (typeof args[0] ===
'string') {\n  key = args[0];\n  }\n  if (typeof args[1] === 'string') {\n  locale = args[1];\n  }\n }\n\n return
this._d(value, locale, key)\n};\n\nVueI18n.prototype.getNumberFormat = function getNumberFormat (locale) {\n
return looseClone(this._vm.numberFormats[locale]
  || {})\n};\n\nVueI18n.prototype.setNumberFormat = function setNumberFormat (locale, format) {\n
this._vm.$set(this._vm.numberFormats, locale, format);\n};\n\nVueI18n.prototype.mergeNumberFormat = function
mergeNumberFormat (locale, format) {\n  this._vm.$set(this._vm.numberFormats, locale,
merge(this._vm.numberFormats[locale] || {}, format));\n};\n\nVueI18n.prototype._localizeNumber = function
_localizeNumber (\n value,\n locale,\n fallback,\n numberFormats,\n key,\n options)\n) {\n  var _locale =
locale;\n  var formats = numberFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key]))
{\n  if (process.env.NODE_ENV !== 'production') {\n   warn(("Fall back to \"" + fallback + "\" number formats
from \"" + locale + "\" number formats.\"));\n  }\n  _locale = fallback;\n  formats = numberFormats[_locale];\n
}\n\n if (isNull(formats) || isNull(formats[key])) {\n  return null\n } else {\n  var format = formats[key];\n\n
var formatter;\n  if (options) {\n   // If options specified - create one time number formatter\n   formatter =
new Intl.NumberFormat(_locale, Object.assign({}, format, options));\n  } else {\n   var id = _locale + \"__\" +
key;\n   formatter = this._numberFormatters[id];\n   if (!formatter) {\n   formatter =
this._numberFormatters[id] = new Intl.NumberFormat(_locale, format);\n  }\n }\n  return
formatter.format(value)\n }\n};\n\nVueI18n.prototype._n = function _n (value, locale, key, options) {\n /* istanbul
ignore if */\n if (!VueI18n.availabilities.numberFormat) {\n  if (process.env.NODE_ENV !== 'production') {\n
warn('Cannot format a Number value due to not supported Intl.NumberFormat.);\n  }\n  return \"\n }\n\n if (!key)
{\n  var nf = !options ? new Intl.NumberFormat(locale) : new Intl.NumberFormat(locale, options);\n  return
nf.format(value)\n }\n\n var ret =\n  this._localizeNumber(value, locale, this.fallbackLocale,
this._getNumberFormats(), key, options);\n  if (this._isFallbackRoot(ret)) {\n  if (process.env.NODE_ENV !==
'production') {\n   warn(("Fall back to number localization of root: key \"" + key + \"\".\"));\n  }\n  /* istanbul
ignore if */\n  if (!this._root) { throw Error('unexpected error') }\n  return this._root.$i18n.n(value,
Object.assign({}, { key: key, locale: locale }, options))\n } else {\n  return ret || \"\n }\n};\n\nVueI18n.prototype.n
= function n (value) {\n  var args = [], len = arguments.length - 1;\n  while ( len-- > 0 ) args[ len ] = arguments[
len + 1 ];\n\n  var locale = this.locale;\n  var key = null;\n  var options = null;\n\n  if (args.length === 1) {\n  if
(typeof args[0] === 'string') {\n  key = args[0];\n  } else if (isObject(args[0])) {\n  if (args[0].locale) {\n

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locale = args[0].locale;\n    }\n    if (args[0].key) {\n        key = args[0].key;\n    }\n\n    // Filter out number
format options only\n    options
= Object.keys(args[0]).reduce(function (acc, key) {\n        var obj;\n\n        if (numberFormatKeys.includes(key))
{\n            return Object.assign({}, acc, ( obj = {}, obj[key] = args[0][key], obj ))\n        }\n        return acc\n    },
null);\n    }\n    } else if (args.length === 2) {\n        if (typeof args[0] === 'string') {\n            key = args[0];\n        }\n        if
(typeof args[1] === 'string') {\n            locale = args[1];\n        }\n    }\n\n    return this._n(value, locale, key,
options)\n};\n\nObject.defineProperties( VueI18n.prototype, prototypeAccessors );\n\nVueI18n.availabilities = {\n
dateFormat: canUseDateFormat,\n    numberFormat: canUseNumberFormat\n};\n\nVueI18n.install =
install;\n\nVueI18n.version = '8.4.0';\n\nexport default VueI18n;\n\n", "import Vue from 'vue'\nimport VueI18n from
'vue-i18n'\n\nVue.use(VueI18n)\n\nfunction loadLocaleMessages () {\n    const locales = require.context('./locales',
true, /[A-Za-z0-9-_,\\s]+\\.json$/i)\n\n    const messages = {}\n\n    locales.keys().forEach(key
=> {\n        const matched = key.match(/([A-Za-z0-9-_]+)/i)\n        if (matched && matched.length > 1) {\n            const
locale = matched[1]\n            messages[locale] = locales(key)\n        }\n    })\n\n    return messages\n}\n\nexport default new
VueI18n({\n    locale: process.env.VUE_APP_I18N_LOCALE || 'en',\n    fallbackLocale:
process.env.VUE_APP_I18N_FALLBACK_LOCALE || 'en',\n    messages: loadLocaleMessages()\n})\n\n", "var render
= function () {\n    var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _vm._m(0)\n}\n\nvar
staticRenderFns = [function () {\n    var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('div',{staticClass:"content-placeholder"},[_c('div',{staticClass:"content-placeholder__wrapper",style:({
backgroundSize: _vm.size })},_vm._l(_vm.formattedRows),function(row,r){return
_c('div',{key:r,staticClass:"content-placeholder__wrapper__row",style:({height:
row.height})},_vm._l((row.bboxes),function(box,b){return
_c('div',{key:b,style:(box.style)},[(box.subClass)?_c('div',{class:box.subClass}):_vm._e()])])])])])])])\n}\n\nexport
{ render, staticRenderFns }", "const DEFAULT_ROWS = [\n    {\n        height: '1em',\n        bboxes: [[0, '50%', [5%,
'30%', [5%, '10%']]\n    }]\n}\n\nexport function isFlexBasis (str) {\n    return Number(str).toString() ===
str.toString()\n}\n\nexport function isWidth (str) {\n    const cssSuffix = ['px', '%', 'em', 'rem']\n    let checkState =
false\n    cssSuffix.forEach(suffix => {\n        if (Number(str.split(suffix)[0]) &&\n        str.split(suffix)[1] === " " &&\n
str.split(suffix).length === 2) {\n            checkState = true\n        }\n    })\n\n    return checkState\n}\n\nexport function
getBoxStyle (left, width, isLast, subClass = 'box') {\n    const arr = []\n\n    if (left !== 0) {\n        if (isFlexBasis(left)) {\n
arr.push({ style: `flex-grow: ${left}; flex-shrink: 0; flex-basis: 0;`, subClass})\n        } else if (isWidth(left)) {\n
arr.push({ style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${left};`, subClass})\n        }\n    }\n\n    if
(isFlexBasis(width)) {\n        arr.push({ style: `flex-grow: ${width}; flex-shrink: 0; flex-basis: 0;`, subClass})\n    } else if
(isWidth(width)) {\n        arr.push({ style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${width};`, subClass})\n    }\n\n    if
(isLast) {\n        arr.push({ style: 'flex-grow: 1; flex-shrink: 0; flex-basis: 0;', subClass})\n    }\n\n    return arr\n}\n\nexport function
formatRows (rows = DEFAULT_ROWS, subClass = 'box') {\n    const rowArr = []\n\n    rows.forEach(row => {\n        let
boxArr = []\n        const rowObj = {\n            // Add height\n            rowObj.height = row.height\n            // Add style\n
row.bboxes.forEach((box, index) => {\n                const isLast = index === row.bboxes.length - 1\n                boxArr =
boxArr.concat(getBoxStyle(box[0], box[1], isLast, subClass))\n            })\n            rowObj.bboxes = boxArr\n
rowArr.push(rowObj)\n        })\n\n        return rowArr\n}\n\nexport default {\n    isFlexBasis,\n    isWidth,\n    getBoxStyle,\n
formatRows\n}\n\n", "<template>\n    <div class=\"content-placeholder\" v-once>\n        <div class=\"content-
placeholder__wrapper\"\n            :style=\"{ backgroundSize: size }\"\n        >\n            <div class=\"content-placeholder__wrapper__row\" :style=\"{ height:
row.height }\"\n            v-for=\"(row, r) in formattedRows\" :key=\"r\"\n                <div :style=\"box.style\" v-for=\"(box, b) in
row.bboxes\" :key=\"b\"\n                    <div v-if=\"box.subClass\" :class=\"box.subClass\"></div>\n                </div>\n            </div>\n        </div>\n    </div>\n</template>\n\n<script>\nimport { formatRows } from './utils/placeholder.js'\n\n/**\n * A component to fill empty spaces with animated placeholders until content is loaded.\n */\nexport default {\n    name: 'ContentPlaceholder',\n    props: {\n        /**\n         * An array of lines describing a series of cell sizes and margin
sizes.\n         */\n        rows: {\n            type: Array\n        },\n        /**\n         * The size of the background gradient with the elapsing
effect.\n         */\n        size: {\n            type: String,\n            default: '250%'\n        }\n    },\n    computed: {\n        formattedRows () {\n

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return formatRows(this.rows,
'content-placeholder__wrapper__row__box'})\n  }\n }\n}\n</script>\n<style scoped lang=\"scss\">\n@import
'./styles/lib';\n\n@keyframes placeHolderShimmer{\n 0%{\n  background-position: 100% 0\n }100%{\n
background-position: -100% 0\n }\n}\n\n.content-placeholder {\n overflow: hidden;\n\n &__wrapper {\n
animation-duration: 1s;\n  animation-fill-mode: forwards;\n  animation-iteration-count: infinite;\n  animation-
name: placeHolderShimmer;\n  animation-timing-function: linear;\n  background: #f6f7f8;\n  background:
linear-gradient(to right, #eeeeee 8%, #dddddd 18%, #eeeeee 33%);\n  position: relative;\n\n &__row {\n
width: 100%;\n  box-sizing: border-box;\n  display: flex;\n  flex: 0 1 auto;\n  flex-direction: row;\n
flex-wrap: wrap;\n\n &__box {\n  box-sizing: border-box;\n  position: relative;\n  height: 100%;\n
margin-bottom: 0;\n  background-color: white;\n  overflow: hidden;\n
  }\n }\n }\n}\n</style>\n", "import mod from \"-!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-
!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./ContentPlaceholder.vue?vue&type=script&lang=js&\";/* globals __VUE_SSR_CONTEXT__ */\n\n//
IMPORTANT: Do NOT use ES2015 features in this file (except for modules).\n// This module is a runtime utility
for cleaner component module output and will\n// be included in the final webpack user bundle.\n\nexport default
function normalizeComponent
(\n scriptExports,\n render,\n staticRenderFns,\n functionalTemplate,\n injectStyles,\n scopeId,\n
moduleIdIdentifier, /* server only */\n shadowMode /* vue-cli only */\n) {\n // Vue.extend constructor export
interop\n var options = typeof scriptExports === 'function'\n ? scriptExports.options\n : scriptExports\n\n //
render functions\n if (render) {\n  options.render = render\n  options.staticRenderFns = staticRenderFns\n
options._compiled = true\n }\n\n // functional template\n if (functionalTemplate) {\n  options.functional = true\n
}\n\n // scopedId\n if (scopeId) {\n  options._scopeId = 'data-v-' + scopeId\n }\n\n var hook\n if
(moduleIdIdentifier) { // server build\n  hook = function (context) {\n    // 2.3 injection\n    context =\n    context
|| // cached call\n    (this.$vnode && this.$vnode.ssrContext) || // stateful\n    (this.parent && this.parent.$vnode
&& this.parent.$vnode.ssrContext) || functional\n
    // 2.2 with runInNewContext: true\n    if (!context && typeof __VUE_SSR_CONTEXT__ !== 'undefined') {\n
context = __VUE_SSR_CONTEXT__\n    }\n    // inject component styles\n    if (injectStyles) {\n
injectStyles.call(this, context)\n    }\n    // register component module identifier for async chunk inference\n    if
(context && context._registeredComponents) {\n    context._registeredComponents.add(moduleIdIdentifier)\n
}\n    }\n    // used by ssr in case component is cached and beforeCreate\n    // never gets called\n
options._ssrRegister = hook\n } else if (injectStyles) {\n  hook = shadowMode\n ? function () {\n
injectStyles.call(this, this.$root.$options.shadowRoot) }\n : injectStyles\n }\n\n if (hook) {\n  if
(options.functional) {\n    // for template-only hot-reload because in that case the render fn doesn't\n    // go
through the normalizer\n    options._injectStyles = hook\n    // register for functional component
in vue file\n    var originalRender = options.render\n    options.render = function renderWithStyleInjection (h,
context) {\n    hook.call(context)\n    return originalRender(h, context)\n    }\n  } else {\n    // inject
component registration as beforeCreate\n    hook\n    var existing = options.beforeCreate\n    options.beforeCreate =
existing\n    ? [].concat(existing, hook)\n    : [hook]\n    }\n  }\n\n return {\n  exports: scriptExports,\n
options: options\n }\n }\n\n", "import { render, staticRenderFns } from
\"./ContentPlaceholder.vue?vue&type=template&id=40e3a912&scoped=true&\";\nimport script from
\"./ContentPlaceholder.vue?vue&type=script&lang=js&\";\nexport * from
\"./ContentPlaceholder.vue?vue&type=script&lang=js&\";\nimport style0 from
\"./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\";\n\n\n/*

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\`))],_c('div',{staticClass:`\`Article\`}`),[_c('div',[_c('p',{staticClass:`\`donate-form__insider__highlight text-icij font-weight-bold\`}`),[_vm._v(`\`n
\`+`_vm._s(_vm.$t('donate-
form.benefits.impacts.conversation.highlight')))+`\`n
\`))],_c('ul',{staticClass:`\`donate-
form__insider__list\`}`),_vm._l((_vm.$t('donate-form.benefits.impacts.conversation.list')),function(t){return
_c('li',{staticClass:`\`donate-form__insider__list-item\`}`),[_vm._v(`\`n
\`+`_vm._s(t)+`\`n
\`))})})})],_c('div',{staticClass:`\`col\`}`),[_c('h3',{staticClass:`\`donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\`}`),[_vm._v(`\`n
\`+`_vm._s(_vm.$t('donate-
form.benefits.impacts.rules.heading')))+`\`n
\`))],_c('div',{staticClass:`\`Article\`}`),[_c('div',[_c('p',{staticClass:`\`donate-form__insider__highlight
text-icij font-weight-bold\`}`),[_vm._v(`\`n
\`+`_vm._s(_vm.$t('donate-
form.benefits.impacts.rules.highlight')))+`\`n
\`))],_c('ul',{staticClass:`\`donate-
form__insider__list\`}`),_vm._l((_vm.$t('donate-form.benefits.impacts.rules.list')),function(t){return
_c('li',{staticClass:`\`donate-form__insider__list-item\`}`),[_vm._v(`\`n
\`+`_vm._s(t)+`\`n
\`))})})})],_c('div',{staticClass:`\`col\`}`),[_c('h3',{staticClass:`\`donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\`}`),[_vm._v(`\`n
\`+`_vm._s(_vm.$t('donate-
form.benefits.impacts.world.heading')))+`\`n
\`))],_c('div',{staticClass:`\`Article\`}`),[_c('div',[_c('p',{staticClass:`\`donate-form__insider__highlight text-icij font-weight-bold\`}`),[_vm._v(`\`n
\`+`_vm._s(_vm.$t('donate-form.benefits.impacts.world.highlight')))+`\`n
\`))],_c('ul',{staticClass:`\`donate-form__insider__list\`}`),_vm._l((_vm.$t('donate-
form.benefits.impacts.world.list')),function(t){return _c('li',{staticClass:`\`donate-form__insider__list-
item\`}`),[_vm._v(`\`n
\`+`_vm._s(t)+`\`n
\`))})})})],_c('hr',{staticClass:`\`donate-
form__insider__separator\`}`),_c('div',{staticClass:`\`donate-form__insider__more text-
center\`}`),[_c('a',{staticClass:`\`btn btn-primary rounded-pill text-uppercase font-weight-bold py-
2\`}`,attrs:{`target`:`\_blank`,`href`:`https://icij.org/donate`}},[_vm._v(`\`n
\`+`_vm._s(_vm.$t('donate-
form.benefits.more')))+`\`n
\`))})})],2)}\nvar staticRenderFns = [function () {var _vm=this;var
_h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('span',{staticClass:`\`input-group-
prepend\`}`),[_c('span',{staticClass:`\`input-group-text\`}`),[_vm._v(`\`$`\`))}]}\n\nexport { render, staticRenderFns
}";<template>\n <div class=\`donate-form container-fluid py-2\`>\n <h2
class=\`text-uppercase font-weight-bold text-primary h5\` v-if=!noTitle>\n {{ $t('donate-form.support') }}\n
</h2>\n <!-- @slot Description of the form (bellow the title). -->\n <slot name=\`introduction\`>\n <p v-
html=\`$t('donate-form.introduction')\`></p>\n </slot>\n <div class=\`donate-form__payment mb-4\`>\n
<form action=\`//checkout.fundjournalism.org/memberform\` method=\`get\` target=\`_blank\` class=\`donate-
form__payment__form bg-light p-4\`>\n <h3 class=\`donate-form__payment__title h5 mb-4\`>\n
<strong>\n {{ $t('donate-form.join-heading') }}\n </strong>\n </h3>\n <div>\n
<span>{{ $t('donate-form.label') }}&nbsp;</span>\n <label class=\`donate-form__payment__unit input-
group input-group-sm d-inline-flex\`>\n <span class=\`input-group-prepend\`>\n <span
class=\`input-group-text\`>${</span>\n </span>\n <input
class=\`donate-form__payment__input form-control\` name=\`amount\` v-model=\`amount\`
@change=\`amountIsPristine = false\` type=\`number\` min=\`0\`>\n </label>\n <span
class=\`donate-form__payment__buttons\`>\n <button type=\`button\` class=\`btn btn-sm\` :class=\`{ 'btn-
primary': installmentPeriod === 'monthly' }\` @click=\`installmentPeriod = 'monthly'\`>\n {{ $t('donate-
form.frequency.monthly') }}\n </button>\n <button type=\`button\` class=\`btn btn-sm\` :class=\`{
'btn-primary': installmentPeriod === 'yearly' }\` @click=\`installmentPeriod = 'yearly'\`>\n {{ $t('donate-
form.frequency.yearly') }}\n </button>\n <button type=\`button\` class=\`btn btn-sm\` :class=\`{
'btn-primary': installmentPeriod === null }\` @click=\`installmentPeriod = null\`>\n {{ $t('donate-
form.frequency.onetime') }}\n </button>\n </span>\n </div>\n

```



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    <p v-if="changeThe" class="mt-2" v-html="$t('donate-form.result.sentence', { target: changeThe
  })"></p>\n      <div class="mt-4">\n        <input name="org_id" value="icij" type="hidden">\n
  <input name="installmentPeriod" v-model="installmentPeriod" type="hidden">\n        <button
  type="submit" class="btn btn-primary rounded-pill text-uppercase font-weight-bold">\n          {{ $t('donate-
  form.submit') }}\n        </button>\n        <a target="_blank" href="https://icij.org/donate" class="donate-
  form__payment__image"></a>\n      </div>\n    </form>\n  </div>\n  <div class="donate-form__insider">\n
  <h2 class="donate-form__insider__title">\n    {{ $t('donate-form.benefits.heading') }}\n  </h2>\n  <p>\n
  {{ $t('donate-form.benefits.introduction') }}\n  </p>\n  <div class="donate-
  form__insider__modal__container row">\n    <div class="col">\n      <h3
  class="donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5">\n        {{
  $t('donate-form.benefits.impacts.conversation.heading') }}\n      </h3>\n      <div class="Article">\n
  <div>\n        <p class="donate-form__insider__highlight text-icij font-weight-bold">\n
  {{ $t('donate-form.benefits.impacts.conversation.highlight') }}\n        </p>\n        <ul
  class="donate-form__insider__list">\n          <li class="donate-form__insider__list-item" v-for="t in
  $t('donate-form.benefits.impacts.conversation.list')">\n            {{ t }}\n          </li>\n
  </ul>\n        </div>\n      </div>\n    </div>\n    <div class="col">\n      <h3 class="donate-
  form__insider__subtitle text-uppercase font-weight-bold text-primary h5">\n        {{ $t('donate-
  form.benefits.impacts.rules.heading')
  }}\n      </h3>\n      <div class="Article">\n        <div>\n          <p class="donate-
  form__insider__highlight text-icij font-weight-bold">\n            {{ $t('donate-
  form.benefits.impacts.rules.highlight') }}\n          </p>\n          <ul class="donate-
  form__insider__list">\n            <li class="donate-form__insider__list-item" v-for="t in $t('donate-
  form.benefits.impacts.rules.list')">\n              {{ t }}\n            </li>\n          </ul>\n
  </div>\n        </div>\n      </div>\n    </div>\n    <div class="col">\n      <h3 class="donate-
  form__insider__subtitle text-uppercase font-weight-bold text-primary h5">\n        {{ $t('donate-
  form.benefits.impacts.world.heading') }}\n      </h3>\n      <div class="Article">\n        <div>\n
  <p class="donate-form__insider__highlight text-icij font-weight-bold">\n            {{ $t('donate-
  form.benefits.impacts.world.highlight') }}\n          </p>\n          <ul class="donate-
  form__insider__list">\n            <li class="donate-form__insider__list-item" v-for="t in $t('donate-
  form.benefits.impacts.world.list')">\n              {{ t }}\n            </li>\n          </ul>\n
  </div>\n        </div>\n      </div>\n    </div>\n    <hr class="donate-form__insider__separator">\n  <div
  class="donate-form__insider__more text-center">\n    <a target="_blank" href="https://icij.org/donate"
  class="btn btn-primary rounded-pill text-uppercase font-weight-bold py-2">\n      {{ $t('donate-
  form.benefits.more') }}\n    </a>\n  </div>\n </div>\n </div>\n </div>\n</template>\n<script>\n import i18n from
  '@/i18n'\n import keys from
  'lodash/keys'\n import map from 'lodash/map'\n import sortBy from 'lodash/sortBy'\n import forEach from
  'lodash/forEach'\n import config from './config'\n /**\n  * A form to encourage donations. We usually put this
  form inside a modal\n */\n export default {\n  i18n,\n  name: 'DonateForm',\n  props: {\n    /**\n    * Title of
  the form.\n    */\n    noTitle: {\n      type: Boolean\n    },\n    /**\n    * Description of the form (bellow the
  title).\n    */\n    introduction: {\n      type: String,\n      default: () => config.get('donate-form.introduction')\n
  }\n  },\n  data() {\n    return {\n      amount: 15,\n      // True if the amount wasn't changed by the user yet\n
  amountIsPristine: true,\n      installmentPeriod: 'monthly',\n      labelForChange: {\n        'monthly': {\n          3:
  this.$t('donate-form.result.conversation'),\n          15: this.$t('donate-form.result.rules'),\n          50: this.$t('donate-
  form.result.world')\n        },\n        'yearly': {\n          35: this.$t('donate-form.result.conversation'),\n
  180: this.$t('donate-
  form.result.rules'),\n          600: this.$t('donate-form.result.world')\n        }\n      }\n    }\n  },\n  watch: {\n
  installmentPeriod (installmentPeriod) {\n    if (!this.amountIsPristine) {\n      return\n    }\n    if
  (installmentPeriod === 'monthly') {\n      this.$set(this, 'amount', 15)\n    } else {\n      this.$set(this, 'amount',
  }

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100)\n    }\n    }\n    },\n    computed: {\n      changeThe () {\n        const ranges =
this.labelForChange[this.installmentPeriod || 'yearly'];\n        // Final label\n        let label = null;\n        forEach(sortBy(map(keys(ranges), Number)), amount => {\n          label = this.amount >= amount ? ranges[amount]
: label;\n        });\n        return label;\n      }\n    }\n  }\n</script>\n<style lang="scss">\n  @import
'./styles/lib.scss';\n\n  .donate-form {\n    font-size: 0.9rem;\n\n    &__payment {\n      &&__unit {\n        width: 120px;\n        margin-
right: $spacer;\n\n        @media screen and (max-width: $modal-lg) {\n          width: 100%;\n          flex: 0 0 100%;\n
        }\n      }\n    }\n    &__insider {\n      &__list {\n        padding-left: 20px;\n\n        &-item {\n          position:
relative;\n          margin: 3px 0;\n          list-style: none;\n\n          &:before {\n            content: "\\2713";\n
            position: absolute;\n            left: -16px;\n            font-size: 14px;\n            font-weight: 700;\n            color: #333;\n
            font-family: $font-family-sans-serif;\n          }\n        }\n      }\n    }\n    &__modal__container .col {\n      @media
screen and (max-width: $modal-lg) {\n        width: 100%;\n        flex: 0 0 100%;\n      }\n    }\n  }\n</style>\n", "import mod from \'-!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=script&lang=js&';\n  export default mod; export * from \'-!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./DonateForm.vue?vue&type=script&lang=js&';\n  import { render, staticRenderFns } from
'./DonateForm.vue?vue&type=template&id=4fe5468d&'\n  import script from
'./DonateForm.vue?vue&type=script&lang=js&'\n  export * from
'./DonateForm.vue?vue&type=script&lang=js&'\n  import style0 from
'./DonateForm.vue?vue&type=style&index=0&lang=scss&'\n\n  /* normalize component */\n  import normalizer
from \'-!../node_modules/vue-loader/lib/runtime/componentNormalizer.js'\n  var
component = normalizer(\n    script,\n    render,\n    staticRenderFns,\n    false,\n    null,\n    null,\n    null,\n    null\n
)\n\n  component.options.__file = \"DonateForm.vue\"\n  export default component.exports;\n  var render = function ()
{\n    var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:"embeddable-footer
p-2 text-nowrap"},[_c('a',{staticClass:"text-white embeddable-
footer__brand",attrs:{\"href\":_vm.homeUrl,\"target\":\"_blank\"}},[_c('img',{staticClass:\"mr-
2\",attrs:{\"src\":require(\"../assets/images/icij-white@2x.png\"),\"height\":'20\"}),_vm._v(\"\\n
'+_vm._s(_vm.title)+'\\n \\n \"))],_c('div',{staticClass:\"embeddable-footer__lead small text-
truncate\",domProps:{\"innerHTML\":_vm._s(_vm.lead)}),_c('button',{staticClass:\"btn btn-link text-white btn-sm
py-0 embeddable-footer__share-btn\",class:{ active: _vm.showShareOptions
},on:{\"click\":function($event){_vm.showShareOptions =
!_vm.showShareOptions}}},[_c('fa',{attrs:{\"icon\":\"share-alt\"}}),_c('span',{staticClass:\"sr-
only\"}),[_vm._v(_vm._s(_vm.$t('embeddable-footer.share'))))]],1),(_vm.showShareOptions)?_c('sharing-
options',{attrs:{\"values\":_vm.sharingOptionsValues,\"direction\":\"column-reverse\",\"iframe-min-
height\":_vm.iframeMinHeight,\"iframe-min-width\":_vm.iframeMinWidth}):_vm._e(),1)]\n  var
staticRenderFns = []\n  export { render, staticRenderFns }\", \"/**\n * @this {Promise}\n * \nfunction
finallyConstructor(callback) {\n    var constructor = this.constructor;\n    return this.then(\n      function(value) {\n
return constructor.resolve(callback()).then(function() {\n        return value;\n      });\n    },\n    function(reason) {\n
return constructor.resolve(callback()).then(function() {\n        return constructor.reject(reason);\n      });\n    }\n
);\n  }\n  export default finallyConstructor;\n  import promiseFinally from './finally';\n\n  // Store setTimeout
reference so promise-polyfill will be unaffected by\n  // other code modifying
setTimeout (like sinon.useFakeTimers())\n  var setTimeoutFunc = setTimeout;\n\n  function noop() {\n  }\n\n  // Polyfill
for Function.prototype.bind\n  function bind(fn, thisArg) {\n    return function() {\n      fn.apply(thisArg, arguments);\n
};\n  }\n\n  /**\n * @constructor\n * @param {Function} fn\n * \nfunction Promise(fn) {\n    if (!(this instanceof

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Promise))\n  throw new TypeError('Promises must be constructed via new');\n  if (typeof fn !== 'function') throw
new TypeError('not a function');\n  /** @type {!number} */\n  this._state = 0;\n  /** @type {!boolean} */\n  this._handled = false;\n  /** @type {Promise|undefined} */\n  this._value = undefined;\n  /** @type
{!Array<!Function>} */\n  this._deferreds = [];\n\n  doResolve(fn, this);\n\n\nfunction handle(self, deferred) {\n
while (self._state === 3) {\n  self = self._value;\n  }\n  if (self._state === 0) {\n    self._deferreds.push(deferred);\n
return;\n  }\n  self._handled = true;\n  Promise._immediateFn(function() {\n    var cb
= self._state === 1 ? deferred.onFulfilled : deferred.onRejected;\n    if (cb === null) {\n      (self._state === 1 ?
resolve : reject)(deferred.promise, self._value);\n      return;\n    }\n    var ret;\n    try {\n      ret = cb(self._value);\n
} catch (e) {\n      reject(deferred.promise, e);\n      return;\n    }\n    resolve(deferred.promise, ret);\n
});\n\n\nfunction resolve(self, newValue) {\n  try {\n    // Promise Resolution Procedure:
https://github.com/promises-aplus/promises-spec#the-promise-resolution-procedure\n    if (newValue === self)\n      throw new TypeError('A promise cannot be resolved with itself.');

```

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&& console) {\n  console.warn('Possible Unhandled Promise Rejection:', err); // eslint-disable-line no-console\n
}\n};\n\nexport default Promise;\n", "import memoize from 'lodash/memoize'\nimport flatten from 'lodash/flatten'\nimport Promise from 'promise-polyfill';\n\nexport const injectAsset = memoize(function(file) {\n  return new Promise(resolve => {\n    const parent = document.querySelector("body") || document.querySelector("head");\n    const parts = file.split(".");\n    const ext = parts[parts.length-1].toLowerCase();\n    switch(ext) {\n      case "js":\n        var script = document.createElement('script');\n        script.setAttribute("type", "text/javascript");\n        script.onload = resolve\n        parent.appendChild(script);\n        script.setAttribute("src", file);\n        break;\n      case "css":\n        var css = document.createElement('link');\n        css.setAttribute("rel", "stylesheet");\n        css.setAttribute("type", "text/css");\n        css.onload = resolve\n        parent.appendChild(css);\n        css.setAttribute("href", file);\n        break;\n    }\n  })\n})\n\nexport const injectAssets = function() {\n  const files = flatten(arguments)\n  return new Promise(resolve => {\n    var filesLoaded = 0;\n    var allFilesLoaded = function() {\n      if(++filesLoaded == files.length) {\n        resolve();\n      }\n    }\n    for(var i=0; i < files.length; i++) {\n      injectAsset(files[i]).then(allFilesLoaded)\n    }\n  })\n}, "import every from 'lodash/every'\nimport { injectAssets } from './assets'\n// Will hold the pym instance once\nvar pymChild = null\n// URL parameters generated by Pym\nconst pymParams = ['initialWidth', 'childId', 'parentUrl', 'parentTitle']\n\nexport default class IFrameResizer {\n  constructor () {\n    this.initializer = injectAssets('//pym.nprapps.org/pym.v1.min.js').then(() => {\n      pymChild = pymChild || new window.pym.Child({ polling: 300 })\n      return pymChild\n    })\n    return this.initializer\n  }\n  sendHeight () {\n    this.initializer.then(pymChild => pymChild.sendHeight())\n  }\n  static create () {\n    return new IFrameResizer()\n  }\n  static template(url, id = 'icij-' + Date.now().toString(32)) {\n    return [\n      `
```

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Class:\sr-only\",[ _vm._v({"Embed"})]),1)],_c('b-modal',{ref:"embedForm",staticClass:"text-
dark",attrs:{"hide-footer":"","title":"Embed on your website"}),[_c('embed-form',{attrs:{"no-title":"","no-
preview":"","min-height":_vm.iframeMinHeight,"min-width":_vm.iframeMinWidth})]),1)],1)}\nvar
staticRenderFns = []\n\nexport { render, staticRenderFns },"var
__assign=function(){return(__assign=Object.assign||function(e){for(var a,s=1,t=arguments.length;s<t;s++)for(var r
in a=arguments[s])Object.prototype.hasOwnProperty.call(a,r)&&(e[r]=a[r]);return
e}).apply(this,arguments)};function mergeData(){for(var e,a,s={},t=arguments.length;t--;)for(var
r=0,c=Object.keys(arguments[t]);r<c.length;r++)switch(e=c[r]){case"class":case"style":case"directives":Array.i
sArray(s[e])||(s[e]=[]),s[e]=s[e].concat(arguments[t][e]);break;case"staticClass":if(!arguments[t][e])break;void
0===s[e]&&(s[e]=""),s[e]&&(s[e]+="
"),s[e]+=arguments[t][e].trim();break;case"on":case"nativeOn":s[e]||(s[e]={});for(var
n=0,o=Object.keys(arguments[t][e]||{});n<o.length;n++)a=o[n],s[e][a]?s[e][a]=[]:s[e][a]=arguments[t][e][a];
break;case"attrs":case"props":case"domProps":case"scopedSlots":case"staticStyle":
case"hook":case"transition":s[e]||(s[e]={}),s[e]=__assign({},arguments[t][e],s[e]);break;case"slot":case"key":
case"ref":case"tag":case"show":case"keepAlive":default:s[e]||(s[e]=arguments[t][e])}return
s}export{mergeData};\n\n// sourceMappingURL=lib.esm.js.map\n","**\n * Aliasing Object[method] allows the
minifier to shorten methods to a single character variable,\n * as well as giving BV a chance to inject polyfills.\n *
As long as we avoid\n * - import * as Object from \"utils/object\"\n * all unused exports should be removed by tree-
shaking.\n */\n\n @link https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Object/assign\nif (typeof Object.assign !== 'function') {\n
Object.assign = function (target, varArgs) {\n // .length of function is 2\n\n if (target == null) {\n // TypeError
if undefined or null\n throw new TypeError('Cannot convert undefined or null to object');\n }\n\n var to =
Object(target);\n\n for (var index = 1; index < arguments.length; index++) {\n
var nextSource = arguments[index];\n\n if (nextSource != null) {\n // Skip over if undefined or null\n
for (var nextKey in nextSource) {\n // Avoid bugs when hasOwnProperty is shadowed\n if
(Object.prototype.hasOwnProperty.call(nextSource, nextKey)) {\n to[nextKey] = nextSource[nextKey];\n
}\n }\n }\n }\n return to;\n };}\n\n @link https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\nif (!Object.is) {\n Object.is = function (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 // eslint-disable-next-line no-self-
compare\n return x !== x && y !== y;\n }\n };}\n\nexport var assign = Object.assign;\nexport var
getOwnPropertyNames = Object.getOwnPropertyNames;\nexport var keys = Object.keys;\nexport
var defineProperties = Object.defineProperties;\nexport var defineProperty = Object.defineProperty;\nexport var
freeze = Object.freeze;\nexport var getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nexport var
getOwnPropertySymbols = Object.getOwnPropertySymbols;\nexport var getPrototypeOf =
Object.getPrototypeOf;\nexport var create = Object.create;\nexport var isFrozen = Object.isFrozen;\nexport var is =
Object.is;\n\nexport function readonlyDescriptor() {\n return { enumerable: true, configurable: false, writable: false
};}\n"}\n\n// Production steps of ECMA-262, Edition 6, 22.1.2.1\n// es6-ified by @alexandsneath\nif (!Array.from) {\n
Array.from = function () {\n var toStr = Object.prototype.toString;\n var isCallable = function isCallable(fn) {\n
return typeof fn === 'function' || toStr.call(fn) === '[object Function]';\n };}\n var toInteger = function
toInteger(value) {\n var number = Number(value);\n if (isNaN(number)) {\n return
0;\n }\n if (number === 0 || !isFinite(number)) {\n return number;\n }\n return (number > 0 ? 1 : -1)
* Math.floor(Math.abs(number));\n };}\n var maxSafeInteger = Math.pow(2, 53) - 1;\n var toLength = function
toLength(value) {\n return Math.min(Math.max(toInteger(value), 0), maxSafeInteger);\n };}\n\n // The length
property of the from method is 1.\n return function from(arrayLike /*, mapFn, thisArg */) {\n // 1. Let C be the
this value.\n var C = this;\n\n // 2. Let items be ToObject(arrayLike).\n var items = Object(arrayLike);\n\n
// 3. ReturnIfAbrupt(items).\n if (arrayLike == null) {\n throw new TypeError('Array.from requires an
array-like object - not null or undefined');\n }\n\n // 4. If mapfn is undefined, then let mapping be false.\n

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var mapFn = arguments.length > 1 ? arguments[1] : void undefined;\n    var T = void 0;\n\n    if (typeof mapFn\n    !== 'undefined') {\n        //\n        5. else\n            // 5. a If IsCallable(mapfn) is false, throw a TypeError exception.\n            if (!isCallable(mapFn)) {\n                throw new TypeError('Array.from: when provided, the second argument must be a function');\n            }\n\n            // 5. b. If thisArg was supplied, let T be thisArg; else let T be undefined.\n            if (arguments.length > 2) {\n                T =\n                arguments[2];\n            }\n\n            // 10. Let lenValue be Get(items, \"length\").\n            // 11. Let len be\n            ToLength(lenValue).\n            var len = toLength(items.length);\n\n            // 13. If IsConstructor(C) is true, then\n            // 13. a. Let A be the result of calling the [[Construct]] internal method\n            // of C with an argument list containing the\n            single item len.\n            // 14. a. Else, Let A be ArrayCreate(len).\n            var A = isCallable(C) ? Object(new C(len)) :\n            new Array(len);\n\n            // 16. Let k be 0.\n            var k = 0;\n            // 17. Repeat, while k < len... (also steps a - h)\n            var\n            kValue = void 0;\n\n            while (k < len) {\n                kValue = items[k];\n                if (mapFn) {\n                    A[k] = typeof T === 'undefined' ?\n                    mapFn(kValue, k) : mapFn.call(T, kValue, k);\n                } else {\n                    A[k] = kValue;\n                }\n                k += 1;\n            }\n\n            // 18. Let putStatus be Put(A, \"length\", len, true).\n            A.length = len;\n            // 20. Return A.\n            return A;\n        }\n    });\n\n    // https://tc39.github.io/ecma262/#sec-array.prototype.find\n    // Needed for IE support\n    (!Array.prototype.find) {\n        // eslint-disable-next-line no-extend-native\n        Object.defineProperty(Array.prototype,\n        'find', {\n            value: function value(predicate) {\n                // 1. Let O be ? ToObject(this value).\n                if (this === null) {\n                    throw new TypeError(\"this is null or not defined\");\n                }\n                var o = Object(this);\n                // 2. Let len be ?\n                ToLength(? Get(O, \"length\")).\n                var len = o.length >>> 0;\n                // 3. If IsCallable(predicate) is false, throw a\n                TypeError exception.\n\n                if (typeof predicate !== 'function') {\n                    throw new TypeError('predicate must be a function');\n                }\n\n                // 4. If thisArg was supplied, let T be thisArg; else let T be undefined.\n                var thisArg = arguments[1];\n                // 5. Let\n                k be 0.\n                var k = 0;\n                // 6. Repeat, while k < len\n                while (k < len) {\n                    // a. Let Pk be ! ToString(k).\n                    // b. Let kValue be ? Get(O, Pk).\n                    // c. Let testResult be ToBoolean(? Call(predicate, T, « kValue, k, O »)).\n                    // d. If testResult is true, return kValue.\n                    var kValue = o[k];\n                    if (predicate.call(thisArg, kValue, k, o))\n                    {\n                        return kValue;\n                    }\n                    // e. Increase k by 1.\n                    k++;\n                }\n                // 7. Return undefined.\n                return undefined;\n            }\n        });\n\n    };\n\n    // nif (!Array.isArray) {\n    Array.isArray = function (arg) {\n        return\n        Object.prototype.toString.call(arg) === '[object Array]';\n    };\n\n    // Static\n    // export var from = Array.from;\n    // export\n    var isArray = Array.isArray;\n\n    // Instance\n    // export var arrayIncludes = function arrayIncludes(array, value) {\n    return array.indexOf(value) !== -1;\n    };\n    // export var arrayFind = function arrayFind(array, fn, thisArg) {\n    return\n    array.find(fn, thisArg);\n    };\n\n    // export function concat()\n    return Array.prototype.concat.apply([],\n    arguments);\n    };\n\n    // export default function identity(x) {\n    return x;\n    };\n\n    // import { keys } from './object';\n    // import {\n    isArray } from './array';\n    // import identity from './identity';\n\n    /**\n     * Given an array of properties or an object of\n    property keys,\n     * plucks all the values off the target object.\n     * @param {{}|string[]} keysToPluck\n     * @param\n    {{{}} objToPluck\n     * @param {Function} transformFn\n     * @return {{{}}\n     */\n    // export default function\n    pluckProps(keysToPluck, objToPluck) {\n        var transformFn = arguments.length > 2 && arguments[2] !==\n        undefined ? arguments[2] : identity;\n        return (isArray(keysToPluck) ? keysToPluck.slice() :\n        keys(keysToPluck)).reduce(function\n        (memo, prop) {\n            // eslint-disable-next-line no-sequences\n            return memo[transformFn(prop)] =\n            objToPluck[prop], memo;\n        }, {},);\n    };\n\n    // import { from as arrayFrom } from './array';\n\n    // Determine if an element\n    is an HTML Element\n    // export var isElement = function isElement(el) {\n    return el && el.nodeType ===\n    Node.ELEMENT_NODE;\n    };\n\n    // Determine if an HTML element is visible - Faster than CSS check\n    // export var\n    isVisible = function isVisible(el) {\n        return isElement(el) && document.body.contains(el) &&\n        el.getBoundingClientRect().height > 0 && el.getBoundingClientRect().width > 0;\n    };\n\n    // Determine if an element\n    is disabled\n    // export var isDisabled = function isDisabled(el) {\n    return !isElement(el) || el.disabled ||\n    el.classList.contains('disabled') || Boolean(el.getAttribute('disabled'));\n    };\n\n    // Cause/wait-for an element to reflow\n    it's content (adjusting it's height/width)\n    // export var reflow = function reflow(el) {\n    // requesting an elements\n    offsetHight will trigger a reflow

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of the element content\n return isElement(el) && el.offsetHeight;\n};\n\n// Select all elements matching selector.
Returns [] if none found\nexport var selectAll = function selectAll(selector, root) {\n if (!isElement(root)) {\n root
= document;\n }\n return arrayFrom(root.querySelectorAll(selector));\n};\n\n// Select a single element, returns null
if not found\nexport var select = function select(selector, root) {\n if (!isElement(root)) {\n root = document;\n
}\n return root.querySelector(selector) || null;\n};\n\n// Determine if an element matches a selector\nexport var
matches = function matches(el, selector) {\n if (!isElement(el)) {\n return false;\n }\n}\n\n //
https://developer.mozilla.org/en-US/docs/Web/API/Element/matches#Polyfill\n // Prefer native implementations
over polyfill function\n var proto = Element.prototype;\n var Matches = proto.matches || proto.matchesSelector ||
proto.mozMatchesSelector || proto.msMatchesSelector || proto.oMatchesSelector
|| proto.webkitMatchesSelector ||\n /* istanbul ignore next */\n function (sel) {\n var element = this;\n var m =
selectAll(sel, element.document || element.ownerDocument);\n var i = m.length;\n // eslint-disable-next-line no-
empty\n while (--i >= 0 && m.item(i) !== element) {\n return i > -1;\n };\n\n return Matches.call(el,
selector);\n};\n\n// Finds closest element matching selector. Returns null if not found\nexport var closest = function
closest(selector, root) {\n if (!isElement(root)) {\n return null;\n }\n\n // https://developer.mozilla.org/en-
US/docs/Web/API/Element/closest\n // Since we dont support IE < 10, we can use the "Matches" version of the
polyfill for speed\n // Prefer native implementation over polyfill function\n var Closest = Element.prototype.closest
||\n /* istanbul ignore next */\n function (sel) {\n var element = this;\n if
(!document.documentElement.contains(element)) {\n return null;\n }\n do {\n // Use
our "patched" matches function\n if (matches(element, sel)) {\n return element;\n }\n element =
element.parentElement;\n } while (element !== null);\n return null;\n };\n\n var el = Closest.call(root,
selector);\n // Emulate jQuery closest and return null if match is the passed in element (root)\n return el === root ?
null : el;\n};\n\n// Get an element given an ID\nexport var getById = function getById(id) {\n return
document.getElementById(/^#/.test(id) ? id.slice(1) : id) || null;\n};\n\n// Add a class to an element\nexport var
addClass = function addClass(el, className) {\n if (className && isElement(el)) {\n
el.classList.add(className);\n }\n};\n\n// Remove a class from an element\nexport var removeClass = function
removeClass(el, className) {\n if (className && isElement(el)) {\n el.classList.remove(className);\n
}\n};\n\n// Test if an element has a class\nexport var hasClass = function hasClass(el, className) {\n if (className
&&
isElement(el)) {\n return el.classList.contains(className);\n }\n return false;\n};\n\n// Set an attribute on an
element\nexport var setAttr = function setAttr(el, attr, value) {\n if (attr && isElement(el)) {\n el.setAttribute(attr,
value);\n }\n};\n\n// Remove an attribute from an element\nexport var removeAttr = function removeAttr(el, attr)
{\n if (attr && isElement(el)) {\n el.removeAttribute(attr);\n }\n};\n\n// Get an attribute value from an element
(returns null if not found)\nexport var getAttr = function getAttr(el, attr) {\n if (attr && isElement(el)) {\n return
el.getAttribute(attr);\n }\n return null;\n};\n\n// Determine if an attribute exists on an element (returns true or false,
or null if element not found)\nexport var hasAttr = function hasAttr(el, attr) {\n if (attr && isElement(el)) {\n
return el.hasAttribute(attr);\n }\n return null;\n};\n\n// Return the Bounding Client Rec of an element. Retrurns null
if not an element\nexport var getBCR =
function getBCR(el) {\n return isElement(el) ? el.getBoundingClientRect() : null;\n};\n\n// Get computed style
object for an element\nexport var getCS = function getCS(el) {\n return isElement(el) ?
window.getComputedStyle(el) : {};\n};\n\n// Return an element's offset wrt document element\n//
https://j11y.io/jquery/#v=git&fn=jQuery.fn.offset\nexport var offset = function offset(el) {\n if (isElement(el)) {\n
if (!el.getClientRects().length) {\n return { top: 0, left: 0 };\n }\n var bcr = getBCR(el);\n var win =
el.ownerDocument.defaultView;\n return {\n top: bcr.top + win.pageYOffset,\n left: bcr.left +
win.pageXOffset\n };\n }\n};\n\n// Return an element's offset wrt to it's offsetParent\n//
https://j11y.io/jquery/#v=git&fn=jQuery.fn.position\nexport var position = function position(el) {\n if
(!isElement(el)) {\n return;\n }\n var parentOffset = { top: 0, left: 0 };\n var offsetSelf = void 0;\n var
offsetParent = void 0;\n if (getCS(el).position

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==== 'fixed') {\n  offsetSelf = getBCR(el);\n } else {\n  offsetSelf = offset(el);\n  var doc = el.ownerDocument;\n  offsetParent = el.offsetParent || doc.documentElement;\n  while (offsetParent && (offsetParent === doc.body ||\n  offsetParent === doc.documentElement) && getCS(offsetParent).position === 'static') {\n  offsetParent =\n  offsetParent.parentNode;\n  }\n  if (offsetParent && offsetParent !== el && offsetParent.nodeType ===\n  Node.ELEMENT_NODE) {\n  parentOffset = offset(offsetParent);\n  parentOffset.top +=\n  parseFloat(getCS(offsetParent).borderTopWidth);\n  parentOffset.left +=\n  parseFloat(getCS(offsetParent).borderLeftWidth);\n  }\n }\n return {\n  top: offsetSelf.top - parentOffset.top -\n  parseFloat(getCS(el).marginTop),\n  left: offsetSelf.left - parentOffset.left - parseFloat(getCS(el).marginLeft)\n};\n};\n\n// Attach an event listener to an element\nexport var eventOn = function eventOn(el, evtName, handler)\n{\n  if (el && el.addEventListener)\n  {\n    el.addEventListener(evtName, handler);\n  }\n};\n\n// Remove an event listener from an element\nexport var\n  eventOff = function eventOff(el, evtName, handler) {\n  if (el && el.removeEventListener) {\n    el.removeEventListener(evtName, handler);\n  }\n};\n\n";\n\nvar _typeof = typeof Symbol === "function" && typeof\n  Symbol.iterator === "symbol" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof\n  Symbol === "function" && obj.constructor === Symbol && obj !== Symbol.prototype ? "symbol" : typeof obj;\n};\n\nimport { assign, keys } from '../utils/object';\nimport { arrayIncludes, concat } from '../utils/array';\nimport\n  { mergeData } from 'vue-functional-data-merge';\n\n/**\n * The Link component is used in many other BV\n  components.\n * As such, sharing its props makes supporting all its features easier.\n * However, some components\n  need to modify the defaults for their own purpose.\n * Prefer sharing a fresh copy of the props to ensure\n  mutations\n * do not affect other component references to the props.\n */\n\n * https://github.com/vuejs/vue-\n  router/blob/dev/src/components/link.js\n * @return {{}}\n */\nexport function propsFactory() {\n  return {\n    href:\n  {\n    type: String,\n    default: null\n  },\n    rel: {\n    type: String,\n    default: null\n  },\n    target: {\n    type: String,\n    default: '_self'\n  },\n    active: {\n    type: Boolean,\n    default: false\n  },\n    activeClass: {\n    type: String,\n    default: 'active'\n  },\n    append: {\n    type: Boolean,\n    default: false\n  },\n    disabled:\n  {\n    type: Boolean,\n    default: false\n  },\n    event: {\n    type: [String, Array],\n    default: 'click'\n  },\n    exact: {\n    type: Boolean,\n    default: false\n  },\n    exactActiveClass: {\n    type: String,\n    default:\n  'active'\n  },\n    replace: {\n    type: Boolean,\n    default: false\n  },\n    routerTag: {\n    type: String,\n    default: 'a'\n  },\n    to: {\n    type: [String, Object],\n    default: null\n  }\n};\n}\n\nexport\n  var props = propsFactory();\n\nexport function pickLinkProps(propsToPick) {\n  var freshLinkProps =\n  propsFactory();\n  // Normalize everything to array.\n  propsToPick = concat(propsToPick);\n\n  return\n  keys(freshLinkProps).reduce(function (memo, prop) {\n    if (arrayIncludes(propsToPick, prop)) {\n      memo[prop]\n    = freshLinkProps[prop];\n    }\n\n    return memo;\n  }, {});\n}\n\nexport function omitLinkProps(propsToOmit) {\n  var freshLinkProps = propsFactory();\n  // Normalize everything to array.\n  propsToOmit =\n  concat(propsToOmit);\n\n  return keys(props).reduce(function (memo, prop) {\n    if (!arrayIncludes(propsToOmit,\n  prop)) {\n      memo[prop] = freshLinkProps[prop];\n    }\n\n    return memo;\n  }, {});\n}\n\nexport var computed =\n  {\n    linkProps: function linkProps() {\n      var linkProps = {};\n      var propKeys = keys(props);\n\n      for (var i\n    = 0; i < propKeys.length; i++) {\n        var prop = propKeys[i];\n        // Computed Vue getters are bound to the\n        instance.\n        linkProps[prop] = this[prop];\n      }\n\n      return linkProps;\n    }\n };\n\nfunction computeTag(props,\n  parent) {\n  return Boolean(parent.$router) && props.to && !props.disabled ? 'router-link' : 'a';\n}\n\nfunction\n  computeHref(_ref, tag) {\n  var disabled = _ref.disabled,\n    href = _ref.href,\n    to = _ref.to;\n\n  // We've\n  already checked the parent.$router in computeTag,\n  // so router-link means live router.\n  // When deferring to Vue\n  Router's router-link,\n  // don't use the href attr at all.\n  // Must return undefined for router-link to populate href.\n  if\n  (tag === 'router-link') return void 0;\n  // If href explicitly provided\n  if (href) return href;\n  // Reconstruct href\n  when `to` used, but no router\n  if (to) {\n    // Fallback to `to` prop (if `to` is a string)\n    if (typeof to === 'string')\n      return to;\n    // Fallback to `to.path` prop\n    (if `to` is an object)\n    if ((typeof to === 'undefined' ? 'undefined' : _typeof(to)) === 'object' && typeof to.path\n    === 'string') return to.path;\n  }\n  // If nothing is provided use '#'\n  return '#';\n}\n\nfunction computeRel(_ref2) {\n  var target = _ref2.target,\n    rel = _ref2.rel;\n\n  if (target === '_blank' && rel === null) {\n    return 'noopener';\n  }\n}

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}\n return rel || null;\n}\n\nfunction clickHandlerFactory(_ref3) {\n  var disabled = _ref3.disabled,\n    tag = _ref3.tag,\n    href = _ref3.href,\n    suppliedHandler = _ref3.suppliedHandler,\n    parent = _ref3.parent;\n\n  var isRouterLink = tag === 'router-link';\n\n  return function onClick(e) {\n    if (disabled && e instanceof Event) {\n      // Stop event from bubbling up.\n      e.stopPropagation();\n      // Kill the event loop attached to this specific\n      EventTarget.\n      e.stopImmediatePropagation();\n    } else {\n      parent.$root.$emit('clicked::link', e);\n\n      if (isRouterLink && e.target.__vue__)\n        {\n          e.target.__vue__$emit('click', e);\n        }\n      if (typeof suppliedHandler === 'function') {\n        suppliedHandler.apply(undefined, arguments);\n      }\n    }\n\n    if (!isRouterLink && href === '#' || disabled) {\n      // Stop scroll-to-top behavior or navigation.\n      e.preventDefault();\n    }\n  };\n}\n\nexport default {\n  functional: true,\n  props: propsFactory(),\n  render: function render(h, _ref4) {\n    var props = _ref4.props,\n      data = _ref4.data,\n      parent = _ref4.parent,\n      children = _ref4.children;\n\n    var tag = computeTag(props, parent);\n    var rel = computeRel(props);\n    var href = computeHref(props, tag);\n    var eventType = tag === 'router-link' ? 'nativeOn' : 'on';\n    var suppliedHandler = (data[eventType] || {}).click;\n    var handlers = { click: clickHandlerFactory({ tag: tag, href: href, disabled: props.disabled, suppliedHandler: suppliedHandler, parent: parent }) };\n\n    var componentData = mergeData(data, {\n      class: [props.active ? props.exact ? props.exactActiveClass : props.activeClass : null, { disabled: props.disabled }],\n      attrs: {\n        rel: rel,\n        href: href,\n        target: props.target,\n        tabindex: props.disabled ? '-1' : data.attrs ? data.attrs.tabindex : null,\n        'aria-disabled': tag === 'a' && props.disabled ? 'true' : null\n      },\n      props: assign(props, { tag: props.routerTag })\n    });\n\n    // If href prop exists on router-link (even undefined or null) it fails working on SSR\n    if (!componentData.attrs.href) {\n      delete componentData.attrs.href;\n    }\n\n    // We want to overwrite any click handler since our callback\n    // will invoke the supplied handler if !props.disabled\n    componentData[eventType] = assign(componentData[eventType] || {}, handlers);\n\n    return h(tag, componentData, children);\n  };\n};\n\nfunction _defineProperty(obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n      value, enumerable: true, configurable: true, writable: true\n    });\n  } else {\n    obj[key] = value;\n  }\n  return obj;\n}\n\nimport { mergeData } from 'vue-functional-data-merge';\nimport pluckProps from '../utils/pluck-props';\nimport { concat } from '../utils/array';\nimport { assign, keys } from '../utils/object';\nimport { addClass, removeClass } from '../utils/dom';\nimport Link, { propsFactory as linkPropsFactory } from './link/link';\n\nvar btnProps = {\n  block: {\n    type: Boolean,\n    default: false\n  },\n  disabled: {\n    type: Boolean,\n    default: false\n  },\n  size: {\n    type: String,\n    default: null\n  },\n  variant: {\n    type: String,\n    default: null\n  },\n  type: {\n    type: String,\n    default: 'button'\n  },\n  pressed: {\n    // tri-state prop: true, false or null\n    // => on, off, not a toggle\n    type: Boolean,\n    default: null\n  }\n};\n\nvar linkProps = linkPropsFactory();\ndelete linkProps.href.default;\ndelete linkProps.to.default;\n\nvar linkPropKeys = keys(linkProps);\n\nexport var props = assign(linkProps, btnProps);\n\nfunction handleFocus(evt) {\n  if (evt.type === 'focusin') {\n    addClass(evt.target, 'focus');\n  } else if (evt.type === 'focusout') {\n    removeClass(evt.target, 'focus');\n  }\n}\n\nexport default {\n  functional: true,\n  props: props,\n  render: function render(h, _ref) {\n    var _ref2;\n\n    var props = _ref.props,\n      data = _ref.data,\n      listeners = _ref.listeners,\n      children = _ref.children;\n\n    var isLink = Boolean(props.href || props.to);\n    var isToggle = typeof props.pressed === 'boolean';\n    var on = {\n      click: function click(e) {\n        if (props.disabled && e instanceof Event) {\n          e.stopPropagation();\n          e.preventDefault();\n        } else if (isToggle) {\n          // Concat will\n          // normalize the value to an array\n          // without double wrapping an array value in an array.\n          concat(listeners['update:pressed']).forEach(function (fn) {\n            if (typeof fn === 'function') {\n              fn(!props.pressed);\n            }\n          });\n        }\n      }\n    };\n\n    if (isToggle) {\n      on.focusin = handleFocus;\n      on.focusout = handleFocus;\n    }\n\n    var componentData = {\n      staticClass: 'btn',\n      class: [props.variant ? 'btn-' + props.variant : 'btn-secondary', (_ref2 = {}, _defineProperty(_ref2, 'btn-' + props.size, Boolean(props.size)), _defineProperty(_ref2, 'btn-block', props.block), _defineProperty(_ref2, 'disabled', props.disabled), _defineProperty(_ref2, 'active', props.pressed), _ref2)],\n      props: isLink ? pluckProps(linkPropKeys, props) : null,\n      attrs: {\n        type: isLink ? null :

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props.type,\n      disabled: isLink ? null : props.disabled,\n      // Data attribute not used for js logic,\n      // but only for BS4 style selectors.\n      'data-toggle': isToggle ? 'button' : null,\n      'aria-pressed': isToggle ? String(props.pressed) : null,\n      // Tab index is used when the component becomes a link.\n      // Links are tabable, but don't allow disabled,\n      // so we mimic that functionality by disabling tabbing.\n      tabindex: props.disabled && isLink ? '1' : data.attrs ? data.attrs['tabindex'] : null\n    },\n    on: on\n  };\n  return h(isLink ? Link : 'button', mergeData(data, componentData), children);\n  }\n};\n\nfunction _defineProperty(obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n      value: value,\n      enumerable: true,\n      configurable: true,\n      writable: true\n    });\n  } else {\n    obj[key] = value;\n  }\n  return obj;\n}\n\nimport { mergeData } from 'vue-functional-data-merge';\n\nvar props = {\n  disabled: {\n    type: Boolean,\n    default: false\n  },\n  ariaLabel: {\n    type: String,\n    default: 'Close'\n  },\n  textVariant: {\n    type: String,\n    default: null\n  }\n};\n\nexport default {\n  functional: true,\n  props: props,\n  render: function render(h, _ref) {\n    var props = _ref.props,\n        data = _ref.data,\n        listeners = _ref.listeners,\n        slots = _ref.slots;\n\n    var componentData = {\n      staticClass: 'close',\n      class: _defineProperty({}, 'text-' + props.textVariant, props.textVariant),\n      attrs: {\n        type: 'button',\n        disabled: props.disabled,\n        'aria-label': props.ariaLabel ? String(props.ariaLabel) : null\n      },\n      on: {\n        click: function click(e) {\n          // Ensure click on button HTML content is also disabled\n          if (props.disabled && e instanceof Event) {\n            e.stopPropagation();\n            e.preventDefault();\n          }\n        }\n      }\n    };\n\n    // Careful not to override the slot with innerHTML\n    if (!slots.default) {\n      componentData.domProps = { innerHTML: '&times;' };\n    }\n\n    return h('button', mergeData(data, componentData), slots.default);\n  }\n};\n\n/*\n * SSR Safe Client Side ID attribute generation\n */\n\nexport default {\n  props: {\n    id: {\n      type: String,\n      default: null\n    }\n  },\n  methods: {\n    safeId: function safeId() {\n      var suffix = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';\n      var id = this.id || this.localId || null;\n      if (!id) {\n        return null;\n      }\n      suffix = String(suffix).replace(/\\s+/, '_');\n      return suffix ? id + '_' + suffix : id;\n    },\n    computed: {\n      localId: function localId() {\n        if (!this.$isServer && !this.id && typeof this._uid !== 'undefined') {\n          return '__BVID__' + this._uid;\n        }\n      }\n    }\n  },\n  "function _toConsumableArray(arr) {\n    if (Array.isArray(arr)) {\n      for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n        arr2[i] = arr[i];\n      }\n      return arr2;\n    } else {\n      return Array.from(arr);\n    }\n  }\n}\n\nimport { isArray } from './utils/array';\n\n/*\n * Issue #569: collapse::toggle::state triggered too many times\n */\n\n@link https://github.com/bootstrap-vue/bootstrap-vue/issues/569\n\nvar BVRL = '__BV_root_listeners__';\n\nexport default {\n  methods: {\n    /**\n     * Safely register event listeners on the root Vue node.\n     * While Vue automatically removes listeners for individual components,\n     * when a component registers a listener on root and is destroyed,\n     * this orphans a callback because the node is gone,\n     * but the root does not clear the callback.\n     *\n     * This adds a non-reactive prop to a vm on the fly\n     * in order to avoid object observation and its performance costs\n     * to something that needs no reactivity.\n     *\n     * It should be highly unlikely there are any naming collisions.\n     *\n     * @param {string} event\n     * @param {function} callback\n     * @chainable\n     */\n    listenOnRoot: function listenOnRoot(event, callback) {\n      if (!this[BVRL] || !isArray(this[BVRL])) {\n        this[BVRL] = [];\n      }\n      this[BVRL].push({\n        event: event,\n        callback: callback\n      });\n      this.$root.$on(event, callback);\n      return this;\n    },\n\n    /**\n     * Convenience method for calling vm.$emit on vm.$root.\n     * @param {string} event\n     * @param {...} args\n     * @chainable\n     */\n    emitOnRoot: function emitOnRoot(event) {\n      var _root;\n      for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n        args[_key - 1] = arguments[_key];\n      }\n      (_root = this.$root).$emit.apply(_root, [event].concat(_toConsumableArray(args)));\n      return this;\n    },\n\n    beforeDestroy: function beforeDestroy() {\n      if (this[BVRL] && isArray(this[BVRL])) {\n        while (this[BVRL].length > 0) {\n          // shift to process in order\n          var _BVRL$shift = this[BVRL].shift(),\n              event = _BVRL$shift.event,\n              callback = _BVRL$shift.callback;\n          this.$root.$off(event, callback);\n        }\n      }\n    }\n  },\n  "import

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    { assign } from './object';\nimport { isElement } from './utils/dom';\n\n/**\n * Observe a DOM element changes,\n falls back to eventListener mode\n * @param {Element} el The DOM element to observe\n * @param {Function} callback\n callback to be called on change\n * @param {object} [opts={childList: true, subtree: true}] observe\n options\n * @see http://stackoverflow.com/questions/3219758\n */\nexport default function observeDOM(el,\n callback, opts) {\n  var MutationObserver = window.MutationObserver || window.WebKitMutationObserver ||\n window.MozMutationObserver;\n  var eventListenerSupported = window.addEventListener;\n  // Handle case\n where we might be passed a vue instance\n  el = el ? el.$el || el : null;\n  /* istanbul ignore next: difficult to test in\n JSDOM */\n  if (!isElement(el)) {\n    // We can't observe something that isn't an element\n    return null;\n  }\n  var\n obs = null;\n  /* istanbul ignore next: difficult to test in JSDOM */\n  if (MutationObserver) {\n    //\n Define a new observer\n    obs = new MutationObserver(function (mutations) {\n      var changed = false;\n      // A\n Mutation can contain several change records, so we loop through them to see what has changed.\n      // We break\n out of the loop early if any \"significant\" change has been detected\n      for (var i = 0; i < mutations.length &&\n !changed; i++) {\n        // The mutation record\n        var mutation = mutations[i];\n        // Mutation Type\n        var\n type = mutation.type;\n        // DOM Node (could be any DOM Node type - HTMLElement, Text, comment, etc)\n        var\n target = mutation.target;\n        if (type === 'characterData' && target.nodeType === Node.TEXT_NODE) {\n          // We ignore nodes that are not TEXT (i.e. comments, etc) as they don't change layout\n          changed = true;\n        }\n        else if (type === 'attributes') {\n          changed = true;\n        }\n        else if (type === 'childList' &&\n (mutation.addedNodes.length > 0 || mutation.removedNodes.length\n > 0)) {\n          // This includes HTMLElement and Text Nodes being added/removed/re-arranged\n          changed =\n true;\n        }\n      }\n      if (changed) {\n        // We only call the callback if a change that could affect layout/size\n truly happened.\n        callback();\n      }\n    });\n    // Have the observer observe foo for changes in children,\n etc\n    obs.observe(el, assign({ childList: true, subtree: true }, opts));\n  } else if (eventListenerSupported) {\n    // Legacy interface. most likely not used in modern browsers\n    el.addEventListener('DOMNodeInserted', callback,\n false);\n    el.addEventListener('DOMNodeRemoved', callback, false);\n  }\n  // We return a reference to the\n observer so that obs.disconnect() can be called if necessary\n  // To reduce overhead when the root element is\n hidden\n  return obs;\n},\n\n/**\n * Log a warning message to the console with bootstrap-vue formatting sugar.\n * @param {string} message\n */\n/* istanbul ignore next */\nfunction\n warn(message) {\n  console.warn(\"[Bootstrap-Vue warn]: \" + message);\n}\n\nexport default warn;\n\n/**\n * Key\n Codes (events)\n */\nexport default {\n  SPACE: 32,\n  ENTER: 13,\n  ESC: 27,\n  LEFT: 37,\n  UP: 38,\n  RIGHT: 39,\n  DOWN: 40,\n  PAGEUP: 33,\n  PAGEDOWN: 34,\n  HOME: 36,\n  END: 35\n};\n\nvar _createClass\n = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor =\n props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (!\"value\" in\n descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function\n (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if\n (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction\n _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot\n call\n a class as a function\"); } }\n\nimport { assign, defineProperty, defineProperties, readonlyDescriptor } from\n './utils/object';\n\nvar BvEvent = function () {\n  function BvEvent(type) {\n    var eventInit = arguments.length > 1\n && arguments[1] !== undefined ? arguments[1] : {};\n    _classCallCheck(this, BvEvent);\n    // Start by\n emulating native Event constructor.\n    if (!type) {\n      throw new TypeError('Failed to construct \"\" +\n this.constructor.name + \"\\: 1 argument required, ' + arguments.length + ' given.);\n    }\n    // Assign defaults first,\n the eventInit,\n // and the type last so it can't be overwritten.\n    assign(this, BvEvent.defaults(), eventInit, { type:\n type });\n    // Freeze some props as readonly, but leave them enumerable.\n    defineProperties(this, {\n type:\n readonlyDescriptor(),\n cancelable: readonlyDescriptor(),\n nativeEvent: readonlyDescriptor(),\n target:\n readonlyDescriptor(),\n relatedTarget: readonlyDescriptor(),\n\n vueTarget: readonlyDescriptor()\n });\n    // Create a private variable using closure scoping.\n    var\n defaultPrevented = false;\n    // Recreate preventDefault method. One way setter.\n    this.preventDefault = function

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preventDefault() {\n  if (this.cancelable) {\n    defaultPrevented = true;\n  }\n};\n // Create
'defaultPrevented' publicly accessible prop\n // that can only be altered by the preventDefault method.\n
defineProperty(this, 'defaultPrevented', {\n  enumerable: true,\n  get: function get() {\n    return
defaultPrevented;\n  }\n});\n}\n\n_createClass(BvEvent, null, [{\n  key: 'defaults',\n  value: function
defaults() {\n    return {\n      type: ",\n      cancelable: true,\n      nativeEvent: null,\n      target: null,\n
relatedTarget: null,\n      vueTarget: null\n    };\n  }\n});\n\n return BvEvent;\n})();\n\nexport default
BvEvent;" ,"function _defineProperty(obj, key, value)
{ if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true
}); } else { obj[key] = value; } return obj; }\n\nimport bBtn from './button/button';\nimport bBtnClose from
'./button/button-close';\nimport idMixin from './../mixins/id';\nimport listenOnRootMixin from './../mixins/listen-
on-root';\nimport observeDom from './../utils/observe-dom';\nimport warn from './../utils/warn';\nimport KeyCodes
from './../utils/key-codes';\nimport BvEvent from './../utils/bv-event.class';\nimport { isVisible, selectAll, select,
getBCR, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, hasAttr, eventOn, eventOff } from
'./../utils/dom';\n\n// Selectors for padding/margin adjustments\nvar Selector = {\n  FIXED_CONTENT: '.fixed-top,
.fixed-bottom, .is-fixed, .sticky-top',\n  STICKY_CONTENT: '.sticky-top',\n  NAVBAR_TOGGLER: '.navbar-
toggler'\n\n // ObserveDom config\n};\nvar OBSERVER_CONFIG = {\n  subtree: true,\n  childList:
true,\n  characterData: true,\n  attributes: true,\n  attributeFilter: ['style', 'class']\n};\n\nexport default {\n  mixins:
[idMixin, listenOnRootMixin],\n  components: { bBtn: bBtn, bBtnClose: bBtnClose },\n  render: function render(h)
{\n    var _this = this;\n    var $slots = this.$slots;\n    // Modal Header\n    var header = h(false);\n    if
(!this.hideHeader) {\n      var modalHeader = $slots['modal-header'];\n      if (!modalHeader) {\n        var closeButton
= h(false);\n        if (!this.hideHeaderClose) {\n          closeButton = h('b-btn-close', {\n            props: {\n
disabled: this.is_transitioning,\n            ariaLabel: this.headerCloseLabel,\n            textVariant:
this.headerTextVariant\n          },\n            on: {\n              click: function click(evt) {\n                _this.hide('header-
close');\n              }\n            },\n            [$slots['modal-header-close']]);\n          }\n          modalHeader =
[h(this.titleTag,
{ class: ['modal-title' ], [$slots['modal-title'] || this.title]), closeButton];\n        }\n        header = h('header', {\n      ref:
'header',\n      class: this.headerClasses,\n      attrs: { id: this.safeId('__BV_modal_header_') }\n    },
[modalHeader]);\n    }\n    // Modal Body\n    var body = h('div', {\n      ref: 'body',\n      class: this.bodyClasses,\n
attrs: { id: this.safeId('__BV_modal_body_') }\n    }, [$slots.default]);\n    // Modal Footer\n    var footer =
h(false);\n    if (!this.hideFooter) {\n      var modalFooter = $slots['modal-footer'];\n      if (!modalFooter) {\n        var
cancelButton = h(false);\n        if (!this.okOnly) {\n          cancelButton = h('b-btn', {\n            props: {\n
variant: this.cancelVariant,\n            size: this.buttonSize,\n            disabled: this.cancelDisabled || this.busy ||
this.is_transitioning\n          },\n            on: {\n              click: function click(evt) {\n                _this.hide('cancel');\n
            }\n          },\n          [$slots['modal-cancel'] || this.cancelTitle]);\n          }\n          var okButton = h('b-btn',
{\n            props: {\n              variant: this.okVariant,\n              size: this.buttonSize,\n              disabled: this.okDisabled ||
this.busy || this.is_transitioning\n            },\n            on: {\n              click: function click(evt) {\n
                _this.hide('ok');\n              }\n            },\n            [$slots['modal-ok'] || this.okTitle]);\n          }\n          modalFooter = [cancelButton,
okButton];\n        }\n        footer = h('footer', {\n      ref: 'footer',\n      class: this.footerClasses,\n      attrs: { id:
this.safeId('__BV_modal_footer_') }\n    }, [modalFooter]);\n    }\n    // Assemble Modal Content\n    var
modalContent = h('div', {\n      ref: 'content',\n      class: ['modal-content'],\n      attrs: {\n        tabindex: '-1',\n
role: 'document',\n        'aria-labelledby': this.hideHeader ? null : this.safeId('__BV_modal_header_'),\n
        'aria-describedby': this.safeId('__BV_modal_body_')\n      },\n      on: {\n        focusout: this.onFocusout,\n
click: function click(evt) {\n          evt.stopPropagation();\n          // https://github.com/bootstrap-vue/bootstrap-
vue/issues/1528\n          _this.$root.$emit('bv::dropdown::shown');\n        }\n      },\n      [header, body, footer]);\n    }\n    // Modal Dialog wrapper\n    var modalDialog = h('div', { class: this.dialogClasses }, [modalContent]);\n    //
Modal\n    var modal = h('div', {\n      ref: 'modal',\n      class: this.modalClasses,\n      directives: [{\n        name:
'show',\n        rawName: 'v-show',\n        value: this.is_visible,\n        expression: 'is_visible'\n      }],\n      attrs: {\n
id: this.safeId(),\n      role: 'dialog',\n      'aria-hidden': this.is_visible ? null : 'true'\n    },\n      on: {\n        click:

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this.onClickOut,\n    keydown: this.onEsc\n    }\n }, [modalDialog]);\n
// Wrap modal in transition\n modal = h('transition', {\n    props: {\n        enterClass: ",\n        enterToClass: ",\n        enterActiveClass: ",\n        leaveClass: ",\n        leaveActiveClass: ",\n        leaveToClass: "\n    },\n    on: {\n        'before-enter': this.onBeforeEnter,\n        enter: this.onEnter,\n        'after-enter': this.onAfterEnter,\n        'before-leave': this.onBeforeLeave,\n        leave: this.onLeave,\n        'after-leave': this.onAfterLeave\n    }\n },\n [modal]);\n // Modal Backdrop\n var backdrop = h(false);\n if (!this.hideBackdrop && (this.is_visible ||\n this.is_transitioning)) {\n    backdrop = h('div', {\n        class: this.backdropClasses,\n        attrs: { id:\n        this.safeId('__BV_modal_backdrop_') }\n    });\n }\n // Assemble modal and backdrop\n var outer =\n h(false);\n if (!this.is_hidden) {\n    outer = h('div', { attrs: { id: this.safeId('__BV_modal_outer_') } }, [modal,\n    backdrop]);\n }\n
// Wrap in DIV to maintain thi.$el reference for hide/show method access\n return h('div', {}, [outer]);\n }\n
data: function data() {\n    return {\n        is_hidden: this.lazy || false,\n        is_visible: false,\n        is_transitioning:\n        false,\n        is_show: false,\n        is_block: false,\n        scrollbarWidth: 0,\n        isBodyOverflowing: false,\n        return_focus: this.returnFocus || null\n    };,\n },\n model: {\n    prop: 'visible',\n    event: 'change'\n },\n props:\n {\n    title: {\n        type: String,\n        default: "\n    },\n    titleTag: {\n        type: String,\n        default: 'h5'\n    },\n    size:\n    {\n        type: String,\n        default: 'md'\n    },\n    centered: {\n        type: Boolean,\n        default: false\n    },\n    buttonSize: {\n        type: String,\n        default: "\n    },\n    noFade: {\n        type: Boolean,\n        default: false\n    },\n    noCloseOnBackdrop: {\n        type: Boolean,\n        default: false\n    },\n    noCloseOnEsc: {\n        type:\n        Boolean,\n        default: false\n    },\n    noEnforceFocus: {\n        type: Boolean,\n        default: false\n    },\n    headerBgVariant: {\n        type: String,\n        default: null\n    },\n    headerBorderVariant: {\n        type: String,\n        default: null\n    },\n    headerTextVariant: {\n        type: String,\n        default: null\n    },\n    headerClass: {\n        type:\n        [String, Array],\n        default: null\n    },\n    bodyBgVariant: {\n        type: String,\n        default: null\n    },\n    bodyTextVariant: {\n        type: String,\n        default: null\n    },\n    modalClass: {\n        type: [String, Array],\n        default: null\n    },\n    bodyClass: {\n        type: [String, Array],\n        default: null\n    },\n    footerBgVariant: {\n        type: String,\n        default: null\n    },\n    footerBorderVariant: {\n        type: String,\n        default: null\n    },\n    footerTextVariant: {\n        type: String,\n        default: null\n    },\n    footerClass: {\n        type: [String, Array],\n        default: null\n    },\n    hideHeader: {\n        type: Boolean,\n        default: false\n    },\n    hideFooter: {\n        type:\n        Boolean,\n        default: false\n    },\n    hideHeaderClose: {\n        type: Boolean,\n        default: false\n    },\n    hideBackdrop: {\n        type: Boolean,\n        default: false\n    },\n    okOnly: {\n        type: Boolean,\n        default:\n        false\n    },\n    okDisabled: {\n        type: Boolean,\n        default: false\n    },\n    cancelDisabled: {\n        type:\n        Boolean,\n        default: false\n    },\n    visible: {\n        type: Boolean,\n        default: false\n    },\n    returnFocus: {\n        default: null\n    },\n    headerCloseLabel: {\n        type: String,\n        default: 'Close'\n    },\n    cancelTitle: {\n        type: String,\n        default: 'Cancel'\n    },\n    okTitle: {\n        type: String,\n        default: 'OK'\n    },\n    cancelVariant:\n    {\n        type: String,\n        default: 'secondary'\n    },\n    okVariant: {\n        type: String,\n        default:\n        'primary'\n    },\n    lazy: {\n        type: Boolean,\n        default: false\n    },\n    busy: {\n        type: Boolean,\n        default: false\n    }\n },\n computed: {\n    modalClasses: function modalClasses() {\n        return ['modal', {\n        fade: !this.noFade,\n        show: this.is_show,\n        'd-block': this.is_block\n        }, this.modalClass];\n    },\n    dialogClasses: function dialogClasses() {\n        var _ref;\n        return ['modal-dialog', (_ref = {},\n        _defineProperty(_ref, 'modal-' + this.size, Boolean(this.size)),\n        _defineProperty(_ref, 'modal-dialog-centered',\n        this.centered), _ref)];\n    },\n    backdropClasses: function backdropClasses() {\n        return ['modal-backdrop', {\n        fade: !this.noFade,\n        show: this.is_show || this.noFade\n        }];\n    },\n    headerClasses: function\n    headerClasses() {\n        var _ref2;\n        return ['modal-header', (_ref2 = {},\n        _defineProperty(_ref2, 'bg-' +\n        this.headerBgVariant, Boolean(this.headerBgVariant)),\n        _defineProperty(_ref2,\n        'text-' + this.headerTextVariant, Boolean(this.headerTextVariant)),\n        _defineProperty(_ref2, 'border-' +\n        this.headerBorderVariant, Boolean(this.headerBorderVariant)), _ref2), this.headerClass];\n    },\n    bodyClasses:\n    function bodyClasses() {\n        var _ref3;\n        return ['modal-body', (_ref3 = {},\n        _defineProperty(_ref3, 'bg-' +\n        this.bodyBgVariant, Boolean(this.bodyBgVariant)),\n        _defineProperty(_ref3, 'text-' + this.bodyTextVariant,\n        Boolean(this.bodyTextVariant)), _ref3), this.bodyClass];\n    },\n    footerClasses: function footerClasses() {\n

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var _ref4;\n\n    return ['modal-footer', (_ref4 = {}), _defineProperty(_ref4, 'bg-' + this.footerBgVariant,
Boolean(this.footerBgVariant)), _defineProperty(_ref4, 'text-' + this.footerTextVariant,
Boolean(this.footerTextVariant)), _defineProperty(_ref4, 'border-' + this.footerBorderVariant,
Boolean(this.footerBorderVariant)), _ref4), this.footerClass];\n  }\n },\n watch: {\n  visible: function
visible(newVal,
oldVal) {\n  if (newVal === oldVal) {\n  return;\n  }\n  this[newVal ? 'show' : 'hide']();\n  }\n },\n
methods: {\n  // Public Methods\n  show: function show() {\n  if (this.is_visible) {\n  return;\n  }\n  var
showEvt = new BvEvent('show', {\n  cancelable: true,\n  vueTarget: this,\n  target: this.$refs.modal,\n
relatedTarget: null\n  });\n  this.emitEvent(showEvt);\n  if (showEvt.defaultPrevented || this.is_visible) {\n
// Don't show if canceled\n  return;\n  }\n  if (hasClass(document.body, 'modal-open')) {\n  // If another
modal is already open, wait for it to close\n  this.$root.$once('bv::modal::hidden', this.doShow);\n  } else {\n
// Show the modal\n  this.doShow();\n  }\n  },\n  hide: function hide(trigger) {\n  if (!this.is_visible) {\n
return;\n  }\n  var hideEvt = new BvEvent('hide', {\n  cancelable: true,\n
vueTarget: this,\n  target: this.$refs.modal,\n  // this could be the trigger element/component reference\n
relatedTarget: null,\n  isOK: trigger || null,\n  trigger: trigger || null,\n  cancel: function cancel() {\n
// Backwards compatibility\n  warn('b-modal: evt.cancel() is deprecated. Please use evt.preventDefault().');\n
this.preventDefault();\n  }\n  });\n  if (trigger === 'ok') {\n  this.$emit('ok', hideEvt);\n  } else if
(trigger === 'cancel') {\n  this.$emit('cancel', hideEvt);\n  }\n  this.emitEvent(hideEvt);\n  // Hide if not
canceled\n  if (hideEvt.defaultPrevented || !this.is_visible) {\n  return;\n  }\n  // stop observing for content
changes\n  if (this._observer) {\n  this._observer.disconnect();\n  this._observer = null;\n  }\n
this.is_visible = false;\n  this.$emit('change', false);\n  },\n\n  // Private method
to finish showing modal\n  doShow: function doShow() {\n  var _this2 = this;\n\n  // Plce modal in DOM if
lazy\n  this.is_hidden = false;\n  this.$nextTick(function () {\n  // We do this in nextTick to ensure the
modal is in DOM first before we show it\n  _this2.is_visible = true;\n  _this2.$emit('change', true);\n  //
Observe changes in modal content and adjust if necessary\n  _this2._observer =
observeDom(_this2.$refs.content, _this2.adjustDialog.bind(_this2), OBSERVER_CONFIG);\n  });\n  },\n\n  //
Transition Handlers\n  onBeforeEnter: function onBeforeEnter() {\n  this.is_transitioning = true;\n
this.checkScrollbar();\n  this.setScrollbar();\n  this.adjustDialog();\n  addClass(document.body, 'modal-
open');\n  this.setResizeEvent(true);\n  },\n  onEnter: function onEnter() {\n  this.is_block = true;\n
this.$refs.modal.scrollTop = 0;\n  },\n  onAfterEnter: function onAfterEnter() {\n
var _this3 = this;\n\n  this.is_show = true;\n  this.is_transitioning = false;\n  this.$nextTick(function () {\n
_this3.focusFirst();\n  var shownEvt = new BvEvent('shown', {\n  cancelable: false,\n  vueTarget:
_this3,\n  target: _this3.$refs.modal,\n  relatedTarget: null\n  });\n  _this3.emitEvent(shownEvt);\n
  });\n  },\n  onBeforeLeave: function onBeforeLeave() {\n  this.is_transitioning = true;\n
this.setResizeEvent(false);\n  },\n  onLeave: function onLeave() {\n  // Remove the 'show' class\n
this.is_show = false;\n  },\n  onAfterLeave: function onAfterLeave() {\n  var _this4 = this;\n\n  this.is_block
= false;\n  this.resetAdjustments();\n  this.resetScrollbar();\n  this.is_transitioning = false;\n
removeClass(document.body, 'modal-open');\n  this.$nextTick(function () {\n  _this4.is_hidden = _this4.lazy ||
false;\n  _this4.returnFocusTo();\n
var hiddenEvt = new BvEvent('hidden', {\n  cancelable: false,\n  vueTarget: _this4,\n  target:
_this4.lazy ? null : _this4.$refs.modal,\n  relatedTarget: null\n  });\n  _this4.emitEvent(hiddenEvt);\n
  });\n  },\n\n  // Event emitter\n  emitEvent: function emitEvent(bvEvt) {\n  var type = bvEvt.type;\n
this.$emit(type, bvEvt);\n  this.$root.$emit('bv::modal::' + type, bvEvt);\n  },\n\n  // UI Event Handlers\n
onClickOut: function onClickOut(evt) {\n  // If backdrop clicked, hide modal\n  if (this.is_visible &&
!this.noCloseOnBackdrop) {\n  this.hide('backdrop');\n  }\n  },\n  onEsc: function onEsc(evt) {\n  // If
ESC pressed, hide modal\n  if (evt.keyCode === KeyCodes.ESC && this.is_visible && !this.noCloseOnEsc) {\n
this.hide('esc');\n  }\n  },\n  onFocusout: function onFocusout(evt) {\n  // If focus leaves modal, bring it
back\n  // 'focusout'

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Event Listener bound on content\n    var content = this.$refs.content;\n    if (!this.noEnforceFocus &&
this.is_visible && content && !content.contains(evt.relatedTarget)) {\n    content.focus();\n    }\n    },\n\n //
Resize Listener\n    setResizeEvent: function setResizeEvent(on) {\n    var _this5 = this;\n    ;['resize',
'orientationchange'].forEach(function (evtName) {\n    if (on) {\n    eventOn(window, evtName,
_this5.adjustDialog);\n    } else {\n    eventOff(window, evtName, _this5.adjustDialog);\n    }\n    });\n
},\n\n // Root Listener handlers\n    showHandler: function showHandler(id, triggerEl) {\n    if (id === this.id) {\n
this.return_focus = triggerEl || null;\n    this.show();\n    }\n    },\n    hideHandler: function hideHandler(id)
{\n    if (id === this.id) {\n    this.hide();\n    }\n    },\n    modalListener: function modalListener(bvEvt) {\n
// If another modal opens, close this one\n
    if (bvEvt.vueTarget !== this) {\n    this.hide();\n    }\n    },\n\n // Focus control handlers\n    focusFirst:
function focusFirst() {\n    // Don't try and focus if we are SSR\n    if (typeof document === 'undefined') {\n
return;\n    }\n    var content = this.$refs.content;\n    var modal = this.$refs.modal;\n    var activeElement =
document.activeElement;\n    if (activeElement && content && content.contains(activeElement)) {\n    // If
activeElement is child of content, no need to change focus\n    } else if (content) {\n    if (modal) {\n
modal.scrollTop = 0;\n    }\n    // Focus the modal content wrapper\n    content.focus();\n    }\n    },\n
returnFocusTo: function returnFocusTo() {\n    // Prefer returnFocus prop over event specified return_focus value\n
    var el = this.returnFocus || this.return_focus || null;\n    if (typeof el === 'string') {\n    // CSS Selector\n
    el = select(el);\n
    }\n    if (el) {\n    el = el.$el || el;\n    if (isVisible(el)) {\n    el.focus();\n    }\n    }\n    },\n\n //
Utility methods\n    getScrollbarWidth: function getScrollbarWidth() {\n    var scrollDiv =
document.createElement('div');\n    scrollDiv.className = 'modal-scrollbar-measure';\n
document.body.appendChild(scrollDiv);\n    this.scrollbarWidth = scrollDiv.getBoundingClientRect().width -
scrollDiv.clientWidth;\n    document.body.removeChild(scrollDiv);\n    },\n    adjustDialog: function
adjustDialog() {\n    if (!this.is_visible) {\n    return;\n    }\n    var modal = this.$refs.modal;\n    var
isModalOverflowing = modal.scrollHeight > document.documentElement.clientHeight;\n    if
(!this.isBodyOverflowing && isModalOverflowing) {\n    modal.style.paddingLeft = this.scrollbarWidth + 'px';\n
    }\n    if (this.isBodyOverflowing && !isModalOverflowing) {\n    modal.style.paddingRight =
this.scrollbarWidth + 'px';\n
    }\n    },\n    resetAdjustments: function resetAdjustments() {\n    var modal = this.$refs.modal;\n    if (modal)
{\n    modal.style.paddingLeft = '';\n    modal.style.paddingRight = '';\n    }\n    },\n    checkScrollbar: function
checkScrollbar() {\n    var rect = getBCR(document.body);\n    this.isBodyOverflowing = rect.left + rect.right <
window.innerWidth;\n    },\n    setScrollbar: function setScrollbar() {\n    if (this.isBodyOverflowing) {\n    //
Note: DOMNode.style.paddingRight returns the actual value or '' if not set\n    // while
$(DOMNode).css('padding-right') returns the calculated value or 0 if not set\n    var computedStyle =
window.getComputedStyle;\n    var body = document.body;\n    var scrollbarWidth = this.scrollbarWidth;\n
// Adjust fixed content padding\n    selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n    var
actualPadding = el.style.paddingRight;\n    var calculatedPadding =
computedStyle(el).paddingRight || 0;\n    setAttr(el, 'data-padding-right', actualPadding);\n
el.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n    });\n    // Adjust sticky
content margin\n    selectAll(Selector.STICKY_CONTENT).forEach(function (el) {\n    var actualMargin =
el.style.marginRight;\n    var calculatedMargin = computedStyle(el).marginRight || 0;\n    setAttr(el, 'data-
margin-right', actualMargin);\n    el.style.marginRight = parseFloat(calculatedMargin) - scrollbarWidth + 'px';\n
    });\n    // Adjust navbar-toggler margin\n    selectAll(Selector.NAVBAR_TOGGLER).forEach(function (el)
{\n    var actualMargin = el.style.marginRight;\n    var calculatedMargin = computedStyle(el).marginRight ||
0;\n    setAttr(el, 'data-margin-right', actualMargin);\n    el.style.marginRight = parseFloat(calculatedMargin)
+ scrollbarWidth + 'px';\n    });\n    // Adjust
body padding\n    var actualPadding = body.style.paddingRight;\n    var calculatedPadding =
computedStyle(body).paddingRight;\n    setAttr(body, 'data-padding-right', actualPadding);\n

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body.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n    }\n    },\n    resetScrollbar:
function resetScrollbar() {\n    // Restore fixed content padding\n
selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n    if (hasAttr(el, 'data-padding-right')) {\n
el.style.paddingRight = getAttr(el, 'data-padding-right') || '';\n    removeAttr(el, 'data-padding-right');\n    }\n
});\n    // Restore sticky content and navbar-toggler margin\n    selectAll(Selector.STICKY_CONTENT + ',' +
Selector.NAVBAR_TOGGLER).forEach(function (el) {\n    if (hasAttr(el, 'data-margin-right')) {\n
el.style.marginRight = getAttr(el, 'data-margin-right') || '';\n    removeAttr(el, 'data-margin-right');\n    }\n
});\n    // Restore body padding\n    var body = document.body;\n    if (hasAttr(body, 'data-padding-right')) {\n
body.style.paddingRight = getAttr(body, 'data-padding-right') || '';\n    removeAttr(body, 'data-padding-
right');\n    }\n    }\n    },\n    created: function created() {\n    // create non-reactive property\n    this._observer =
null;\n    },\n    mounted: function mounted() {\n    // Measure scrollbar\n    this.getScrollbarWidth();\n    // Listen for
events from others to either open or close ourselves\n    this.listenOnRoot('bv::show::modal', this.showHandler);\n
this.listenOnRoot('bv::hide::modal', this.hideHandler);\n    // Listen for bv:modal::show events, and close ourselves
if the opening modal not us\n    this.listenOnRoot('bv::modal::show', this.modalListener);\n    // Initially show
modal?\n    if (this.visible === true) {\n    this.show();\n    }\n    },\n    beforeDestroy: function beforeDestroy() {\n
// Ensure everything is back to normal\n
if (this._observer) {\n    this._observer.disconnect();\n    this._observer = null;\n    }\n
this.setResizeEvent(false);\n    // Re-adjust body/navbar/fixe d padding/margins (if needed)\n
removeClass(document.body, 'modal-open');\n    this.resetAdjustments();\n    this.resetScrollbar();\n    }\n    },"var
render = function () { var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('div',{staticClass:"embed-form"},[_c('div',{staticClass:"container-
fluid"},[(?!_vm.noTitle)?_c('h4',{staticClass:"embed-form__heading"},[_vm._v("\n
"+_vm._s(_vm.$t('embed-form.heading'))+"\n
"))]:_vm._e(0),_c('div',{staticClass:"row"},[_c('div',{staticClass:"col"},[_c('p',[_vm._v("\n
"+_vm._s(_vm.$t('embed-form.introduction'))+"\n
"))],_c('textarea',{staticClass:"form-control embed-
form__code mb-
2",attrs:{\n    readonly:""},domProps:{\n    value:_vm.embedCode(),on:{\n    click:_vm.selectCode}},_c('label',{sta
ticClass:"custom-control custom-checkbox
btn btn-sm float-left"},[_c('input',{directives:[{name:"model",rawName:"v-
model",value:(_vm.responsiveCheck),expression:"responsiveCheck"}],staticClass:"custom-control-
input",attrs:{\n    type:"checkbox"},domProps:{\n    checked:Array.isArray(_vm.responsiveCheck)?_vm._i(_vm.res
ponsiveCheck,null)>-1:(_vm.responsiveCheck)},on:{\n    change:function($event){ var
$$a=_vm.responsiveCheck,$$el=$event.target,$$c=$$el.checked?(true):(false);if(Array.isArray($$a)){ var
$$v=null,$$i=_vm._i($$a,$$v);if($$el.checked){$$i<0&&(_vm.responsiveCheck=$$a.concat($$v))}else{$$i>-
1&&(_vm.responsiveCheck=$$a.slice(0,$$i).concat($$a.slice($$i+1)))}else{ _vm.responsiveCheck=$$c } } }],_c('s
pan',{staticClass:"custom-control-label font-weight-bold"},[_vm._v("\n
"+_vm._s(_vm.$t('embed-
form.responsive-optin'))+"\n
"))],_c('div',{staticClass:"text-right"},[_c('button',{staticClass:"btn btn-link
btn-sm text-uppercase font-weight-
bold",on:{\n    click:_vm.copyEmbedCode}},_c('fa',{attrs:{\n    icon:"clipboard"}},_vm._v("\n
"+_vm._s(_vm.$t('embed-form.copy'))+"\n
")),1))]),(?!_vm.noPreview)?_c('div',{staticClass:"col-7
d-none d-lg-block embed-
form__preview"},[_c('span',{domProps:{\n    innerHTML:_vm._s(_vm.embedCode(false))}})]):_vm._e(0)]]))]}nva
r staticRenderFns = []\n\nexport { render, staticRenderFns }","function _typeof2(obj) { if (typeof Symbol ===
"function" && typeof Symbol.iterator === "symbol") { _typeof2 = function _typeof2(obj) { return typeof obj; };
} else { _typeof2 = function _typeof2(obj) { return obj && typeof Symbol === "function" && obj.constructor ===
Symbol && obj !== Symbol.prototype ? "symbol" : typeof obj; }; } return _typeof2(obj); }\n\nexport default
function _typeof(obj) {\n    if (typeof Symbol === "function" && _typeof2(Symbol.iterator) === "symbol") {\n
_typeof = function _typeof(obj) {\n    return _typeof2(obj);\n    };
} else {\n    _typeof = function _typeof(obj)

```



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{\n  return
  obj && typeof Symbol === "function" && obj.constructor === Symbol && obj !== Symbol.prototype ?
  "symbol" : _typeof2(obj);\n  };\n }\n\n return _typeof(obj);\n"},"import Clipboard from 'clipboard'\n\n\nexport
function copyText (text, container) {\n  return new Promise(function (resolve, reject) {\n    var fakeElement =
document.createElement('button')\n    var clipboard = new Clipboard(fakeElement, {\n      text: () => (text),\n
action: () => ('copy'),\n      container: typeof container === 'object' ? container : document.body\n    })\n\n
clipboard.on('success', error => {\n    clipboard.destroy()\n    resolve(error)\n  })\n\n  clipboard.on('error', error
=> {\n    clipboard.destroy()\n    reject(error)\n  })\n\n  fakeElement.click()\n  })\n\n"},"<style lang="scss"
scoped>\n @import './styles/lib';\n\n .embed-form {\n  font-size: 0.9rem;\n  overflow: auto;\n\n  .custom-
control.btn {\n    .custom-control-label:before, .custom-control-label:after
{\n      top: 50%;\n      transform: translateY(-50%);\n    }\n  }\n\n  &__heading {\n    font-size: 1.1em;\n
text-transform: uppercase;\n  }\n\n  &__code {\n    height: 80px;\n  }\n\n  &__preview {\n    border-left: 1px
$gray-400 dashed;\n  }\n}\n</style>\n\n<template>\n <div class="embed-form">\n  <div class="container-
fluid">\n    <h4 class="embed-form__heading" v-if="!noTitle">\n      {{ $t('embed-form.heading') }}\n
</h4>\n    <div class="row">\n      <div class="col">\n        <p>\n          {{ $t('embed-form.introduction')
}}\n        </p>\n        <textarea class="form-control embed-form__code mb-2" readonly @click="selectCode"
:value="embedCode()"></textarea>\n        <label class="custom-control custom-checkbox btn btn-sm float-
left">\n          <input type="checkbox" class="custom-control-input" v-model="responsiveCheck">\n
<span class="custom-control-label font-weight-bold">\n
          {{ $t('embed-form.responsive-optin') }}\n        </span>\n        </label>\n        <div class="text-
right">\n          <button class="btn btn-link btn-sm text-uppercase font-weight-bold"
@click="copyEmbedCode">\n            <fa icon="clipboard" />\n            {{ $t('embed-form.copy') }}\n
</button>\n        </div>\n      </div>\n      <div class="col-7 d-none d-lg-block embed-form__preview" v-
if="!noPreview">\n        <span v-html="embedCode(false)"></span>\n      </div>\n    </div>\n  </div>\n</template>\n\n<script>\n import { faClipboard } from '@fortawesome/free-solid-svg-icons/faClipboard'\n
import Vue from 'vue'\n\n import i18n from '@/i18n'\n import IFrameResizer from '@/utils/iframe-resizer'\n import
{ copyText } from '@/utils/clipboard'\n import { library } from './Fa'\n\n /**\n * Embed Form\n */\n export
default {\n  i18n,\n  name: 'EmbedForm',\n  data () {\n    return
{\n      responsiveCheck: false\n    }\n  },\n  beforeMount () {\n    library.add(faClipboard)\n  },\n
components: {\n    /** Prevent a bug with vue-docgen-api\n    * @see https://github.com/vue-styleguidist/vue-
docgen-api/issues/23\n    */\n    Fa: require('./Fa').default\n  },\n  props: {\n    /**\n    * Hide the form title\n
    */\n    noTitle: {\n      type: Boolean\n    },\n    /**\n    * Hide the preview panel\n    */\n    noPreview:
{\n      type: Boolean\n    },\n    /**\n    * Default width of the iframe code\n    */\n    width: {\n      type:
[Number, String],\n      default: '100%\n    },\n    /**\n    * Default height of the iframe code\n    */\n
height: {\n      type: Number,\n      default: () => (window.innerHeight)\n    },\n    /**\n    * Default minimal
width of the iframe code (if extract from window's size)\n    */\n    minWidth: {\n      type: Number,\n
      default: 0\n    },\n    /**\n    * Default minimal height of the iframe code (if extract from window's size)\n
    */\n    minHeight: {\n      type: Number,\n      default: 0\n    },\n    /**\n    * URL of the iframe code\n
    */\n    url: {\n      type: String\n    }\n  },\n  methods: {\n    iframeCodeFor (url, width, height) {\n    return
`<iframe width="${width}" height="${height}" src="${IFrameResizer.deletePymParams(url)}"
frameborder="0" allowfullscreen></iframe>\n    },\n    pymCodeFor (url) {\n    return
IFrameResizer.template(url)\n    },\n    copyEmbedCode () {\n    return copyText(this.embedCode(),
this.$el).then(() => {\n      this.selectCode()\n    })\n    },\n    selectCode () {\n
this.$el.querySelector('.embed-form__code').select()\n    },\n    embedCode (withPym = this.responsiveCheck) {\n
const width = isNaN(this.width) ? this.width : Math.max(this.width, this.minWidth)\n
const height = Math.max(this.height, this.minHeight)\n    return withPym ?
this.pymCodeFor(this.currentUrl) : this.iframeCodeFor(this.currentUrl, width, height)\n    }\n  },\n  computed:
{\n    currentUrl () {\n    return this.url || window.location.href\n    }\n  }\n}\n\n</script>\n"},"import mod from

```

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\!..../node_modules/cache-loader/dist/cjs.js??ref--12-0!..../node_modules/thread-
loader/dist/cjs.js!..../node_modules/babel-loader/lib/index.js!..../node_modules/cache-loader/dist/cjs.js??ref--0-
0!..../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=script&lang=js&";
export default mod; export * from \!..../node_modules/cache-loader/dist/cjs.js??ref--12-
0!..../node_modules/thread-loader/dist/cjs.js!..../node_modules/babel-loader/lib/index.js!..../node_modules/cache-
loader/dist/cjs.js??ref--0-0!..../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=script&lang=js&"", "import { render,
  staticRenderFns } from \./EmbedForm.vue?vue&type=template&id=502aea85&scoped=true&"\nimport script
from \./EmbedForm.vue?vue&type=script&lang=js&"\nexport * from
\./EmbedForm.vue?vue&type=script&lang=js&"\nimport style0 from
\./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&"\n\n\n/* normalize
component *\nimport normalizer from \!..../node_modules/vue-loader/lib/runtime/componentNormalizer.js"\nvar
component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \ "502aea85",\n null\n
\n)\n\ncomponent.options.__file = \ "EmbedForm.vue"\n\nexport default component.exports," <template>\n <div
class=\ "sharing-options" :style=\ "style" >\n <social-sharing v-bind=\ "valuesFor('twitter')"\n inline-template>\n
<network network=\ "twitter" class=\ "sharing-options__link" >\n <fa :icon=\ "[ 'fab', 'twitter' ]" />\n <span
class=\ "sr-only" >Share on Twitter</span>\n </network>\n </social-sharing>\n <social-sharing
v-bind=\ "valuesFor('facebook')"\n inline-template>\n <network network=\ "facebook" class=\ "sharing-
options__link" >\n <fa :icon=\ "[ 'fab', 'facebook' ]" />\n <span class=\ "sr-only" >Share on
Facebook</span>\n </network>\n </social-sharing>\n <social-sharing v-bind=\ "valuesFor('linkedin')"\n inline-
template>\n <network network=\ "linkedin" class=\ "sharing-options__link" >\n <fa :icon=\ "[ 'fab',
'linkedin' ]" />\n <span class=\ "sr-only" >Share on Linkedin</span>\n </network>\n </social-sharing>\n
<social-sharing v-bind=\ "valuesFor('email')"\n inline-template>\n <network network=\ "email" class=\ "sharing-
options__link" >\n <fa icon=\ "envelope" />\n <span class=\ "sr-only" >Share by email</span>\n
</network>\n </social-sharing>\n <div class=\ "sharing-options__link" v-show=\ "!noEmbed" >\n <a
@click=\ "showEmbedForm" >\n <fa icon=\ "code" />\n <span class=\ "sr-only" >Embed</span>\n
</a>\n </div>\n <b-modal hide-footer ref=\ "embedForm" title=\ "Embed on your website" class=\ "text-
dark" >\n <embed-form no-title no-preview :min-height=\ "iframeMinHeight" :min-
width=\ "iframeMinWidth" ></embed-form>\n </b-modal>\n </div>\n</template>\n\n<script>\n import bModal
from 'bootstrap-vue/es/components/modal/modal'\n import SocialSharing from 'vue-social-sharing';\n import get
from 'lodash/get'\n import reduce from 'lodash/reduce'\n\n import i18n from '@/i18n'\n import { faCode } from
'@fortawesome/free-solid-svg-icons/faCode'\n import { faEnvelope } from '@fortawesome/free-solid-svg-
icons/faEnvelope'\n import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import {
faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from
'@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import EmbedForm from './EmbedForm.vue'\n import
config from './config'\n import IFrameResizer from './utils/iframe-resizer'\n\n
import { library } from './Fa'\n\n /**\n * SharingOptions\n *^\n export default {\n i18n,\n name:
'SharingOptions',\n components: {\n bModal,\n EmbedForm,\n SocialSharing,\n /** Prevent a bug
with vue-docgen-api\n * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n */\n Fa:
require('./Fa').default\n },\n beforeMount () {\n library.add(faCode, faEnvelope, faTwitter, faFacebook,
faLinkedin)\n // Inject Fa components in child component\n SocialSharing.components.Fa =
require('./Fa').default\n },\n props: {\n /**\n * URL to be shared.\n */\n url: {\n type: String,\n
default: () => config.get('sharing-options.url', null) || IFrameResizer.deletePymParams()\n },\n /**\n *
Direction of the sharing options. Can be: <em>row</em>, <em>row-reverse</em>,\n * <em>column</em> or
<em>column-reverse</em>.\n */\n direction:
{\n default: 'row',\n validator (value) {\n return ['row', 'row-reverse', 'column', 'column-
reverse'].indexOf(value) !== -1\n }\n },\n /**\n * Sharing contents wich can be generic
(<em>title</em>, <em>description</em>, etc)\n * or specific to a network (<em>twitter_title</em>,

```



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@click="\showShareOptions = !showShareOptions" :class="{ active: showShareOptions }">\n <fa
icon="share-alt" />\n <span class="sr-only">{{ $(embeddable-footer.share) }}</span>\n </button>\n
<sharing-options :values="sharingOptionsValues" v-if="showShareOptions" direction="column-reverse"
:iframe-min-height="iframeMinHeight" :iframe-min-width="iframeMinWidth"></sharing-options>\n
</div>\n</template>\n<script>\n import { faShareAlt } from '@fortawesome/free-solid-svg-icons/faShareAlt'\n\n
import i18n from '@/i18n'\n import IFrameResizer
from '@/utils/iframe-resizer'\n import SharingOptions from './SharingOptions'\n import config from '@/config'\n\n
import { library } from './Fa'\n\n /**\n * EmbeddableFooter\n *^\n export default {\n i18n,\n name:
'EmbeddableFooter',\n beforeMount() {\n library.add(faShareAlt)\n },\n components: {\n /** Prevent a
bug with vue-docgen-api\n * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n */\n
Fa: require('./Fa').default,\n SharingOptions\n },\n props: {\n /**\n * Title to display next to ICIJ
logo.\n *^\n title: {\n type: String,\n default: () => config.get('project.name')\n },\n /**\n *
Lead sentence to display next to the title.\n *^\n lead: {\n type: String,\n default: "\n },\n /**\n
* Minimum height for the iframe generated in the embed form.\n *^\n iframeMinHeight: {\n type:
Number\n
},\n /**\n * Minimum width for the iframe generated in the embed form.\n *^\n iframeMinWidth:
{\n type: Number\n },\n /**\n * Target of the ICIJ logo and title links.\n *^\n homeUrl: {\n
type: String,\n default: () => config.get('app.home')\n },\n /**\n * Sharing option values to bind to the
sharing-options component on the bottom-right corner.\n *^\n sharingOptionsValues: {\n type: Object,\n
default: () => ({})\n },\n data () {\n return {\n showShareOptions: false\n },\n },\n
mounted () {\n IFrameResizer.create();\n }\n }\n</script>\n<style lang="scss" scoped>\n @import
'./styles/lib';\n @import './styles/mixins';\n @include keyframes(slideup) {\n 0% {\n transform:
translateY(100%);\n opacity:0;\n }\n 100% {\n transform: translateY(0%);\n opacity:1;\n }\n }\n\n
.embeddable-footer
{\n display: flex;\n flex-direction: row;\n align-items: center;\n\n z-index: $zindex-sticky;\n position:
fixed;\n bottom: 0;\n left: 0;\n width: 100%;\n background: black;\n color: white;\n // Magic technique to
have a minimum font-size (10px-ish)\n font-size: calc(10px + 1.5vh);\n\n @media screen and (min-height:
800px) {\n font-size: 1rem;\n }\n\n &__brand {\n padding-right: $spacer;\n margin-right: $spacer;\n
border-right: 2px solid white;\n font-family: $headings-font-family;\n font-size: 1.1em;\n }\n\n &__lead
{\n flex-grow: 1;\n min-width: 0;\n font-size: 0.9em;\n }\n\n &__share-btn {\n border: 1px solid
transparent;\n height: 2.5em;\n line-height: 2.5em;\n width: 2.5em;\n font-size: 80%;\n text-align:
center;\n border-radius: 50%;\n\n &.active {\n border-color: white;\n }\n\n &:hover {\n
background: rgba(white,
.1);\n }\n }\n\n &/deep/ .sharing-options {\n position: absolute;\n bottom: 100%;\n right: 0;\n
margin: $spacer * 0.25;\n\n &__link {\n opacity: 0;\n animation: slideup 200ms forwards;\n\n
@include animation-delay-loop(0, 10, 50ms);\n }\n }\n\n }\n</style>\n", "import mod from "-
!./../node_modules/cache-loader/dist/cjs.js??ref--12-0!./../node_modules/thread-
loader/dist/cjs.js!./../node_modules/babel-loader/lib/index.js!./../node_modules/cache-loader/dist/cjs.js??ref--0-
0!./../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbeddableFooter.vue?vue&type=script&lang=js&"; export default mod; export * from "-
!./../node_modules/cache-loader/dist/cjs.js??ref--12-0!./../node_modules/thread-
loader/dist/cjs.js!./../node_modules/babel-loader/lib/index.js!./../node_modules/cache-loader/dist/cjs.js??ref--0-
0!./../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbeddableFooter.vue?vue&type=script&lang=js&"; import
{ render, staticRenderFns } from
'./EmbeddableFooter.vue?vue&type=template&id=36cb84e2&scoped=true&'\n\nimport script from
'./EmbeddableFooter.vue?vue&type=script&lang=js&'\n\nexport * from
'./EmbeddableFooter.vue?vue&type=script&lang=js&'\n\nimport style0 from

```

```
\"./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\" normalize
component *\\nimport normalizer from \"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\\nvar
component = normalizer(\\n script,\\n render,\\n staticRenderFns,\\n false,\\n null,\\n \"36cb84e2\",\\n null\\n
\\n)\\n\\ncomponent.options.__file = \"EmbeddableFooter.vue\"\\nexport default component.exports\", \"var render =
function () { var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"follow-
us\"}),[_c('button',{staticClass:\"btn btn-link text-light follow-
us__close\",on:{\"click\":_vm.closeSignupPopover}}),[_c('fa',{attrs:{\"icon\":'times'}}),1),_c('sign-up-
form',{staticClass:\"p-3\"}),_c('div',{staticClass:\"px-3
pb-1 text-uppercase text-muted font-weight-bold\"),[_vm._v(\\n \\n \\n+_vm._s(_vm.$t('follow-us-
popover.heading'))+\\n \\n))],_c('div',{staticClass:\"p-3 bg-light container-fluid text-
center\"}),[_c('div',{staticClass:\"row\"}),[_c('div',{staticClass:\"col\"}),[_c('a',{staticClass:\"d-inline-block text-
primary border border-primary rounded-circle bg-white follow-us__social-
btn\",attrs:{\"href\":'https://twitter.com/icijorg\",'target\":'_blank\",'title\":'Twitter\"}),[_c('fa',{attrs:{\"icon\":'
fab', 'twitter\",'size\":'lg\"}),_c('span',{staticClass:\"sr-
only\"}),[_vm._v('Twitter')]),1]),_c('div',{staticClass:\"col\"}),[_c('a',{staticClass:\"d-inline-block text-primary
border border-primary rounded-circle bg-white follow-us__social-
btn\",attrs:{\"href\":'https://www.facebook.com/ICIJ.org\",'target\":'_blank\",'title\":'Facebook\"}),[_c('fa',{attr
s:{\"icon\":'fab', 'facebook\",'size\":'lg\"}),_c('span',{staticClass:\"sr-
only\"}),[_vm._v('Facebook')]),1]),_c('div',{staticClass:\"col\"}),[_c('a',{staticClass:\"d-inline-block
text-primary border border-primary rounded-circle bg-white follow-us__social-
btn\",attrs:{\"href\":'https://www.linkedin.com/company/1732242\",'target\":'_blank\",'title\":'Linkedin\"}),[_c
('fa',{attrs:{\"icon\":'fab', 'linkedin\",'size\":'lg\"}),_c('span',{staticClass:\"sr-
only\"}),[_vm._v('Linkedin')]),1]),1]),1]),1])\\nvar staticRenderFns = []\\nexport { render, staticRenderFns }\", \"var
render = function () { var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('form',{staticClass:\"sign-up-form\",class:{ 'sign-up-form--horizontal': _vm.horizontal
},on:{\"submit\":function($event){$event.preventDefault();_vm.subscribe($event)}}),[_c('fieldset',{attrs:{\"disabl
e\":_vm.frozen}),[(!_vm.noLabel)?_c('label',{staticClass:\"text-uppercase text-muted font-weight-
bold\",attrs:{\"for\":'input-email\"}),[_vm._v(\\n \\n \\n+_vm._s(_vm.$t('sign-up-form.label'))+\\n
\\n)):_vm._e(),_c('div',{staticClass:\"sign-up-form__fieldset__group\",class:{ 'input-group': _vm.horizontal
}),[_c('input',{directives:[{name:\"model\",rawName:\"v-
model\",value:(_vm.email),expression:\"email\"}],staticClass:\"form-
control\",attrs:{\"name\":'EMAIL\",'type\":'text\",'placeholder\":_vm.$t('sign-up-
form.placeholder\",'id\":'input-
email\"},domProps:{\"value\":(_vm.email)},on:{\"input\":function($event){if($event.target.composing){ return;
}_vm.email=$event.target.value}}}),_c('div',{staticClass:\"sign-up-form__fieldset__group__addon\",class:{ 'input-
group-append': _vm.horizontal }},[_c('button',{staticClass:\"btn btn-primary text-uppercase font-weight-
bold\",attrs:{\"type\":'submit\"}),[_vm._v(\\n \\n \\n+_vm._s(_vm.$t('sign-up-form.submit'))+\\n
\\n))]]))],_c('input',{attrs:{\"type\":'hidden\",'name\":'group[9][1]\",'value\":'1\"}),_c('input',{attrs:{\"type\":'
hidden\",'name\":'SIGNUP\"},domProps:{\"value\":_vm.tracker}}),(_vm.errorMessage)?_c('p',{staticClass:\"aler
t
alert-danger p-2 m-0 mt-
2\",domProps:{\"innerHTML\":_vm._s(_vm.errorMessage)}}):_vm._e(),(_vm.successMessage)?_c('p',{staticClass:\"
alert alert-success p-2 m-0 mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.successMessage)}}):_vm._e())\\nvar
staticRenderFns = []\\nexport { render, staticRenderFns }\", \"<template>\\n <form
@submit.prevent=\\\"subscribe($event)\" class=\\\"sign-up-form\" :class=\\\"{ 'sign-up-form--horizontal': horizontal
}>\\n <fieldset :disabled=\\\"frozen\">\\n <label class=\\\"text-uppercase text-muted font-weight-bold\\
for=\\\"input-email\" v-if=\\\"!noLabel\">\\n {{ $t('sign-up-form.label') }}\\n </label>\\n <div class=\\\"sign-
up-form__fieldset__group\" :class=\\\"{ 'input-group': horizontal }>\\n <input v-model=\\\"email\"
```

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name="EMAIL" type="text" class="form-control" :placeholder="$t('sign-up-form.placeholder')" id="input-email" />\n
<div class="sign-up-form__fieldset__group__addon"
: class="{ 'input-group-append': horizontal }">\n
<button class="btn btn-primary text-uppercase font-weight-bold" type="submit">\n
{{ $t("sign-up-form.submit") }}\n
</button>\n
</div>\n
</div>\n
</fieldset>\n
<input type="hidden" name="group[9][1]" value="1" />\n
<input type="hidden" name="SIGNUP" :value="tracker" />\n
<p v-if="errorMessage" class="alert alert-danger p-2 m-0 mt-2" v-html="errorMessage"></p>\n
<p v-if="successMessage" class="alert alert-success p-2 m-0 mt-2" v-html="successMessage"></p>\n
</form>\n
</template>\n
<script>\n
import $ from 'jquery'\n
import last from 'lodash/last'\n
import config from '../config'\n
import i18n from '@/i18n'\n
/**\n
 * SignUpForm\n
 */\n
export default {\n
  i18n,\n
  name: "SignUpForm",\n
  props: {\n
    /**\n
     * Mailchimp URL to send the data to.\n
     */\n
    action: {\n
      type: String,\n
      default: () => config.get('signup-form.action')\n
    },\n
    /**\n
     * Disable the main label.\n
     */\n
    noLabel: {\n
      type: Boolean,\n
    },\n
    /**\n
     * Horizontal layout of the form.\n
     */\n
    horizontal: {\n
      type: Boolean,\n
    },\n
    /**\n
     * Mailchimp tracker tag to identify the origin.\n
     */\n
    tracker: {\n
      type: String,\n
      default: () => config.get('signup-form.tracker')\n
    } },\n
  data () {\n
    return {\n
      email: "",\n
      frozen: false,\n
      response: {},\n
      errorMessage: null,\n
      successMessage: null\n
    }; },\n
  computed: {\n
    actionJsonp () {\n
      return this.action.replace('/post?', '/post-jsonp?').concat('&c=?')\n
    } },\n
  methods: {\n
    subscribe () {\n
      this.resetMessages()\n
      this.freeze()\n
      // Send the data, catch the result no matter what and unfreeze the form\n
      this.send().always(this.done).always(this.unfreeze)\n
    },\n
    send () {\n
      return $.ajax({\n
        type: 'POST',\n
        url: this.actionJsonp,\n
        data: $(this.$el).serialize(),\n
        dataType: 'jsonp'\n
      }) },\n
    done (res) {\n
      if (res.result === 'success') {\n
        this.email = "\n
        this.successMessage = res.msg;\n
      } else {\n
        // Mailchimp formats errors in list\n
        this.errorMessage = last((res.msg || "Something's wrong").split('0 -'))\n
      } },\n
    resetMessages () {\n
      this.errorMessage = null\n
      this.successMessage = null\n
    },\n
    freeze () {\n
      this.frozen = true\n
    },\n
    unfreeze () {\n
      this.frozen = false\n
    } } };\n
</script>\n
<style lang="scss">\n
@import '../styles/lib.scss';\n
.sign-up-form {\n
  .sign-up-form__fieldset__group__addon .btn {\n
    font-size: 0.9em;\n
  }\n
  &:not(&-horizontal) {\n
    .sign-up-form__fieldset__group__addon .btn {\n
      display: block;\n
      width: 100%;\n
    }\n
  }\n
}\n
</style>\n
"import mod from "!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&";\n
export default mod; export * from "!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&";\n
import { render, staticRenderFns } from './SignUpForm.vue?vue&type=template&id=3a583f00&'\n
import script from './SignUpForm.vue?vue&type=script&lang=js&'\n
export * from './SignUpForm.vue?vue&type=script&lang=js&'\n
import style0 from './SignUpForm.vue?vue&type=style&index=0&lang=scss&'\n
normalize component\n
import normalizer from '!../node_modules/vue-loader/lib/runtime/componentNormalizer.js'\n
var component = normalizer(\n
  script,\n
  render,\n
  staticRenderFns,\n
  false,\n
  null,\n
  null,\n
  null,\n
  null\n
)\n
component.options.__file = "SignUpForm.vue"\n
export default component.exports,"<template>\n
<div class="follow-us">\n
<button class="btn btn-link text-light follow-us__close" @click="closeSignupPopover">\n
<fa icon="times" />\n
</button>\n
<sign-up-form class="p-3"></sign-up-form>\n
<div class="px-3 pb-1 text-uppercase text-muted font-weight-bold">\n
{{ $t('follow-us-popover.heading') }}\n
</div>\n
<div class="p-3 bg-light container-fluid text-center">\n
<div class="row">\n
<div class="col">\n
<a href="https://twitter.com/icijorg" target="_blank" class="d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn"

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title="Twitter">\n      <fa :icon="['fab', 'twitter']" size="lg" />\n      <span class="sr-
only">Twitter</span>\n    </a>\n  </div>\n
  <div class="col">\n    <a href="https://www.facebook.com/ICIJ.org" target="_blank" class="d-inline-
block text-primary border border-primary rounded-circle bg-white follow-us__social-btn" title="Facebook">\n
  <fa :icon="['fab', 'facebook']" size="lg" />\n    <span class="sr-only">Facebook</span>\n    </a>\n
  </div>\n  <div class="col">\n    <a href="https://www.linkedin.com/company/1732242/"
target="_blank" class="d-inline-block text-primary border border-primary rounded-circle bg-white follow-
us__social-btn" title="Linkedin">\n      <fa :icon="['fab', 'linkedin']" size="lg" />\n      <span class="sr-
only">Linkedin</span>\n    </a>\n  </div>\n </div>\n </div>\n </div>\n</template>\n<script>\n
import { faTimes } from '@fortawesome/free-solid-svg-icons/faTimes\n import { faTwitter } from
'@fortawesome/free-brands-svg-icons/faTwitter'\n import { faFacebook }
from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-
svg-icons/faLinkedin'\n\n import i18n from '@/i18n'\n import SignUpForm from './SignUpForm.vue'\n import {
library } from './Fa'\n\n /**\n * FollowUsPopover\n */\n export default {\n  i18n,\n  name:
'FollowUsPopover',\n  components: {\n    /** Prevent a bug with vue-docgen-api\n    * @see
https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n    */\n    Fa: require('./Fa').default,\n
SignUpForm\n  },\n  beforeMount () {\n    library.add(faTimes, faTwitter, faFacebook, faLinkedin)\n  },\n
methods: {\n  closeSignupPopover() {\n    /**\n    * Fired when user click on the `close` button\n    *\n
* @event update:show\n    * @type {boolean}\n    */\n    this.$emit('update:show', false)\n  }\n  }\n
}\n</script>\n<style lang="scss" scoped>\n @import './styles/lib';\n\n .follow-us {\n
  position: relative;\n  width: 300px;\n\n  &__social-btn {\n    height: 46px;\n    width: 46px;\n    line-height:
46px;\n\n    i.fab {\n      line-height: inherit;\n      font-size: 1.5em;\n    }\n  }\n  &__close {\n    position:
absolute;\n    right: $spacer / 2;\n    top: $spacer / 2;\n  }\n}\n</style>\n", "import mod from "-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./FollowUsPopover.vue?vue&type=script&lang=js&"; export default mod; export * from "-
!././node_modules/cache-loader/dist/cjs.js??ref--12-0!././node_modules/thread-
loader/dist/cjs.js!././node_modules/babel-loader/lib/index.js!././node_modules/cache-loader/dist/cjs.js??ref--0-
0!././node_modules/vue-loader/lib/index.js??vue-loader-
options!./FollowUsPopover.vue?vue&type=script&lang=js&"; import
{ render, staticRenderFns } from
'./FollowUsPopover.vue?vue&type=template&id=440d5984&scoped=true&'\nimport script from
'./FollowUsPopover.vue?vue&type=script&lang=js&'\nexport * from
'./FollowUsPopover.vue?vue&type=script&lang=js&'\nimport style0 from
'./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&'\n\n/* normalize
component *\nimport normalizer from '!././node_modules/vue-loader/lib/runtime/componentNormalizer.js'\n\nvar
component = normalizer(\n  script,\n  render,\n  staticRenderFns,\n  false,\n  null,\n  '440d5984',\n  null\n
)\n\ncomponent.options.__file = 'FollowUsPopover.vue'\nexport default component.exports", "var render =
function () { var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return
_c('footer',{staticClass:"generic-
footer"},[_c('div',{staticClass:"container"},[_c('div',{staticClass:"row"},[_vm._m(0),_c('div',{staticClass:"col-
md-7"},[_c('div',{staticClass:"row
justify-content-end"},[_c('div',{staticClass:"col-md-5"},[_c('h5',{staticClass:"text-selective-yellow text-
uppercase mb-3"},[_vm._v("\n      "+_vm._s(_vm.$t('generic-footer.investigations'))+"\n
\n"))],_vm._t("investigations",[_vm._m(1)]),2),_c('div',{staticClass:"col-md-4"},[_c('h5',{staticClass:"text-
selective-yellow text-uppercase mb-3"},[_vm._v("\n      "+_vm._s(_vm.$t('generic-footer.follow-us'))+"\n
\n"))],_vm._m(2)))]))],_c('p',{staticClass:"text-white text-md-right small mt-5"},[_c('strong',[_vm._v("\n

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\"+_vm._s(_vm.year)+\" — The International Consortium of Investigative Journalists.\\\")),_vm._v(\\\"\\n
\\+_vm._s(_vm.$t('generic-footer.all-rights'))+\\\"\\n    \\\"),_c('br'),(_vm.version)?_c('span',{staticClass:\\\"text-
muted\\\"}),[_vm._v(\\\"\\n    \\+_vm._s(_vm.$t('generic-footer.version', { version: _vm.version })))\\\"\\n
\\\")):_vm._e(0)))]})}nvar staticRenderFns = [function () { var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('div',{staticClass:\\\"col-md-5\\\"}),[_c('h5',{staticClass:\\\"text-uppercase text-white
clearfix generic-footer__icij mb-3\\\"}),[_c('a',{staticClass:\\\"generic-
footer__icij__logo\\\",attrs:{\\\"href\\\":\\\"https://icij.org\\\",\\\"target\\\":\\\"_blank\\\"}}),[_c('img',{staticClass:\\\"mw-
100\\\",attrs:{\\\"src\\\":require(\\\"../assets/images/icij@2x.png\\\")}})],_c('a',{staticClass:\\\"text-
nowrap\\\",attrs:{\\\"href\\\":\\\"https://icij.org\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n        International Consortium
of\\\"),_c('br'),_vm._v(\\\"\\n        Investigative Journalists\\\"\\n        \\\"))],_c('p',{,_vm._v(\\\"\\n        1710 Rhode
Island Ave NW | 11th floor \\\"),_c('br'),_vm._v(\\\"\\n        Washington DC 20006 USA\\\"\\n
\\\"))],_c('p',[_c('strong',[_c('a',{staticClass:\\\"text-selective-
yellow\\\",attrs:{\\\"href\\\":\\\"mailto:contact@icij.org\\\"}}),[_vm._v(\\\"contact@icij.org\\\")]))]),function () { var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('ul',{staticClass:\\\"list-
unstyled\\\"}),[_c('li',{staticClass:\\\"list-unstyled-
item\\\"}),[_c('a',{attrs:{\\\"href\\\":\\\"https://www.icij.org/investigations/paradise-
papers^\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n
        Paradise Papers\\\"\\n        \\\"))],_c('li',{staticClass:\\\"list-unstyled-
item\\\"}),[_c('a',{attrs:{\\\"href\\\":\\\"https://www.icij.org/investigations/panama-
papers^\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n        Panama Papers\\\"\\n
\\\"))],_c('li',{staticClass:\\\"list-unstyled-item\\\"}),[_c('a',{attrs:{\\\"href\\\":\\\"https://www.icij.org/investigations/world-
bank^\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n        Evicted and Abandoned\\\"\\n
\\\"))],_c('li',{staticClass:\\\"list-unstyled-
item\\\"}),[_c('a',{attrs:{\\\"href\\\":\\\"https://www.icij.org/investigations/offshore^\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n
        Secrecy for Sale\\\"\\n        \\\"))]]]),function () { var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return
_c('ul',{staticClass:\\\"list-unstyled\\\"}),[_c('li',{staticClass:\\\"list-unstyled-
item\\\"}),[_c('a',{attrs:{\\\"href\\\":\\\"https://www.facebook.com/ICIJ.org\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n
Facebook\\\"\\n        \\\"))],_c('li',{staticClass:\\\"list-unstyled-
item\\\"}),[_c('a',{attrs:{\\\"href\\\":\\\"https://www.linkedin.com/company/1732242^\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n
        LinkedIn\\\"\\n        \\\"))],_c('li',{staticClass:\\\"list-unstyled-
item\\\"}),[_c('a',{attrs:{\\\"href\\\":\\\"https://twitter.com/icijorg^\\\",\\\"target\\\":\\\"_blank\\\"}}),[_vm._v(\\\"\\n
Twitter\\\"\\n        \\\"))]]])}]n}nexport { render, staticRenderFns }\",<template>\\n <footer class=\\\"generic-
footer\\\">\\n <div class=\\\"container\\\">\\n <div class=\\\"row\\\">\\n <div class=\\\"col-md-5\\\">\\n <h5
class=\\\"text-uppercase text-white clearfix generic-footer__icij mb-3\\\">\\n <a href=\\\"https://icij.org\\\"
target=\\\"_blank\\\" class=\\\"generic-footer__icij__logo\\\">\\n
<img src=\\\"../assets/images/icij@2x.png\\\" class=\\\"mw-100\\\" />\\n </a>\\n <a class=\\\"text-
nowrap\\\" href=\\\"https://icij.org\\\" target=\\\"_blank\\\">\\n        International Consortium of<br />\\n
Investigative Journalists\\n </a>\\n </h5>\\n <p class=\\\"\\\">\\n        1710 Rhode Island Ave NW |
11th floor <br />\\n        Washington DC 20006 USA\\n </p>\\n <p>\\n <strong>\\n <a
href=\\\"mailto:contact@icij.org\\\" class=\\\"text-selective-yellow\\\">contact@icij.org</a>\\n </strong>\\n
</p>\\n </div>\\n <div class=\\\"col-md-7\\\">\\n <div class=\\\"row justify-content-end\\\">\\n <div
class=\\\"col-md-5\\\">\\n <h5 class=\\\"text-selective-yellow text-uppercase mb-3\\\">\\n        { { $t('generic-
footer.investigations') } }\\n </h5>\\n <!-- @slot List of investigations -->\\n
<slot name=\\\"investigations\\\">\\n <ul class=\\\"list-unstyled\\\">\\n <li class=\\\"list-unstyled-
item\\\">\\n <a href=\\\"https://www.icij.org/investigations/paradise-papers^\\\" target=\\\"_blank\\\">\\n
        Paradise Papers\\n </a>\\n </li>\\n <li class=\\\"list-unstyled-item\\\">\\n
<a href=\\\"https://www.icij.org/investigations/panama-papers^\\\" target=\\\"_blank\\\">\\n        Panama Papers\\n
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        </a>\n        </li>\n        <li class="list-unstyled">\n            <a
href="https://www.icij.org/investigations/world-bank/" target="_blank">\n                Evicted and Abandoned\n            </a>\n        </li>\n        <li class="list-unstyled">\n            <a
href="https://www.icij.org/investigations/offshore/" target="_blank">\n                Secrecy
for Sale\n            </a>\n        </li>\n    </ul>\n </slot>\n </div>\n <div
class="col-md-4">\n        <h5 class="text-selective-yellow text-uppercase mb-3">\n            {{ $('generic-
footer.follow-us') }}\n        </h5>\n        <ul class="list-unstyled">\n            <li class="list-unstyled-
item">\n                <a href="https://www.facebook.com/ICIJ.org" target="_blank">\n                    Facebook\n                </a>\n            </li>\n            <li class="list-unstyled-item">\n                <a
href="https://www.linkedin.com/company/1732242/" target="_blank">\n                    LinkedIn\n                </a>\n            </li>\n            <li class="list-unstyled-item">\n                <a href="https://twitter.com/icijorg"
target="_blank">\n                    Twitter\n                </a>\n            </li>\n        </ul>\n    </div>\n </div>\n </div>\n </div>\n <p class="text-white text-md-right small
mt-5">\n        <strong>© {{ year }} — The International Consortium of Investigative Journalists.</strong>\n        {{ $('generic-footer.all-rights') }}\n        <br />\n        <span v-if="version" class="text-muted">\n            {{
$('generic-footer.version', { version }) }}\n        </span>\n    </p>\n </div>\n
</footer>\n</template>\n<script>\nimport i18n from '@/i18n'\n/**\n * GenericFooter\n *\nexport default {\n
i18n,\n name: 'GenericFooter',\n props: {\n /**\n * Version of the app to display in the bottom-right corner of
the footer\n * \n version: {\n type: String\n },\n },\n computed: {\n year () {\n return (new
Date()).getFullYear()\n },\n }\n}</script>\n<style lang="scss" scoped>\n @import '../styles/lib';\n\n
.generic-footer {\n background: black;\n color: #999;\n padding: $spacer
* 4 0;\n\n @include media-breakpoint-down(md) {\n padding: $spacer;\n }\n\n a {\n color: inherit;\n
}\n\n h5 {\n font-family: $font-family-sans-serif;\n font-size: 1rem;\n }\n\n &__icij {\n display:
flex;\n justify-content: start;\n align-items: center;\n\n @include media-breakpoint-down(xs) {\n
display: block;\n }\n\n &__logo {\n display: block;\n width: 54px;\n flex: 0 0 54px;\n
margin-right: 8px;\n\n @include media-breakpoint-down(xs) {\n margin-bottom: $spacer;\n }\n\n }\n
}\n</style>\n", "import mod from '-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&"; export default mod; export * from '-!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0!../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&"; import { render, staticRenderFns } from './GenericFooter.vue?vue&type=template&id=203025b4&scoped=true&'\nimport script from './GenericFooter.vue?vue&type=script&lang=js&'\nexport * from './GenericFooter.vue?vue&type=script&lang=js&'\nimport style0 from './GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&'\n\n/* normalize component *\nimport normalizer from '!../node_modules/vue-loader/lib/runtime/componentNormalizer.js'\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n '203025b4',\n null\n)\n\ncomponent.__file = 'GenericFooter.vue'\nexport default component.exports", "var render = function () { var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',[_c(_vm.rootElement,{ tag:'component',staticClass:'navbar navbar-expand-lg navbar-light imddb-header',class:{ 'headroom--frozen': !_vm.collapseNavbar },style:({ position:_vm.position })),attrs:{'id':"imddb-header","data-turbolinks-permanent":!_vm.offset,"offset":100,"z-index":1020,"on-unpin":_vm.closeFollowUsPopover }},[_vm._t("brand",[_c('a',{staticClass:'navbar-brand imddb-header__brand',attrs:{'href':_vm.homeUrl }},[_c('img',{staticClass:'mr-3',attrs:{'src':require("../assets/images/icij-black@2x.png"),"height":"25"}),_vm._v("

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\"+_vm._s(_vm.project)+\"\\n  \")]]),_c('button',{staticClass:\"navbar-toggler\",attrs:{\"type\":'button',\"aria-label\":'Toggle navigation\",on:{\"click\":_vm.toggleNavbar}},[_c('span',{staticClass:\"navbar-toggler-icon\"})],_c('div',{staticClass:\"navbar-collapse\",class:{collapse:_vm.collapseNavbar}},[_vm._t(\"navbar\",[_c('ul',{staticClass:\"navbar-nav mr-auto\"}),[_c('b-nav-dropdown',{on:{\"show\":function($event){_vm.$root.$emit('bv:hide:popover')}}},[_c('template',{slot:\"button-content\"}),[_vm._v(\"\\n  \"+_vm._s(_vm.title)+\"\\n \")]),_vm._l((_vm.dropdownItems),function(item,$index){return _c('b-dropdown-item',_vm._b({key:$index,attrs:{\"href\":item.href}},'b-dropdown-item',{active:!!item.active},false),[_vm._v(\"\\n  \"+_vm._s(item.label)+\"\\n  \")]))],2),1)),_c('ul',{staticClass:\"navbar-nav\"}),[_c('li',{staticClass:\"nav-item\"}),[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":'https://www.icij.org/leak/','target\":'_blank'}},[_vm._v(\"\\n  \"+_vm._s(_vm.$t('imddb-header.navbar.leak'))+\"\\n  \")]))],_c('li',{staticClass:\"nav-item mr-lg-3\"}),[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":'#\"},on:{\"click\":function($event){$event.preventDefault();_vm.$refs.donateFormModal.show()}}},[_vm._v(\"\\n    \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n  \")]))],_c('li',{staticClass:\"nav-item\"}),[_c('button',{staticClass:\"btn btn-saddle-red btn-block font-weight-bold\",attrs:{\"id\":'follow-icij'}},[_vm._v(\"\\n    \"+_vm._s(_vm.$t('imddb-header.navbar.follow'))+\"\\n  \")]),_c('b-popover',{attrs:{\"container\":'imddb-header',\"target\":'follow-icij',\"placement\":'bottomleft',\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}},[_c('follow-us-popover',{attrs:{\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}}],1),1)),2),2),_c('b-modal',{ref:'donateFormModal',attrs:{\"hide-footer\":'','lazy\":'','size\":'lg\"}},[_c('span',{staticClass:\"text-uppercase font-weight-bold text-primary\",attrs:{\"slot\":'modal-title\",slot:'modal-title\"}),[_vm._v(\"\\n  \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n  \")]),_c('donate-form',{attrs:{\"no-title\":'\"}})],1),1)}nvar staticRenderFns = []nexport { render, staticRenderFns },\"import { mergeData } from 'vue-functional-data-merge';nimport Link, { propsFactory as linkPropsFactory } from './link/link';nexport var props = linkPropsFactory();nexport default {n functional: true,n props: props,n render: function render(h, _ref) {n var props = _ref.props,n data = _ref.data,n children = _ref.children;n return h(Link, mergeData(data, {n props: props,n staticClass: 'dropdown-item',n attrs: { role: 'menuitem' } }n ), children);n }n};\"export default {n mounted: function mounted() {n if (typeof document !== 'undefined') {n document.documentElement.addEventListener('click', this._clickOutListener);n }n },n beforeDestroy: function beforeDestroy() {n if (typeof document !== 'undefined') {n document.documentElement.removeEventListener('click', this._clickOutListener);n }n }n },n methods: {n _clickOutListener: function _clickOutListener(e) {n if (!this.$el.contains(e.target)) {n if (this.clickOutListener) {n this.clickOutListener();n }n }n }n }n };\"import Popper from 'popper.js';nimport clickoutMixin from './clickout';nimport listenOnRootMixin from './listen-on-root';nimport { from as arrayFrom } from './utils/array';nimport { assign } from './utils/object';nimport KeyCodes from './utils/key-codes';nimport BvEvent from './utils/bv-event.class';nimport warn from './utils/warn';nimport { isVisible, closest, selectAll, getAttr, eventOn, eventOff } from './utils/dom';n// Return an Array of visible itemsnfunction filterVisible(els) {n return (els || []).filter(isVisible);n}n// Dropdown item CSS selectorsn// TODO: .dropdown-form handlingnvar ITEM_SELECTOR = '.dropdown-item:not(.disabled):not([disabled]);n// Popper attachment positionsnvar AttachmentMap = {n // DropUp Left Alignn TOP: 'top-start',n // DropUp Right Alignn TOPEND: 'top-end',n // Dropdown left Alignn BOTTOM: 'bottom-start',n // Dropdown Right Alignn BOTTOMEND: 'bottom-end'};n}nexport default {n mixins: [clickoutMixin, listenOnRootMixin],n props: {n disabled: {n type: Boolean,n default: false}n },n

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text: {\n // Button label\n type: String,\n default: "\n },\n dropup: {\n // place on top if possible\n type: Boolean,\n default: false\n },\n right: {\n // Right align menu (default is left align)\n type: Boolean,\n default: false\n },\n offset: {\n // Number of pixels to offset menu, or a CSS unit value (i.e. 1px, 1rem, etc)\n type: [Number, String],\n default: 0\n },\n noFlip: {\n // Disable auto-flipping of menu from bottom<=>top\n type: Boolean,\n default: false\n },\n popperOpts: {\n type: Object,\n default: function _default() {\n\n    }\n },\n data: function data() {\n return {\n visible: false,\n inNavbar: null,\n visibleChangePrevented: false\n };\n },\n created: function created() {\n // Create non-reactive property\n this._popper = null;\n },\n mounted: function mounted() {\n // To keep one dropdown opened on page\n this.listenOnRoot('bv::dropdown::shown', this.rootCloseListener);\n // Hide when clicked on links\n this.listenOnRoot('clicked::link', this.rootCloseListener);\n // Use new namespaced events\n this.listenOnRoot('bv::link::clicked', this.rootCloseListener);\n },\n /* istanbul ignore next: not easy to test */\n deactivated: function deactivated() {\n // In case we are inside a <keep-alive>\n this.visible = false;\n this.setTouchStart(false);\n this.removePopper();\n },\n /* istanbul ignore next: not easy to test */\n beforeDestroy: function beforeDestroy() {\n this.visible = false;\n this.setTouchStart(false);\n this.removePopper();\n },\n\n watch: {\n visible: function visible(newValue, oldValue) {\n if (this.visibleChangePrevented) {\n this.visibleChangePrevented = false;\n return;\n }\n if (newValue !== oldValue) {\n var evtName = newValue ? 'show' : 'hide';\n var bvEvt = new BvEvent(evtName, {\n cancelable: true,\n vueTarget: this,\n target: this.$refs.menu,\n relatedTarget: null\n });\n this.emitEvent(bvEvt);\n if (bvEvt.defaultPrevented) {\n // Reset value and exit if canceled\n this.visibleChangePrevented = true;\n this.visible = oldValue;\n return;\n }\n if (evtName === 'show') {\n this.showMenu();\n } else {\n this.hideMenu();\n }\n },\n disabled: function disabled(newValue, oldValue) {\n if (newValue !== oldValue && newValue && this.visible) {\n // Hide dropdown if disabled changes to true\n this.visible = false;\n }\n },\n computed: {\n toggler: function toggler() {\n return this.$refs.toggle.$el || this.$refs.toggle;\n }\n },\n methods: {\n // Event emitter\n emitEvent: function emitEvent(bvEvt) {\n var type = bvEvt.type;\n this.$emit(type, bvEvt);\n this.emitOnRoot('bv::dropdown::' + type, bvEvt);\n },\n showMenu: function showMenu() {\n if (this.disabled) {\n return;\n }\n // Ensure other menus are closed\n this.emitOnRoot('bv::dropdown::shown', this);\n // Are we in a navbar ?\n if (this.inNavbar === null && this.isNav) {\n this.inNavbar = Boolean(closest('.navbar', this.$el));\n }\n // Disable totally Popper.js for Dropdown in Navbar\n /* istnbul ignore next: can't test popper in JSDOM */\n if (!this.inNavbar) {\n if (typeof Popper === 'undefined') {\n warn('b-dropdown: Popper.js not found. Falling back to CSS positioning.);\n } else {\n // for dropup with alignment we use the parent element as popper container\n var element = this.dropup && this.right || this.split ? this.$el : this.$refs.toggle;\n // Make sure we have a reference to an element, not a component!\n element = element.$el || element;\n // Instantiate popper.js\n this.createPopper(element);\n }\n }\n this.setTouchStart(true);\n this.$emit('shown');\n\n // Focus on the first item on show\n this.$nextTick(this.focusFirstItem);\n },\n hideMenu: function hideMenu() {\n this.setTouchStart(false);\n this.emitOnRoot('bv::dropdown::hidden', this);\n this.$emit('hidden');\n this.removePopper();\n },\n createPopper: function createPopper(element) {\n this.removePopper();\n this._popper = new Popper(element, this.$refs.menu, this.getPopperConfig());\n },\n removePopper: function removePopper() {\n if (this._popper) {\n // Ensure popper event listeners are removed cleanly\n this._popper.destroy();\n }\n this._popper = null;\n },\n getPopperConfig /* istanbul ignore next: can't test popper in JSDOM */:\n function getPopperConfig() {\n var placement = AttachmentMap.BOTTOM;\n if (this.dropup && this.right) {\n // dropup + right\n placement = AttachmentMap.TOPEND;\n } else if (this.dropup) {\n // dropup + left\n placement = AttachmentMap.TOP;\n } else if (this.right) {\n // dropdown + right\n placement = AttachmentMap.BOTTOMEND;\n }\n var popperConfig = {\n placement: placement,\n
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modifiers: {\n      offset: {\n        offset: this.offset || 0\n      },\n      flip: {\n        enabled: !this.noFlip\n      }\n    };\n    if (this.boundary) {\n      popperConfig.modifiers.preventOverflow = {\n        boundariesElement: this.boundary\n      };\n    }\n    return assign(popperConfig, this.popperOpts || {});\n  },\n  setTouchStart: function\n  setTouchStart(on) {\n    var _this = this;\n\n    /*\n     * If this is a touch-enabled device we add extra\n     * empty mouseover listeners to the body's immediate children;\n     * only needed because of broken event\n     * delegation on iOS\n     * https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n     */\n    if ('ontouchstart' in document.documentElement) {\n      var children = arrayFrom(document.body.children);\n      children.forEach(function (el) {\n        if (on) {\n          eventOn('mouseover', _this._noop);\n        } else {\n          eventOff('mouseover', _this._noop);\n        }\n      });\n    },\n\n    /* istanbul ignore next: not easy to test\n    */\n    _noop: function _noop() {\n      // Do nothing event handler (used in touchstart event handler)\n    },\n\n    rootCloseListener: function rootCloseListener(vm)\n    {\n      if (vm !== this) {\n        this.visible = false;\n      },\n      clickOutListener: function clickOutListener()\n    {\n      this.visible = false;\n    },\n    show: function show() {\n      // Public method to show dropdown\n      if\n      (this.disabled) {\n        return;\n      }\n      this.visible = true;\n    },\n    hide: function hide() {\n      // Public method\n      to hide dropdown\n      if (this.disabled) {\n        return;\n      }\n      this.visible = false;\n    },\n    toggle: function\n    toggle(evt) {\n      // Called only by a button that toggles the menu\n      evt = evt || {};\n      var type = evt.type;\n      var key = evt.keyCode;\n      if (type !== 'click' && !(type === 'keydown' && (key === KeyCodes.ENTER || key\n      === KeyCodes.SPACE || key === KeyCodes.DOWN))) {\n        // We only toggle on Click, Enter, Space, and\n        Arrow Down\n        return;\n      }\n      if (this.disabled) {\n        this.visible = false;\n        return;\n      }\n      this.$emit('toggle', evt);\n      if (evt.defaultPrevented) {\n        // Exit if canceled\n        return;\n      }\n      evt.preventDefault();\n      evt.stopPropagation();\n      // Toggle visibility\n      this.visible = !this.visible;\n    },\n    click: function click(evt) {\n      // Called only in split button mode, for the split button\n      if (this.disabled) {\n        this.visible = false;\n        return;\n      }\n      this.$emit('click', evt);\n    },\n\n    /* istanbul ignore next: not easy to\n    test */\n    onKeydown: function onKeydown(evt) {\n      // Called from dropdown menu context\n      var key =\n      evt.keyCode;\n      if (key === KeyCodes.ESC) {\n        // Close on ESC\n        this.onEsc(evt);\n      } else if (key\n      === KeyCodes.TAB) {\n        // Close on tab out\n        this.onTab(evt);\n      } else if (key === KeyCodes.DOWN)\n    {\n      // Down Arrow\n      this.focusNext(evt, false);\n    } else if (key === KeyCodes.UP) {\n      // Up\n      Arrow\n      this.focusNext(evt,\n      true);\n    }\n    },\n\n    /* istanbul ignore next: not easy to test */\n    onEsc: function onEsc(evt) {\n      if\n      (this.visible) {\n        this.visible = false;\n        evt.preventDefault();\n        evt.stopPropagation();\n        // Return\n        focus to original trigger button\n        this.$nextTick(this.focusToggler);\n      }\n    },\n\n    /* istanbul ignore next:\n    not easy to test */\n    onTab: function onTab(evt) {\n      if (this.visible) {\n        // TODO: Need special handler for\n        dealing with form inputs\n        // Tab, if in a text-like input, we should just focus next item in the dropdown\n        //\n        Note: Inputs are in a special .dropdown-form container\n        this.visible = false;\n      }\n    },\n    onFocusOut: function onFocusOut(evt) {\n      if (this.$refs.menu.contains(evt.relatedTarget)) {\n        return;\n      }\n      this.visible = false;\n    },\n\n    /* istanbul ignore next: not easy to test */\n    onMouseOver: function\n    onMouseOver(evt)\n    {\n      // Focus the item on hover\n      // TODO: Special handling for inputs? Inputs are in a special .dropdown-\n      form container\n      var item = evt.target;\n      if (item.classList.contains('dropdown-item') && !item.disabled &&\n      !item.classList.contains('disabled') && item.focus) {\n        item.focus();\n      }\n    },\n    focusNext: function\n    focusNext(evt, up) {\n      var _this2 = this;\n\n      if (!this.visible) {\n        return;\n      }\n      evt.preventDefault();\n      evt.stopPropagation();\n      this.$nextTick(function () {\n        var items =\n        _this2.getItems();\n        if (items.length < 1) {\n          return;\n        }\n        var index = items.indexOf(evt.target);\n        if (up && index > 0) {\n          index--;\n        } else if (!up && index < items.length - 1) {\n          index++;\n        }\n        if (index < 0) {\n          index = 0;\n        }\n        _this2.focusItem(index, items);\n      });\n    },\n\n    focusItem: function focusItem(idx,

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items) {\n  var el = items.find(function (el, i) {\n    return i === idx;\n  });\n  if (el && getAttr(el,
'tabindex') !== '-1') {\n    el.focus();\n  }\n},\n getItems: function getItems() {\n  // Get all items\nreturn filterVisible(selectAll(ITEM_SELECTOR, this.$refs.menu));\n},\n getFirstItem: function getFirstItem()\n{\n  // Get the first non-disabled item\n  var item = this.getItems()[0];\n  return item || null;\n},\n focusFirstItem: function focusFirstItem() {\n  var item = this.getFirstItem();\n  if (item) {\nthis.focusItem(0, [item]);\n  }\n},\n focusToggle: function focusToggle() {\n  var toggler = this.toggler;\n  if (toggler && toggler.focus) {\n    toggler.focus();\n  }\n}\n};", "import idMixin from
'../mixins/id';\nimport dropdownMixin from '../mixins/dropdown';\nexport default {\n  mixins: [idMixin,
dropdownMixin],\n  render: function render(h)\n  {\n    var button = h('a', {\n      class: this.toggleClasses,\n      ref: 'toggle',\n      attrs: {\n        href: '#',\n        id:
this.safeId('_BV_button_'),\n        disabled: this.disabled,\n        'aria-haspopup': 'true',\n        'aria-expanded':
this.visible ? 'true' : 'false'\n      },\n      on: {\n        click: this.toggle,\n        keydown: this.toggle // space, enter,
down\n      },\n      [this.$slots['button-content'] || this.$slots.text || h('span', { domProps: { innerHTML: this.text }
})]);\n    var menu = h('div', {\n      class: this.menuClasses,\n      ref: 'menu',\n      attrs: { 'aria-labelledby':
this.safeId('_BV_button_') },\n      on: {\n        mouseover: this.onMouseOver,\n        keydown: this.onKeydown //
tab, up, down, esc\n      },\n      [this.$slots.default]);\n    return h('li', { attrs: { id: this.safeId() }, class:
this.dropdownClasses }, [button, menu]);\n  },\n  computed: {\n    isNav: function isNav() {\n      // Signal to
dropdown mixin that
we are in a navbar\n      return true;\n    },\n    dropdownClasses: function dropdownClasses() {\n      return ['nav-
item', 'b-nav-dropdown', 'dropdown', this.dropup ? 'dropup' : '', this.visible ? 'show' : ''];\n    },\n    toggleClasses:
function toggleClasses() {\n      return ['nav-link', this.noCaret ? '' : 'dropdown-toggle', this.disabled ? 'disabled' : '',
this.extraToggleClasses ? this.extraToggleClasses : ''];\n    },\n    menuClasses: function menuClasses() {\n      return
['dropdown-menu', this.right ? 'dropdown-menu-right' : 'dropdown-menu-left', this.visible ? 'show' : '',
this.extraMenuClasses ? this.extraMenuClasses : ''];\n    }\n  },\n  props: {\n    noCaret: {\n      type: Boolean,\n      default: false\n    },\n    extraToggleClasses: {\n      // Extra Toggle classes\n      type: String,\n      default: ""\n    },\n    extraMenuClasses: {\n      // Extra Menu classes\n      type: String,\n      default: ""\n    },\n    role: {\n      type:
String,\n      default:
'menu'\n    }\n  },\n  methods: {\n    _createClass: function _createClass() {\n      function defineProperties(target, props) {\n        for (var i = 0; i < props.length; i++) {\n          var descriptor =
props[i];\n          descriptor.enumerable = descriptor.enumerable || false;\n          descriptor.configurable = true;\n          if (!"value" in
descriptor) descriptor.writable = true;\n          Object.defineProperty(target, descriptor.key, descriptor);\n        }\n      }\n      return function
(Constructor, protoProps, staticProps) {\n        if (protoProps) defineProperties(Constructor.prototype, protoProps);\n        if
(staticProps) defineProperties(Constructor, staticProps);\n        return Constructor;\n      }\n    },\n    _classCallCheck(instance, Constructor) {\n      if (!(instance instanceof Constructor)) {\n        throw new TypeError("Cannot
call\n        a class as a function");\n      }\n    }\n  },\n  mixins: [Popper],\n  import BvEvent from './bv-event.class';\n  import {\n    assign } from './object';\n  import { from as arrayFrom } from './array';\n  import { closest, select, isVisible, isDisabled,
getCS, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, eventOn, eventOff } from './dom';\n  var
NAME = 'tooltip';\n  var CLASS_PREFIX = 'bs-tooltip';\n  var BSCLS_PREFIX_REGEX = new RegExp("\\\\b" +
CLASS_PREFIX + "\\S+", 'g');\n  var TRANSITION_DURATION = 150;\n  // Modal $root hidden event\n  var
MODAL_CLOSE_EVENT = 'bv::modal::hidden';\n  // Modal container for appending tip/popover\n  var
MODAL_CLASS = '.modal-content';\n  var AttachmentMap = {\n    AUTO: 'auto',\n    TOP: 'top',\n    RIGHT: 'right',\n    BOTTOM: 'bottom',\n    LEFT: 'left',\n    TOPLEFT: 'top',\n    TOPRIGHT: 'top',\n    RIGHTTOP: 'right',\n    BOTTOMLEFT: 'bottom',\n    BOTTOMRIGHT: 'bottom',\n    LEFTTOP: 'left',\n    LEFTBOTTOM: 'left'\n  };
  var OffsetMap = {\n    AUTO:

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0,\n TOPLEFT: -1,\n TOP: 0,\n TOPRIGHT: +1,\n RIGHTTOP: -1,\n RIGHT: 0,\n RIGHTBOTTOM: +1,\n
BOTTOMLEFT: -1,\n BOTTOM: 0,\n BOTTOMRIGHT: +1,\n LEFTTOP: -1,\n LEFT: 0,\n LEFTBOTTOM:
+1\n});\n\nvar HoverState = {\n SHOW: 'show',\n OUT: 'out'};\n\nvar ClassName = {\n FADE: 'fade',\n SHOW:
'show'};\n\nvar Selector = {\n TOOLTIP: '.tooltip',\n TOOLTIP_INNER: '.tooltip-inner',\n ARROW: '.arrow'}\n\n
// ESLINT: Not used\n // const Trigger = {\n // HOVER: 'hover',\n // FOCUS: 'focus',\n // CLICK: 'click',\n //
BLUR: 'blur',\n // MANUAL: 'manual'}\n\n};\n\nvar Defaults = {\n animation: true,\n template: '<div
class=\"tooltip\" role=\"tooltip\">' + '<div class=\"arrow\"></div>' + '<div class=\"tooltip-inner\"></div>' +
'</div>',\n trigger: 'hover focus',\n title: '',\n delay: 0,\n html: false,\n placement: 'top',\n offset: 0,\n
arrowPadding: 6,\n container: false,\n fallbackPlacement: 'flip',\n callbacks: {},\n boundary: 'scrollParent'\n\n
// Transition Event names\n};\n\nvar TransitionEndEvents = {\n WebkitTransition: ['webkitTransitionEnd'],\n
MozTransition: ['transitionend'],\n OTransition: ['oTransitionEnd', 'oTransitionEnd'],\n transition:
['transitionend']\n\n // Client Side Tip ID counter for aria-describedby attribute\n // Could use Alex's uid generator
util\n // Each tooltip requires a unique client side ID\n};\n\nvar NEXTID = 1;\n\n/* istanbul ignore next */\n\nfunction
generateId(name) {\n return '__BV__' + name + '_' + NEXTID++ + '__';\n}\n\n/* istanbul ignore next: difficult to test in Jest/JSDOM environment */\n\nvar Tooltip = function () {\n // Main
constructor\n function Tooltip(element, config, $root) {\n _classCallCheck(this, Tooltip);\n\n // New tooltip
object\n this.$isEnabled = true;\n this.$fadeTimeout = null;\n this.$shoverTimeout = null;\n
this.$visibleInterval = null;\n this.$shoverState = '';\n this.$activeTrigger = {};\n this.$popper
= null;\n this.$element = element;\n this.$tip = null;\n this.$id = generateId(this.constructor.NAME);\n
this.$root = $root || null;\n this.$routeWatcher = null;\n // We use a bound version of the following handlers for
root/modal listeners to maintain the 'this' context\n this.$forceHide = this.forceHide.bind(this);\n this.$doHide =
this.doHide.bind(this);\n this.$doShow = this.doShow.bind(this);\n this.$doDisable = this.doDisable.bind(this);\n
this.$doEnable = this.doEnable.bind(this);\n // Set the configuration\n this.updateConfig(config);\n }\n\n //
NOTE: Overridden by PopOver class\n\n _createClass(Tooltip, [{\n key: 'updateConfig',\n\n // Update
config\n value: function updateConfig(config) {\n // Merge config into defaults. We use \"this\" here because
PopOver overrides Default\n var updatedConfig = assign({}, this.constructor.Default, config);\n\n // Sanitize
delay\n if (config.delay && typeof config.delay
=== 'number') {\n updatedConfig.delay = {\n show: config.delay,\n hide: config.delay\n };
}\n\n // Title for tooltip and popover\n if (config.title && typeof config.title === 'number') {\n
updatedConfig.title = config.title.toString();\n }\n\n // Content only for popover\n if (config.content &&
typeof config.content === 'number') {\n updatedConfig.content = config.content.toString();\n }\n\n //
Hide element original title if needed\n this.fixTitle();\n // Update the config\n this.$config =
updatedConfig;\n // Stop/Restart listening\n this.unlisten();\n this.listen();\n }\n\n // Destroy this
instance\n }, {\n key: 'destroy',\n value: function destroy() {\n // Stop listening to trigger events\n
this.unlisten();\n // Disable while open listeners/watchers\n this.setWhileOpenListeners(false);\n // Clear
any timeouts\n clearTimeout(this.$shoverTimeout);\n\n this.$shoverTimeout = null;\n clearTimeout(this.$fadeTimeout);\n this.$fadeTimeout = null;\n //
Remove popper\n if (this.$popper) {\n this.$popper.destroy();\n }\n this.$popper = null;\n //
Remove tip from document\n if (this.$tip && this.$tip.parentElement) {\n
this.$tip.parentElement.removeChild(this.$tip);\n }\n this.$tip = null;\n // Null out other properties\n
this.$id = null;\n this.$isEnabled = null;\n this.$root = null;\n this.$element = null;\n this.$config =
null;\n this.$shoverState = null;\n this.$activeTrigger = null;\n this.$forceHide = null;\n this.$doHide =
null;\n this.$doShow = null;\n this.$doDisable = null;\n this.$doEnable = null;\n }\n }, {\n key:
'enable',\n value: function enable() {\n // Create a non-cancelable BvEvent\n var enabledEvt = new
BvEvent('enabled', {\n cancelable:
false,\n target: this.$element,\n relatedTarget: null\n });\n this.$isEnabled = true;\n
this.emitEvent(enabledEvt);\n }\n }, {\n key: 'disable',\n value: function disable() {\n // Create a non-
cancelable BvEvent\n var disabledEvt = new BvEvent('disabled', {\n cancelable: false,\n target:

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this.$element,\n    relatedTarget: null\n  });\n  this.$isEnabled = false;\n  this.emitEvent(disabledEvt);\n}\n\n // Click toggler\n }, {\n  key: 'toggle',\n  value: function toggle(event) {\n    if (!this.$isEnabled) {\n      return;\n    }\n    if (event) {\n      this.$activeTrigger.click = !this.$activeTrigger.click;\n      if\n      (this.isWithActiveTrigger()) {\n        this.enter(null);\n      } else {\n        this.leave(null);\n      }\n    } else {\n      if (hasClass(this.getTipElement(), ClassName.SHOW)) {\n        this.leave(null);\n      } else {\n        this.enter(null);\n      }\n    }\n  }\n}\n\n // Show tooltip\n }, {\n  key: 'show',\n  value: function show() {\n    var _this =\n    this;\n\n    if (!document.body.contains(this.$element) || !isVisible(this.$element)) {\n      // If trigger element isn't\n      in the DOM or is not visible\n      return;\n    }\n\n    // Build tooltip element (also sets this.$tip)\n    var tip =\n    this.getTipElement();\n    this.fixTitle();\n    this.setContent(tip);\n    if (!this.isWithContent(tip)) {\n      // if No\n      content, don't bother showing\n      this.$tip = null;\n      return;\n    }\n\n    // Set ID on tip and aria-describedby\n    on element\n    setAttr(tip, 'id', this.$id);\n    this.addAriaDescribedby();\n\n    // Set animation on or off\n    if\n    (this.$config.animation) {\n      addClass(tip, ClassName.FADE);\n    } else {\n      removeClass(tip,\n      ClassName.FADE);\n    }\n\n    var placement = this.getPlacement();\n    var attachment =\n    this.constructor.getAttachment(placement);\n\n    this.addAttachmentClass(attachment);\n\n    // Create a cancelable BvEvent\n    var showEvt = new\n    BvEvent('show', {\n      cancelable: true,\n      target: this.$element,\n      relatedTarget: tip\n    });\n    this.emitEvent(showEvt);\n    if (showEvt.defaultPrevented) {\n      // Don't show if event cancelled\n      this.$tip\n      = null;\n      return;\n    }\n\n    // Insert tooltip if needed\n    var container = this.getContainer();\n    if\n    (!document.body.contains(tip)) {\n      container.appendChild(tip);\n    }\n\n    // Refresh popper\n    this.removePopper();\n    this.$popper = new Popper(this.$element, tip, this.getPopperConfig(placement, tip));\n\n    // Transitionend Callback\n    var complete = function complete() {\n      if (_this.$config.animation) {\n        _this.fixTransition(tip);\n      }\n      var prevHoverState = _this.$hoverState;\n      _this.$hoverState = null;\n\n      if (prevHoverState\n      === HoverState.OUT) {\n        _this.leave(null);\n      }\n\n      // Create a non-cancelable BvEvent\n      var\n      shownEvt = new BvEvent('shown', {\n        cancelable: false,\n        target: _this.$element,\n        relatedTarget:\n        tip\n      });\n      _this.emitEvent(shownEvt);\n    };\n\n    // Enable while open listeners/watchers\n    this.setWhileOpenListeners(true);\n\n    // Show tip\n    addClass(tip, ClassName.SHOW);\n\n    // Start the\n    transition/animation\n    this.transitionOnce(tip, complete);\n  }\n}\n\n // handler for periodic visibility check\n\n }, {\n  key: 'visibleCheck',\n  value: function visibleCheck(on) {\n    var _this2 = this;\n\n    clearInterval(this.$visibleInterval);\n    this.$visibleInterval = null;\n    if (on) {\n      this.$visibleInterval =\n      setInterval(function () {\n        var tip = _this2.getTipElement();\n        if (tip && isVisible(_this2.$element) &&\n        hasClass(tip, ClassName.SHOW)) {\n          // Element is no longer visible, so force-hide the tooltip\n          _this2.forceHide();\n        }\n      },\n      100);\n    }\n  }\n}\n\n // Modal close events\n this.setModalListener(on);\n\n // Periodic $element visibility check\n // For handling\n when tip is in <keepalive>, tabs, carousel, etc\n this.visibleCheck(on);\n\n // Route change events\n this.setRouteWatcher(on);\n\n // Ontouch start listeners\n this.setOnTouchStartListener(on);\n    if (on &&\n    /(focus|blur)/.test(this.$config.trigger)) {\n      // If focus moves between trigger element and tip container, dont\n      close\n      eventOn(this.$tip, 'focusout', this);\n    } else {\n      eventOff(this.$tip, 'focusout', this);\n    }\n  }\n}\n\n // force hide of tip (internal method)\n }, {\n  key: 'forceHide',\n  value: function forceHide() {\n    if\n    (!this.$tip || !hasClass(this.$tip,\n    ClassName.SHOW)) {\n      return;\n    }\n\n    // Disable while open listeners/watchers\n    this.setWhileOpenListeners(false);\n\n    // Clear any hover enter/leave event\n    clearTimeout(this.$hoverTimeout);\n    this.$hoverTimeout = null;\n    this.$hoverState = '';\n\n    // Hide the tip\n    this.hide(null, true);\n  }\n}\n\n // Hide tooltip\n\n }, {\n  key: 'hide',\n  value: function hide(callback, force) {\n    var _this3 = this;\n    var tip = this.$tip;\n    if (!tip) {\n      return;\n    }\n\n    // Create a cancelable\n    BvEvent\n    var hideEvt = new BvEvent('hide', {\n      // We disable cancelling if force is true\n      cancelable:\n
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!force,\n    target: this.$element,\n    relatedTarget: tip\n  });\n  this.emitEvent(hideEvt);\n  if\n  (hideEvt.defaultPrevented) {\n    // Don't hide if event cancelled\n    return;\n  }\n  // Transitionend\n  Callback\n  /* istanbul ignore next */\n  var complete = function complete() {\n    if (_this3.$hoverState !== HoverState.SHOW && tip.parentNode)\n    {\n      // Remove tip from dom, and force recompile on next show\n      tip.parentNode.removeChild(tip);\n      _this3.removeAriaDescribedby();\n      _this3.removePopper();\n      _this3.$tip = null;\n    }\n    if\n    (callback) {\n      callback();\n    }\n    // Create a non-cancelable BvEvent\n    var hiddenEvt = new\n    BvEvent('hidden', {\n      cancelable: false,\n      target: _this3.$element,\n      relatedTarget: null\n    });\n    _this3.emitEvent(hiddenEvt);\n  };\n  // Disable while open listeners/watchers\n  this.setWhileOpenListeners(false);\n  // If forced close, disable animation\n  if (force) {\n    removeClass(tip, ClassName.FADE);\n  }\n  // Hide tip\n  removeClass(tip, ClassName.SHOW);\n  this.$activeTrigger.click = false;\n  this.$activeTrigger.focus\n  = false;\n  this.$activeTrigger.hover = false;\n  // Start the hide transition\n  this.transitionOnce(tip,\n  complete);\n  this.$hoverState = '';\n  }, {\n    key: 'emitEvent',\n    value: function emitEvent(evt) {\n      var evtName = evt.type;\n      if (this.$root && this.$root.$emit) {\n        // Emit an event on $root\n        this.$root.$emit('bv:' + this.constructor.NAME + ':' + evtName, evt);\n      }\n      var callbacks =\n      this.$config.callbacks || {};\n      if (typeof callbacks[evtName] === 'function') {\n        callbacks[evtName](evt);\n      }\n    }, {\n      key: 'getContainer',\n      value: function getContainer() {\n        var container =\n        this.$config.container;\n        var body = document.body;\n        // If we are in a modal, we append to the modal instead\n        of body, unless a container is specified\n        return container === false ? closest(MODAL_CLASS, this.$element) ||\n        body : select(container, body) || body;\n      }\n    }, {\n      key: 'addAriaDescribedby',\n      value: function addAriaDescribedby()\n      {\n        // Add aria-describedby on trigger element, without removing any other IDs\n        var desc =\n        getAttr(this.$element, 'aria-describedby') || '';\n        desc = desc.split(/\\s+/).concat(this.$id).join(' ').trim();\n        setAttr(this.$element, 'aria-describedby', desc);\n      }\n    }, {\n      key: 'removeAriaDescribedby',\n      value: function removeAriaDescribedby() {\n        var _this4 = this;\n        var\n        desc = getAttr(this.$element, 'aria-describedby') || '';\n        desc = desc.split(/\\s+/).filter(function (d) {\n          return d\n          !== _this4.$id;\n        }).join(' ').trim();\n        if (desc) {\n          setAttr(this.$element, 'aria-describedby', desc);\n        }\n        else {\n          removeAttr(this.$element, 'aria-describedby');\n        }\n      }\n    }, {\n      key: 'removePopper',\n      value:\n      function removePopper() {\n        if (this.$popper) {\n          this.$popper.destroy();\n        }\n        this.$popper = null;\n      }\n    }, {\n      key: 'transitionOnce',\n      value: function transitionOnce(tip, complete) {\n        var _this5 = this;\n        var transEvents = this.getTransitionEndEvents();\n        var called = false;\n        clearTimeout(this.$fadeTimeout);\n        this.$fadeTimeout = null;\n        var fnOnce = function fnOnce() {\n          if (called) {\n            return;\n          }\n          called = true;\n          clearTimeout(_this5.$fadeTimeout);\n          _this5.$fadeTimeout = null;\n          transEvents.forEach(function (evtName) {\n            eventOff(tip, evtName, fnOnce);\n          });\n          // Call complete\n          callback\n          complete();\n        }; \n        if (hasClass(tip, ClassName.FADE)) {\n          transEvents.forEach(function\n          (evtName) {\n            eventOn(tip, evtName, fnOnce);\n          });\n          // Fallback to setTimeout\n          this.$fadeTimeout = setTimeout(fnOnce,\n          TRANSITION_DURATION);\n        } else {\n          fnOnce();\n        }\n      }\n    }, {\n      key: 'getTransitionEndEvents',\n      value: function\n      getTransitionEndEvents() {\n        for (var name in TransitionEndEvents) {\n          if (this.$element.style[name] !==\n          undefined) {\n            return TransitionEndEvents[name];\n          }\n        }\n        // fallback\n        return [];\n      }\n    }, {\n      key: 'update',\n      value: function update() {\n        if (this.$popper !== null) {\n          this.$popper.scheduleUpdate();\n        }\n      }\n    }, {\n      key: 'isWithContent',\n      value: function\n      isWithContent(tip) {\n        tip = tip || this.$tip;\n        if (!tip) {\n          return false;\n        }\n        return\n        Boolean((select(Selector.TOOLTIP_INNER, tip) || {}).innerHTML);\n      }\n    }, {\n      key: 'addAttachmentClass',\n      value:

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function addAttachmentClass(attachment) {\n  addClass(this.getTipElement(), CLASS_PREFIX + '-' +
attachment);\n }}, {\n key: 'getTipElement',\n value: function getTipElement() {\n if (!this.$tip) {\n
// Try and compile user supplied template, or fallback to default template\n this.$tip =
this.compileTemplate(this.$config.template) || this.compileTemplate(this.constructor.Default.template);\n }
// Add tab index so tip can be focused, and to allow it to be set as relatedTarget in focusin/out events\n
this.$tip.tabIndex = -1;\n return this.$tip;\n }}, {\n key: 'compileTemplate',\n value: function
compileTemplate(html) {\n if (!html || typeof html !== 'string') {\n return null;\n }\n var div =
document.createElement('div');\n div.innerHTML = html.trim();\n var node = div.firstElementChild ?
div.removeChild(div.firstElementChild) : null;\n div = null;\n return node;\n }}\n\n // NOTE: Overridden by PopOver class\n\n }, {\n key: 'setContent',\n value: function setContent(tip) {\n
this.setElementContent(select(Selector.TOOLTIP_INNER, tip), this.getTitle());\n removeClass(tip,
ClassName.FADE);\n removeClass(tip, ClassName.SHOW);\n }}, {\n key: 'setElementContent',\n
value: function setElementContent(container, content) {\n if (!container) {\n // If container element doesn't
exist, just return\n return;\n }\n var allowHtml = this.$config.html;\n if ((typeof content ===
'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType) {\n // content is a DOM node\n
if (allowHtml) {\n if (content.parentElement !== container) {\n container.innerHTML = "";\n
container.appendChild(content);\n } else {\n container.innerHTMLText = content.innerHTML;\n }
} else {\n // We have a plain HTML string
or Text\n container[allowHtml ? 'innerHTML' : 'innerText'] = content;\n }\n }\n\n // NOTE: Overridden
by PopOver class\n\n }, {\n key: 'getTitle',\n value: function getTitle() {\n var title = this.$config.title || "";\n
if (typeof title === 'function') {\n // Call the function to get the title value\n title = title(this.$element);\n
}\n if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType &&
!title.innerHTML.trim()) {\n // We have a DOM node, but without inner content, so just return empty string\n
title = "";\n }\n if (typeof title === 'string') {\n title = title.trim();\n }\n if (!title) {\n // If an
explicit title is not given, try element's title attributes\n title = getAttr(this.$element, 'title') ||
getAttr(this.$element, 'data-original-title') || "";\n title = title.trim();\n }\n\n return title;\n }}, {\n
key: 'listen',\n value: function listen() {\n var _this6 = this;\n\n var triggers =
this.$config.trigger.trim().split(/\s+/);\n var el = this.$element;\n\n // Listen for global show/hide events\n
this.setRootListener(true);\n\n // Using 'this' as the handler will get automagically directed to this.handleEvent\n
// And maintain our binding to 'this'\n triggers.forEach(function (trigger) {\n if (trigger === 'click') {\n
eventOn(el, 'click', _this6);\n } else if (trigger === 'focus') {\n eventOn(el, 'focusin', _this6);\n
eventOn(el, 'focusout', _this6);\n } else if (trigger === 'blur') {\n // Used to close $tip when element loses
focus\n eventOn(el, 'focusout', _this6);\n } else if (trigger === 'hover') {\n eventOn(el, 'mouseenter',
_this6);\n eventOn(el, 'mouseleave', _this6);\n }\n }, this);\n }}, {\n key: 'unListen',\n
value: function unListen() {\n var _this7 = this;\n\n var events = ['click', 'focusin', 'focusout', 'mouseenter',
'mouseleave'];\n // Using \"this\" as the handler will get automagically directed to this.handleEvent\n
events.forEach(function (evt) {\n eventOff(_this7.$element, evt, _this7);\n }, this);\n\n // Stop listening
for global show/hide/enable/disable events\n this.setRootListener(false);\n }}, {\n key: 'handleEvent',\n
value: function handleEvent(e) {\n // This special method allows us to use \"this\" as the event handlers\n if
(isDisabled(this.$element)) {\n // If disabled, don't do anything. Note: if tip is shown before element gets\n
// disabled, then tip not close until no longer disabled or forcefully closed.\n return;\n }\n if
(!this.$isEnabled) {\n // If not enable\n return;\n }\n var type = e.type;\n var target = e.target;\n
var relatedTarget
= e.relatedTarget;\n var $element = this.$element;\n var $tip = this.$tip;\n if (type === 'click') {\n
this.toggle(e);\n } else if (type === 'focusin' || type === 'mouseenter') {\n this.enter(e);\n } else if (type
=== 'focusout') {\n // target is the element which is losing focus\n // And relatedTarget is the element
gaining focus\n if ($tip && $element && $element.contains(target) && $tip.contains(relatedTarget)) {\n
// If focus moves from $element to $tip, don't trigger a leave\n return;\n }\n if ($tip && $element &&

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$tip.contains(target) && $element.contains(relatedTarget)) {\n      // If focus moves from $tip to $element, don't
trigger a leave\n      return;\n    }\n    if ($tip && $tip.contains(target) && $tip.contains(relatedTarget)) {\n
      // If focus moves within $tip, don't trigger a leave\n      return;\n    }\n    if ($element &&
$element.contains(target)
&& $element.contains(relatedTarget)) {\n      // If focus moves within $element, don't trigger a leave\n
return;\n    }\n    // Otherwise trigger a leave\n    this.leave(e);\n  } else if (type === 'mouseleave') {\n
this.leave(e);\n  }\n  }\n  /* istanbul ignore next */\n  }, {\n    key: 'setRouteWatcher',\n    value: function
setRouteWatcher(on) {\n      var _this8 = this;\n      if (on) {\n        this.setRouteWatcher(false);\n        if (this.$root
&& Boolean(this.$root.$route)) {\n          this.$routeWatcher = this.$root.$watch('$route', function (newVal, oldVal)
{\n            if (newVal === oldVal) {\n              return;\n            }\n            // If route has changed, we force hide the
tooltip/popover\n            _this8.forceHide();\n          });\n        }\n      } else {\n        if (this.$routeWatcher) {\n
// cancel the route watcher by calling the stored reference\n          this.$routeWatcher();\n          this.$routeWatcher = null;\n        }\n      }\n    }\n  }, {\n    key:
'setModalListener',\n    value: function setModalListener(on) {\n      var modal = closest(MODAL_CLASS,
this.$element);\n      if (!modal) {\n        // If we are not in a modal, don't worry. be happy\n        return;\n      }\n      //
We can listen for modal hidden events on $root\n      if (this.$root) {\n        this.$root[on ? '$on' :
'$off'](MODAL_CLOSE_EVENT, this.$forceHide);\n      }\n    }\n  }, {\n    key:
'setRootListener',\n    value: function setRootListener(on) {\n      // Listen for global
'bv:::hide|show}:::tooltip|popover}' hide request event\n      if (this.$root) {\n        this.$root[on ? '$on' :
'$off']('bv:::hide:' + this.constructor.NAME, this.$doHide);\n        this.$root[on ? '$on' : '$off']('bv:::show:' +
this.constructor.NAME, this.$doShow);\n        this.$root[on ? '$on' : '$off']('bv:::disable:' + this.constructor.NAME,
this.$doDisable);\n        this.$root[on ? '$on' : '$off']('bv:::enable:' + this.constructor.NAME, this.$doEnable);\n      }\n    }\n  }, {\n    key: 'doHide',\n    value: function doHide(id) {\n      // Programmatically hide tooltip or popover\n
if (!id) {\n        // Close all tooltips or popovers\n        this.forceHide();\n      } else if (this.$element &&
this.$element.id && this.$element.id === id) {\n        // Close this specific tooltip or popover\n        this.hide();\n      }\n    }\n  }, {\n    key: 'doShow',\n    value: function doShow(id) {\n      // Programmatically show tooltip or
popover\n      if (!id) {\n        // Open all tooltips or popovers\n        this.show();\n      } else if (id && this.$element
&& this.$element.id && this.$element.id === id) {\n        // Show this specific tooltip or popover\n
this.show();\n      }\n    }\n  }, {\n    key: 'doDisable',\n    value: function doDisable(id) {\n      // Programmatically
disable tooltip
or popover\n      if (!id) {\n        // Disable all tooltips or popovers\n        this.disable();\n      } else if (this.$element
&& this.$element.id && this.$element.id === id) {\n        // Disable this specific tooltip or popover\n
this.disable();\n      }\n    }\n  }, {\n    key: 'doEnable',\n    value: function doEnable(id) {\n      // Programmatically
enable tooltip or popover\n      if (!id) {\n        // Enable all tooltips or popovers\n        this.enable();\n      } else if
(this.$element && this.$element.id && this.$element.id === id) {\n        // Enable this specific tooltip or popover\n
this.enable();\n      }\n    }\n  }, {\n    key: 'setOnTouchStartListener',\n    value:
function setOnTouchStartListener(on) {\n      var _this9 = this;\n      // if this is a touch-enabled device we add
extra\n      // empty mouseover listeners to the body's immediate children;\n      // only needed because of broken
event delegation
on iOS\n      // https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n      if ('ontouchstart' in
document.documentElement) {\n        arrayFrom(document.body.children).forEach(function (el) {\n          if (on) {\n
            eventOn(el, 'mouseover', _this9._noop);\n          } else {\n            eventOff(el, 'mouseover', _this9._noop);\n
          }\n        });\n      }\n    }\n  }, {\n    key: '_noop',\n    value: function _noop() {\n
// Empty noop handler for ontouchstart devices\n    }\n  }, {\n    key: 'fixTitle',\n    value: function fixTitle() {\n
var el = this.$element;\n    var titleType = _typeof(getAttr(el, 'data-original-title'));\n    if (getAttr(el, 'title') ||
titleType !== 'string') {\n      setAttr(el, 'data-original-title', getAttr(el, 'title') || '');\n      setAttr(el, 'title', '');\n    }\n  }\n  }, {\n    key: 'enter',\n    value:

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function enter(e) {\n  var _this10 = this;\n\n  if (e) {\n    this.$activeTrigger[e.type === 'focusin' ? 'focus' : 'hover'] = true;\n  }\n  if (hasClass(this.getTipElement(), ClassName.SHOW) || this.$hoverState === HoverState.SHOW) {\n    this.$hoverState = HoverState.SHOW;\n    return;\n  }\n  clearTimeout(this.$hoverTimeout);\n  this.$hoverState = HoverState.SHOW;\n  if (!this.$config.delay || !this.$config.delay.show) {\n    this.show();\n    return;\n  }\n  this.$hoverTimeout = setTimeout(function () {\n    if (_this10.$hoverState === HoverState.SHOW) {\n      _this10.show();\n    }\n  }, this.$config.delay.show);\n\n  // Leave handler\n  /* istanbul ignore next */\n  }, {\n    key: 'leave',\n    value: function leave(e) {\n      var _this11 = this;\n\n      if (e) {\n        this.$activeTrigger[e.type === 'focusout' ? 'focus' : 'hover'] = false;\n        if (e.type === 'focusout' && /blur/.test(this.$config.trigger)) {\n          // Special case for `blur`: we clear out the other triggers\n          this.$activeTrigger.click = false;\n          this.$activeTrigger.hover = false;\n        }\n      }\n      if (this.isWithActiveTrigger()) {\n        return;\n      }\n      clearTimeout(this.$hoverTimeout);\n      this.$hoverState = HoverState.OUT;\n      if (!this.$config.delay || !this.$config.delay.hide) {\n        this.hide();\n        return;\n      }\n      this.$hoverTimeout = setTimeout(function () {\n        if (_this11.$hoverState === HoverState.OUT) {\n          _this11.hide();\n        }\n      }, this.$config.delay.hide);\n    }\n  }, {\n    key: 'getPopperConfig',\n    value: function getPopperConfig(placement, tip) {\n      var _this12 = this;\n\n      return {\n        placement: this.constructor.getAttachment(placement),\n        modifiers: {\n          offset: { offset: this.getOffset(placement, tip) },\n          flip: { behavior: this.$config.fallbackPlacement },\n          arrow: { element: '.arrow' },\n          preventOverflow: { boundariesElement: this.$config.boundary }\n        },\n        onCreate: function onCreate(data) {\n          // Handle flipping arrow classes\n          if (data.originalPlacement !== data.placement) {\n            _this12.handlePopperPlacementChange(data);\n          }\n        },\n        onUpdate: function onUpdate(data) {\n          // Handle flipping arrow classes\n          _this12.handlePopperPlacementChange(data);\n        }\n      }; \n    }, {\n    key: 'getOffset',\n    value: function getOffset(placement, tip) {\n      if (!this.$config.offset) {\n        var arrow = select(Selector.ARROW, tip);\n        var arrowOffset = parseFloat(getCS(arrow).width) + parseFloat(this.$config.arrowPadding);\n        switch (OffsetMap[placement.toUpperCase()]) {\n          case +1:\n            return '+50%p - ' + arrowOffset + 'px';\n          case -1:\n            return '-50%p + ' + arrowOffset + 'px';\n          default:\n            return 0;\n        }\n      }\n      return this.$config.offset;\n    }\n  }, {\n    key: 'getPlacement',\n    value: function getPlacement() {\n      var placement = this.$config.placement;\n      if (typeof placement === 'function') {\n        return placement.call(this, this.$tip, this.$element);\n      }\n      return placement;\n    }\n  }, {\n    key: 'isWithActiveTrigger',\n    value: function isWithActiveTrigger() {\n      for (var trigger in this.$activeTrigger) {\n        if (this.$activeTrigger[trigger]) {\n          return true;\n        }\n      }\n      return false;\n    }\n  }, {\n    // NOTE: Overridden by PopOver class\n    key: 'cleanTipClass',\n    value: function cleanTipClass() {\n      var tip = this.getTipElement();\n      var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);\n      if (tabClass !== null && tabClass.length > 0) {\n        tabClass.forEach(function (cls) {\n          removeClass(tip, cls);\n        });\n      }\n    }\n  }, {\n    key: 'handlePopperPlacementChange',\n    value: function handlePopperPlacementChange(data) {\n      this.cleanTipClass();\n      this.addAttachmentClass(this.constructor.getAttachment(data.placement));\n    }\n  }, {\n    key: 'fixTransition',\n    value: function fixTransition(tip) {\n      var initConfigAnimation = this.$config.animation || false;\n      if (getAttr(tip, 'x-placement') !== null) {\n        return;\n      }\n      removeClass(tip, ClassName.FADE);\n      this.$config.animation = false;\n      this.hide();\n      this.show();\n      this.$config.animation = initConfigAnimation;\n    }\n  }, [{\n    key: 'getAttachment',\n    value: function getAttachment(placement) {\n      return AttachmentMap[placement.toUpperCase()];\n    }\n  }, {\n    key: 'Default',\n    get: function get() {\n      return Defaults;\n    }\n  }, {\n    // NOTE: Overridden by PopOver class\n    key: 'NAME',\n    get: function get() {\n      return NAME;\n    }\n  }];\n\n  return ToolTip;\n})();\n\nexport default ToolTip;\n\nvar _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\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++)

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{ var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if
("value" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } }
return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype,
protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction
_classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) {
throw new TypeError("Cannot call a class as a function"); } }\n\nfunction _possibleConstructorReturn(self, call) {
if (!self) { throw new ReferenceError("this hasn't been initialised - super() hasn't been called"); } return call &&
(typeof call === "object" || typeof call === "function") ? call : self; }\n\nfunction _inherits(subClass, superClass)
{ if (typeof superClass !== "function" && superClass !== null) { throw new TypeError("Super expression must
either be null or a function, not '" + typeof superClass); } subClass.prototype = Object.create(superClass &&
superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if
(superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ =
superClass; }\n\nimport Tooltip from './tooltip.class';\nimport { assign } from './object';\nimport { select, addClass,
removeClass, getAttr } from './dom';\n\nvar NAME = 'popover';\nvar CLASS_PREFIX
= 'bs-popover';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\b' + CLASS_PREFIX + '\\\\S+', 'g');\n\nvar
Defaults = assign({}, Tooltip.Default, {\n  placement: 'right',\n  trigger: 'click',\n  content: "",\n  template: '<div
class="popover" role="tooltip">' + '<div class="arrow"></div>' + '<h3 class="popover-header"></h3>' + '<div
class="popover-body"></div></div>'\n});\n\nvar ClassName = {\n  FADE: 'fade',\n  SHOW: 'show'\n};\n\nvar
Selector = {\n  TITLE: '.popover-header',\n  CONTENT: '.popover-body'\n\n /* istanbul ignore next: difficult to test
in Jest/JSDOM environment *\n};\n\nvar PopOver = function (_Tooltip) {\n  _inherits(PopOver, _Tooltip);\n\n  function PopOver() {\n    _classCallCheck(this, PopOver);\n\n    return _possibleConstructorReturn(this,
(PopOver.__proto__ || Object.getPrototypeOf(PopOver)).apply(this, arguments));\n  }\n\n  _createClass(PopOver,
[{\n    key: 'isWithContent',\n\n    // Method overrides\n\n    value: function isWithContent(tip) {\n      tip
= tip || this.$tip;\n      if (!tip) {\n        return false;\n      }\n      var hasTitle = Boolean((select(Selector.TITLE, tip) ||
{}).innerHTML);\n      var hasContent = Boolean((select(Selector.CONTENT, tip) || {}).innerHTML);\n      return
hasTitle || hasContent;\n    } }, {\n    key: 'addAttachmentClass',\n    value: function
addAttachmentClass(attachment) {\n      addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n
}\n } ], {\n    key: 'setContent',\n    value: function setContent(tip) {\n      // we use append for html objects to
maintain js events/components\n      this.setElementContent(select(Selector.TITLE, tip), this.getTitle());\n
this.setElementContent(select(Selector.CONTENT, tip), this.getContent());\n      removeClass(tip,
ClassName.FADE);\n      removeClass(tip, ClassName.SHOW);\n    }\n\n    // This method may look identical to
Tooltip version, but it uses a different RegEx defined above\n  }, {\n    key: 'cleanTipClass',\n    value: function
cleanTipClass() {\n      var tip = this.getTipElement();\n      var tabClass =
tip.className.match(BSCLS_PREFIX_REGEX);\n      if (tabClass !== null && tabClass.length > 0) {\n
tabClass.forEach(function (cls) {\n        removeClass(tip, cls);\n      });\n    } }, {\n    key: 'getTitle',\n
value: function getTitle() {\n      var title = this.$config.title || "";\n      if (typeof title === 'function') {\n
title = title(this.$element);\n      }\n      if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' &&
title.nodeType && !title.innerHTML.trim()) {\n        // We have a dom node, but without inner content, so just
return an empty string\n        title = "";\n      }\n      if (typeof title === 'string') {\n        title = title.trim();\n      }\n
if (!title) {\n        // Try and grab element's title attribute\n        title = getAttr(this.$element, 'title') ||
getAttr(this.$element, 'data-original-title') || "";\n        title = title.trim();\n      }\n      return title;\n    }\n\n    // New methods\n  }, {\n    key: 'getContent',\n    value:
function getContent() {\n      var content = this.$config.content || "";\n      if (typeof content === 'function') {\n
content = content(this.$element);\n      }\n      if ((typeof content === 'undefined' ? 'undefined' : _typeof(content))
=== 'object' && content.nodeType && !content.innerHTML.trim()) {\n        // We have a dom node, but without
inner content, so just return an empty string\n        content = "";\n      }\n      if (typeof content === 'string') {\n
content = content.trim();\n      }\n      return content;\n    } }, [\n    key: 'Default',\n\n    // Getter overrides\n  ], {\n    key: 'Default',\n\n    // Getter overrides\n  }, {\n    key: 'NAME',\n    get: function get() {\n      return
Defaults;\n    } }, {\n    key: 'NAME',\n    get: function get() {\n      return

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NAME;\n  }\n }});\n\n return PopOver;\n}(ToolTip);\n\nexport default PopOver;","// Polyfills for SSR\n\nvar
isSSR = typeof window
=== 'undefined';\n\nexport var HTMLMLElement = isSSR ? Object : window.HTMLMLElement;","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\n/*\n * Tooltip/Popover component mixin\n * Common props\n\n*/\n\nimport { isArray } from './utils/array';\nimport { assign } from './utils/object';\nimport { isElement, getById }
from './utils/dom';\nimport { HTMLMLElement } from './utils/ssr';\nimport observeDom from './utils/observe-
dom';\n\nvar PLACEMENTS = {\n  top: 'top',\n  topleft: 'topleft',\n  topright: 'topright',\n  right: 'right',\n  rightright:
'righttop',\n  rightbottom: 'rightbottom',\n  bottom: 'bottom',\n  bottomleft: 'bottomleft',\n  bottomright:
'bottomright',\n  left: 'left',\n  lefttop: 'lefttop',\n  leftbottom: 'leftbottom',\n  auto: 'auto'\n};\n\nvar
OBSERVER_CONFIG
= {\n  subtree: true,\n  childList: true,\n  characterData: true,\n  attributes: true,\n  attributeFilter: ['class',
'style']\n};\n\nexport default {\n  props: {\n    target: {\n      // String ID of element, or element/component
reference\n      type: [String, Object, HTMLMLElement, Function]\n    },\n    delay: {\n      type: [Number, Object,
String],\n      default: 0\n    },\n    offset: {\n      type: [Number, String],\n      default: 0\n    },\n    noFade: {\n
      type: Boolean,\n      default: false\n    },\n    container: {\n      // String ID of container, if null body is used
(default)\n      type: String,\n      default: null\n    },\n    boundary: {\n      // String: scrollParent, window, or
viewport\n      // Element: element reference\n      type: [String, Object],\n      default: 'scrollParent'\n    },\n    show:
{\n      type: Boolean,\n      default: false\n    },\n    disabled: {\n      type: Boolean,\n      default: false\n    }
  },\n  watch: {\n    show:
      function show(_show, old) {\n        if (_show === old) {\n          return;\n        }\n        _show ? this.onOpen() :
this.onClose();\n      },\n    disabled: function disabled(_disabled, old) {\n        if (_disabled === old) {\n          return;\n
        }\n        _disabled ? this.onDisable() : this.onEnable();\n      }\n    },\n    created: function created() {\n      // Create non-
reactive property\n      this._toolpop = null;\n      this._obs_title = null;\n      this._obs_content = null;\n    },\n    mounted:
      function mounted() {\n        var _this = this;\n\n        // We do this in a next tick to ensure DOM has rendered first\n
this.$nextTick(function () {\n          // Instantiate ToolTip/Popover on target\n          // The createToolpop method must
exist in main component\n          if (_this.createToolpop()) {\n            if (_this.disabled) {\n              // Initially disabled\n
              _this.onDisable();\n            }\n            // Listen to open signals from others\n            _this.$on('open', _this.onOpen);\n
\n            // Listen to
            close signals from others\n            _this.$on('close', _this.onClose);\n            // Listen to disable signals from others\n
            _this.$on('disable', _this.onDisable);\n            // Listen to disable signals from others\n            _this.$on('enable',
            _this.onEnable);\n            // Observe content Child changes so we can notify popper of possible size change\n
            _this.setObservers(true);\n            // Set intially open state\n            if (_this.show) {\n              _this.onOpen();\n            }
\n          });\n        },\n        updated: function updated() {\n          // If content/props changes, etc\n          if (this._toolpop) {\n
            this._toolpop.updateConfig(this.getConfig());\n          }\n        },\n        /* istanbul ignore next: not easy to test */\n        activated:
      function activated() {\n          // Called when component is inside a <keep-alive> and component brought offline\n
this.setObservers(true);\n        },\n        /* istanbul ignore next: not easy to test */\n        deactivated: function deactivated() {\n
          // Called when component
          is inside a <keep-alive> and component taken offline\n          if (this._toolpop) {\n            this.setObservers(false);\n
            this._toolpop.hide();\n          }\n        },\n        /* istanbul ignore next: not easy to test */\n        beforeDestroy: function
      beforeDestroy() {\n          // Shutdown our local event listeners\n          this.$off('open', this.onOpen);\n          this.$off('close',
            this.onClose);\n          this.$off('disable', this.onDisable);\n          this.$off('enable', this.onEnable);\n          this.setObservers(false);\n
          // bring our content back if needed\n          this.bringItBack();\n          if (this._toolpop) {\n            this._toolpop.destroy();\n
            this._toolpop = null;\n          }\n        },\n        computed: {\n          baseConfig: function baseConfig() {\n            var cont =
            this.container;\n            var delay = _typeof(this.delay) === 'object' ? this.delay : parseInt(this.delay,
            10) || 0;\n            return {\n              // Title prop\n              title: (this.title || "").trim() || "",\n              // Contnt prop (if popover)\n
              content: (this.content

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    |").trim() || ",\n    // Tooltip/Popover placement\n    placement: PLACEMENTS[this.placement] || 'auto',\n    // Container currently needs to be an ID with '#' prepended, if null then body is used\n    container: cont ?\n    /^#/.test(cont) ? cont : '#' + cont : false,\n    // boundariesElement passed to popper\n    boundary:\n    this.boundary,\n    // Show/Hide delay\n    delay: delay || 0,\n    // Offset can be css distance. if no units,\n    pixels are assumed\n    offset: this.offset || 0,\n    // Disable fade Animation?\n    animation: !this.noFade,\n    // Open/Close Trigger(s)\n    trigger: isArray(this.triggers) ? this.triggers.join(' ') : this.triggers,\n    //\n    // Callbacks so we can trigger events on component\n    callbacks: {\n    show: this.onShow,\n    shown:\n    this.onShown,\n    hide: this.onHide,\n    hidden: this.onHidden,\n    enabled: this.onEnabled,\n    disabled: this.onDisabled\n\n    }\n    };\n    }\n    },\n    methods: {\n    getConfig: function getConfig() {\n    var cfg = assign({},\n    this.baseConfig);\n    if (this.$refs.title && this.$refs.title.innerHTML.trim()) {\n    // If slot has content, it\n    overrides 'title' prop\n    // We use the DOM node as content to allow components!\n    cfg.title =\n    this.$refs.title;\n    cfg.html = true;\n    }\n    if (this.$refs.content && this.$refs.content.innerHTML.trim()) {\n    // If slot has content, it overrides 'content' prop\n    // We use the DOM node as content to allow components!\n    cfg.content = this.$refs.content;\n    cfg.html = true;\n    }\n    return cfg;\n    },\n    onOpen: function\n    onOpen() {\n    if (this._tooltip) {\n    this._tooltip.show();\n    }\n    },\n    onClose: function\n    onClose(callback) {\n    if (this._tooltip) {\n    this._tooltip.hide(callback);\n    } else if (typeof callback ===\n    'function') {\n    callback();\n    }\n    },\n    onDisable: function onDisable() {\n    if (this._tooltip) {\n    this._tooltip.disable();\n    }\n    },\n    onEnable: function onEnable() {\n    if (this._tooltip) {\n    this._tooltip.enable();\n    }\n    },\n    updatePosition: function updatePosition() {\n    if (this._tooltip) {\n    // Instruct popper to reposition popover if\n    necessary\n    this._tooltip.update();\n    }\n    },\n    getTarget: function getTarget() {\n    var target =\n    this.target;\n    if (typeof target === 'function') {\n    target = target();\n    }\n    if (typeof target === 'string')\n    {\n    // Assume ID of element\n    return getIdBy(target);\n    } else if ((typeof target === 'undefined' ?\n    'undefined' : _typeof(target)) === 'object' && isElement(target.$el)) {\n    // Component reference\n    return\n    target.$el;\n    } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' &&\n    isElement(target)) {\n    // Element reference\n    return target;\n    }\n    return null;\n    },\n    onShow: function onShow(evt) {\n    this.$emit('show', evt);\n    },\n    onShown: function onShown(evt) {\n    this.setObservers(true);\n    this.$emit('update:show', true);\n    this.$emit('shown', evt);\n    },\n    onHide: function onHide(evt) {\n    this.$emit('hide', evt);\n    },\n    onHidden: function onHidden(evt) {\n    this.setObservers(false);\n    // bring our\n    content back if needed to keep Vue happy\n    // Tooltip class will move it back to tip when shown again\n    this.bringItBack();\n    this.$emit('update:show', false);\n    this.$emit('hidden', evt);\n    },\n    onEnabled:\n    function onEnabled(evt) {\n    if (!evt || evt.type !== 'enabled') {\n    // Prevent possible endless loop if user\n    mistakenly fires enabled instead of enable\n    return;\n    }\n    this.$emit('update:disabled', false);\n    this.$emit('disabled');\n    },\n    onDisabled:\n    function onDisabled(evt) {\n    if (!evt || evt.type !== 'disabled') {\n    // Prevent possible endless loop if user\n    mistakenly fires disabled instead of disable\n    return;\n    }\n    this.$emit('update:disabled', true);\n    this.$emit('enabled');\n    },\n    bringItBack: function bringItBack() {\n    // bring our content back if needed to\n    keep Vue happy\n    if (this.$el && this.$refs.title) {\n    this.$el.appendChild(this.$refs.title);\n    }\n    if\n    (this.$el && this.$refs.content) {\n    this.$el.appendChild(this.$refs.content);\n    }\n    },\n\n    /* istanbul\n    ignore next: not easy to test *\n    setObservers: function setObservers(on) {\n    if (on) {\n    if (this.$refs.title)\n    {\n    this._obs_title = observeDom(this.$refs.title, this.updatePosition.bind(this), OBSERVER_CONFIG);\n    }\n    if (this.$refs.content) {\n    this._obs_content = observeDom(this.$refs.content,\n    this.updatePosition.bind(this), OBSERVER_CONFIG);\n    }\n    } else {\n    if (this._obs_title) {\n    this._obs_title.disconnect();\n    this._obs_title = null;\n    }\n    if (this._obs_content) {\n    this._obs_content.disconnect();\n    this._obs_content = null;\n    }\n    }\n    }\n    }\n    };\n    },"import PopOver from '../utils/popover.class';\n    import warn from '../utils/warn';\n    import

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toolpopMixin from './../mixins/toolpop';
export default {
  mixins: [toolpopMixin],
  render: function render(h) {
    return h('div', {
      class: ['d-none'],
      style: { display: 'none' },
      attrs: { 'aria-hidden': true }
    }, [
      h('div', { ref: 'title' }, this.$slots.title),
      h('div', { ref: 'content' }, this.$slots.default)
    ]);
  },
  data: function data() {
    return {};
  },
  props: {
    title: {
      type: String,
      default: ''
    },
    content: {
      type: String,
      default: ''
    },
    triggers: {
      type: [String, Array],
      default: 'click'
    },
    placement: {
      type: String,
      default: 'right'
    },
    methods: {
      createToolpop: function createToolpop() {
        // getTarget is in toolpop mixin
        var target = this.getTarget();
        if (target) {
          this._toolpop = new PopOver(target, this.getConfig(), this.$root);
        } else {
          this._toolpop = null;
          warn('b-popover: target element not found!');
        }
        return this._toolpop;
      }
    }
  },
  template: `
<template>
  <div>
    <component :is="rootElement" id="imddb-header" data-turbolinks-permanent
class="navbar navbar-expand-lg navbar-light imddb-header" :offset="100" :z-index="1020" :on-
unpin="closeFollowUsPopover" :class="{ 'headroom--frozen': !collapseNavbar }" :style="{ position: position
}">
      <!-- @slot Redefines brand -->
      <slot name="brand">
        <a href="homeUrl" class="navbar-brand imddb-header__brand">
          
          {{ project }}
        </a>
      </slot>
      <button class="navbar-toggler"
type="button" aria-label="Toggle navigation" @click="toggleNavbar">
        <span class="navbar-toggler-
icon"></span>
      </button>
      <div class="navbar-collapse" :class="{ collapse: collapseNavbar }">
        <!-- @slot Redefines the main navbar block (containing the dropdown) -->
        <slot name="navbar">
          <ul class="navbar-nav mr-auto">
            <b-nav-dropdown @show="$root.$emit('bv::hide::popover')">
              <template slot="button-content">
                {{ title }}
              </template>
              <b-dropdown-item v-
for="(item, $index) in dropdownItems" :key="$index" :href="item.href" v-bind="{ active: !item.active }">
                {{ item.label }}
              </b-dropdown-item>
            </b-nav-dropdown>
          </ul>
          <ul class="navbar-nav">
            <li class="nav-item">
              <a href="https://www.icij.org/leak/"
target="_blank" class="nav-link">
                {{ $(imddb-header.navbar.leak) }}
              </a>
            </li>
            <li class="nav-item mr-lg-3">
              <a @click.prevent="$refs.donateFormModal.show()" href="#"
class="nav-link">
                {{ $(imddb-header.navbar.support) }}
              </a>
            </li>
            <li
class="nav-item">
              <button class="btn btn-saddle-red btn-block font-weight-bold" id="follow-icij">
                {{ $(imddb-header.navbar.follow) }}
              </button>
            <b-popover container="imddb-header"
target="follow-icij" placement="bottomleft" :show.sync="showSignupPopover">
              <follow-us-popover
:show.sync="showSignupPopover"></follow-us-popover>
            </b-popover>
          </li>
          </ul>
        </slot>
      </div>
    </component>
    <b-modal
hide-footer lazy ref="donateFormModal" size="lg">
      <span slot="modal-title" class="text-uppercase font-
weight-bold text-primary">
        {{ $(imddb-header.navbar.support) }}
      </span>
      <donate-form no-
title></donate-form>
    </b-modal>
  </div>
</template>
<script>
import bDropdownItem from
'bootstrap-vue/es/components/dropdown/dropdown-item'
import bModal from 'bootstrap-
vue/es/components/modal/modal'
import bNavDropdown from 'bootstrap-vue/es/components/nav/nav-item-
dropdown'
import bPopover from 'bootstrap-vue/es/components/popover/popover'
import i18n from
'@/i18n'
import { headroom } from 'vue-headroom'
import DonateForm from './DonateForm.vue'
import
FollowUsPopover from './FollowUsPopover.vue'
import config from './config'
/**
 * ImddbHeader
 */
export default {
  i18n,
  name: 'ImddbHeader',
  components: {
    bDropdownItem,
    bModal,
    bNavDropdown,
    bPopover,
    headroom,
    DonateForm,
    FollowUsPopover
  },
  props: {
    /**
     * CSS position of the
header. Can be <em>absolute</em>, <em>relative</em>, <em>static</em> or <em>fixed</em> (default).
*/
    position: {
      type: String,
      default: 'fixed'
    },
    /**
     * Disable Headroom for hiding
header until needed.
*/
    noHeadroom: {
      type: Boolean
    },
    /**
     * Project name, to
display next to ICIJ logo
*/
    project: {
      type: String,
      default: () => config.get('project.name')
    },
    /**
     * App name, to display next to project name
*/
    title: {
      type: String,
      default: () => config.get('app.name')
    },
    /**
     * An array of objects defining dropdown items. Each

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```

item defines a <em>label</em> and a <em>href</em>.\n      *\n      dropdownItems: {\n        type: Array,\n        default: () => config.get('imddb-header.dropdown.items')\n      },\n      /**\n       * Target link of the ICIJ logo and project name.\n       *\n       * homeUrl: {\n        type: String,\n        default: () => config.get('app.home')\n      }\n    },\n    data () {\n      return {\n        showSignupPopover: false,\n        collapseNavbar: true\n      }\n    },\n    methods: {\n      closeFollowUsPopover () {\n        this.showSignupPopover = false\n      },\n      toggleNavbar () {\n        this.collapseNavbar = !this.collapseNavbar\n      }\n    },\n    computed: {\n      rootElement () {\n        return this.noHeadroom ? 'div' : 'headroom'\n      }\n    }\n  </script>\n  <style\n    lang="scss">\n    @import '../styles/lib';\n\n    .imddb-header {\n      background: rgba($mercury, 0.8);\n      box-shadow: 0 0 6px 0 rgba(#000, .1);\n      position: relative;\n      top: 0;\n      width: 100%;\n      z-index: $zindex-sticky;\n\n      .popover {\n        width: 100%;\n      }\n\n      @include media-breakpoint-down(md) {\n        background: $mercury;\n      }\n\n      &.headroom {\n        will-change: transform;\n        transition: transform 200ms linear;\n\n        &--unpinned {\n          transform: translateY(-100%) !important;\n        }\n\n        &--pinned {\n          transform: translateY(0%);\n        }\n\n        &--frozen {\n          transform: translateY(0%) !important;\n        }\n      }\n\n      &__brand {\n        position: relative;\n        font-weight: bolder;\n        padding-right: $spacer * 1.5;\n\n        &:after {\n          content: '\\';\n          background: $body-color;\n          width: 2px;\n          height: 32px;\n          position: absolute;\n          right: 0;\n          top: 50%;\n          transform: translateY(-50%);\n\n          @include media-breakpoint-down(md) {\n            display: none;\n          }\n        }\n      }\n\n      .navbar-toggler {\n        background: $mercury;\n        position: absolute;\n        right: $spacer;\n        top: $spacer / 2;\n        margin: 0;\n      }\n\n      .dropdown-item {\n        white-space: normal;\n        width: 440px;\n        max-width: 90vw;\n\n        @include media-breakpoint-down(sm) {\n          width: 100%;\n        }\n      }\n\n      .dropdown .nav-link {\n\n        @include media-breakpoint-up(lg) {\n          font-size: 1.2rem;\n          font-family: $headings-font-family;\n        }\n      }\n    }\n  </style>\n  ", "import mod from '!..../node_modules/cache-loader/dist/cjs.js??ref--12-0!..../node_modules/thread-loader/dist/cjs.js!..../node_modules/babel-loader/lib/index.js!..../node_modules/cache-loader/dist/cjs.js??ref--0-0!..../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&"; export default mod; export * from '!..../node_modules/cache-loader/dist/cjs.js??ref--12-0!..../node_modules/thread-loader/dist/cjs.js!..../node_modules/babel-loader/lib/index.js!..../node_modules/cache-loader/dist/cjs.js??ref--0-0!..../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&"; import { render, staticRenderFns } from './ImddbHeader.vue?vue&type=template&id=36e6b928&'; import script from './ImddbHeader.vue?vue&type=script&lang=js&'; export * from './ImddbHeader.vue?vue&type=script&lang=js&'; import style0 from './ImddbHeader.vue?vue&type=style&index=0&lang=scss&';\n\n  /* normalize component */\n  import normalizer from '!..../node_modules/vue-loader/lib/runtime/componentNormalizer.js'\n  nvar component = normalizer(\n    script,\n    render,\n    staticRenderFns,\n    false,\n    null,\n    null,\n    null\n  )\n  ncomponent.options.__file = './ImddbHeader.vue'\n  nexport default component.exports,\n  var render = function () {\n    var _vm=this;\n    var _h=_vm.$createElement;\n    var _c=_vm._self._c||_h;\n    return _c('div',{attrs:{id:_vm.iframeId}})\n  }\n  nvar staticRenderFns = []\n  nexport { render, staticRenderFns },\n  <template>\n    <div\n      :id="iframeId"></div>\n  </template>\n  <script>\n    import { injectAssets } from '../utils/assets'\n\n    var iframeUniqueIdCounter = 0;\n\n    /**\n     * ResponsiveIframe\n     *\n     * export default {\n      name: 'ResponsiveIframe',\n      props: {\n        /**\n         * URL of the generated iframe code.\n         *\n         * url: {\n          type: String,\n          required : true\n        },\n        /**\n         * Option to pass to the constructor of the pymParent instance\n         *\n         * options: {\n          type: Object,\n          default: () => ({ })\n        },\n      },\n      data () {\n        return {\n          iframeId: `icij-iframe-${++iframeUniqueIdCounter}`\n        }\n      },\n      mounted () {\n        injectAssets('https://pym.nprapps.org/pym.v1.min.js').then(() => {\n          new pym.Parent(this.iframeId, this.url, this.options)\n        })\n      }\n    }\n  </script>\n  ", "import mod from '!..../node_modules/cache-loader/dist/cjs.js??ref--

```



```

12-0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-
loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-0!../node_modules/vue-
loader/lib/index.js??vue-loader-options!./ResponsiveIframe.vue?vue&type=script&lang=js&";
export default mod; export * from "!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./ResponsiveIframe.vue?vue&type=script&lang=js&";import { render, staticRenderFns } from
"./ResponsiveIframe.vue?vue&type=template&id=2b5efd28&"\nimport script from
"./ResponsiveIframe.vue?vue&type=script&lang=js&"\nexport * from
"./ResponsiveIframe.vue?vue&type=script&lang=js&"\n\n/* normalize component */\nimport normalizer from
"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js"\nvar component = normalizer(\n script,\n
render,\n staticRenderFns,\n false,\n null,\n null,\n null,\n null,\n null,\n null,\n null,\n null,\n null,\n null,\n
component.options.__file =
"./ResponsiveIframe.vue"\nexport default
component.exports", "<script>\nconst noop = () => (null)\n\n/**\n * SlideUpDown\n *\nexport default {\n name:
'SlideUpDown',\n props: {\n /**\n * Toggler property. Set to <em>>false</em> to hide the component.\n */\n
active: {\n type: Boolean,\n },\n /**\n * Duration of the animation.\n */\n duration: {\n type:
Number,\n default: 200\n },\n /**\n * HTML tag to render this component to.\n */\n tag: {\n type:
String,\n default: 'div'\n }},\n data () {\n return {\n state: 'post',\n mounted: false,\n scrollHeight:
0\n }},\n watch: {\n active (toggler) {\n this.triggerSlide()\n }},\n render (h) {\n return h(this.tag,
{ style: this.style, ref: 'container' }, this.$slots.default)\n },\n mounted () {\n this.deferredNextTick(() => {\n
this.mounted = true\n this.cleanLayout()\n this.$container.addEventListener("transitionend",
this.cleanLayout)\n
})\n },\n computed: {\n stylePreTransition () {\n return {\n 'overflow': 'hidden',\n 'transition-
property': 'height',\n 'transition-duration': `${this.duration}ms`,\n 'height': this.mounted ?
`${this.$container.scrollHeight}px` : 0,\n }},\n styleActiveTransition () {\n return {\n 'overflow':
'hidden',\n 'transition-property': 'height',\n 'transition-duration': `${this.duration}ms`,\n 'height':
this.mounted ? `${this.activeHeight}px` : 'auto',\n }},\n stylePostTransition () {\n // Reset style when
the element is active\n return this.active ? {} : this.styleActiveTransition\n },\n style () {\n switch
(this.state) {\n case 'pre': return this.stylePreTransition\n case 'active': return this.styleActiveTransition\n
default: return this.stylePostTransition\n }},\n activeHeight () {\n return this.active ?
this.$container.scrollHeight
: 0\n },\n $container () {\n return this.$refs.container\n }},\n methods: {\n triggerSlide () {\n
this.state = 'pre'\n this.scrollHeight = this.$container.scrollHeight\n // Deferred next tick to let the component
render once\n this.deferredNextTick(() => this.state = 'active')\n },\n cleanLayout (e = null) {\n // This
method can be triggered by animated child elements in\n // which case, we should do anything\n if(!e ||
e.target == this.$container) {\n this.state = 'post'\n this.deferredNextTick()\n }},\n deferredNextTick
(fn = noop) {\n setTimeout(() => this.$nextTick(fn), 0)\n },\n }},\n\n</script>\n", "import mod from "!-
!../node_modules/cache-loader/dist/cjs.js??ref--12-0!../node_modules/thread-
loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SlideUpDown.vue?vue&type=script&lang=js&";
export default mod; export * from "!../node_modules/cache-loader/dist/cjs.js??ref--12-
0!../node_modules/thread-loader/dist/cjs.js!../node_modules/babel-loader/lib/index.js!../node_modules/cache-
loader/dist/cjs.js??ref--0-0!../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SlideUpDown.vue?vue&type=script&lang=js&";var render, staticRenderFns\nimport script from
"./SlideUpDown.vue?vue&type=script&lang=js&"\nexport * from
"./SlideUpDown.vue?vue&type=script&lang=js&"\n\n/* normalize component */\nimport normalizer from
"!../node_modules/vue-loader/lib/runtime/componentNormalizer.js"\nvar component = normalizer(\n script,\n

```

```

render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file =
\"SlideUpDown.vue\"\nexport default component.exports", "import ContentPlaceholder from
'./ContentPlaceholder.vue'\nimport DonateForm from './DonateForm.vue'\nimport EmbeddableFooter
from './EmbeddableFooter.vue'\nimport EmbedForm from './EmbedForm.vue'\nimport FollowUsPopover from
'./FollowUsPopover.vue'\nimport Fa from './Fa'\nimport GenericFooter from './GenericFooter.vue'\nimport
ImddbHeader from './ImddbHeader.vue'\nimport ResponsiveIframe from './ResponsiveIframe.vue'\nimport
SharingOptions from './SharingOptions.vue'\nimport SignUpForm from './SignUpForm.vue'\nimport SlideUpDown
from './SlideUpDown.vue'\n\nexport {\n ContentPlaceholder,\n DonateForm,\n EmbeddableFooter,\n
EmbedForm,\n FollowUsPopover,\n Fa,\n GenericFooter,\n ImddbHeader,\n ResponsiveIframe,\n
SharingOptions,\n SignUpForm,\n SlideUpDown,\n}\n", "import VueI18n from 'vue-i18n'\nimport { basename,
extname } from 'path'\nimport i18n from './i18n'\nexport { default as config } from './config'\nexport { default as
ContentPlaceholder } from './components/ContentPlaceholder.vue'\nexport { default as DonateForm } from
'./components/DonateForm.vue'\nexport { default as EmbeddableFooter }
from './components/EmbeddableFooter.vue'\nexport { default as EmbedForm } from
'./components/EmbedForm.vue'\nexport { default as FollowUsPopover } from
'./components/FollowUsPopover.vue'\nexport { default as Fa } from './components/Fa'\nexport { default as
GenericFooter } from './components/GenericFooter.vue'\nexport { default as ImddbHeader } from
'./components/ImddbHeader.vue'\nexport { default as ResponsiveIframe } from
'./components/ResponsiveIframe.vue'\nexport { default as SharingOptions } from
'./components/SharingOptions.vue'\nexport { default as SignUpForm } from
'./components/SignUpForm.vue'\nexport { default as SlideUpDown } from
'./components/SlideUpDown.vue'\n\nimport * as components from './components'\n\nclass Murmur {\n static
setLocaleMessage(lang, message) {\n return this.i18n.setLocaleMessage(lang, message)\n }\n static
mergeLocaleMessage(lang, message) {\n return this.i18n.mergeLocaleMessage(lang, message)\n }\n static
setLocale(lang) {\n return this.i18n.locale
= lang\n }\n static getLocale() {\n return this.i18n.locale\n }\n static get i18n() {\n return i18n\n }\n static
get config() {\n return require('./config.js').default\n }\n static get components() {\n return components\n }\n
static install (Vue, options) {\n Object.keys(components).forEach(key => Vue.component(key,
components[key]))\n }\n}\n\nexport default Murmur\n", "import './setPublicPath'\nimport mod from '~entry'\nexport
default mod\nexport * from '~entry'\n", "var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Checks if a list
cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key
The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n
*\n*/\nfunction listCacheHas(key) {\n return assocIndexOf(this.__data__, key) > -1;\n}\n\nmodule.exports =
listCacheHas;\n", "module.exports =
'\x09\x0A\x0B\x0C\x0D\x20\xA0\u1680\u180E\u2000\u2001\u2002\u2003'
+\n '\u2004\u2005\u2006\u2007\u2008\u2009\u200A\u202F\u205F\u3000\u2028\u2029\uFEFF';\n", "var
baseGetTag = require('./_baseGetTag'),\n isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result
references. *\nvar symbolTag = 'object Symbol';\n\n/**\n * Checks if `value` is classified as a `Symbol` primitive
or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The
value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n *
_.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n *\n*/\nfunction isSymbol(value)
{\n return typeof value == 'symbol' ||\n (isObjectLike(value) && baseGetTag(value) ==
symbolTag);\n}\n\nmodule.exports = isSymbol;\n", "sourceRoot": ""}

```

Found in path(s):

```

* /opt/cola/permits/1437226440_1665395869.0945597/0/murmur-1-1-0-2-
tgz/package/dist/lib/@icij/murmur.umd.js.map

```

# 1.436 zlib 1.2.11.dfsg-2ubuntu1.5

## 1.436.1 Available under license :

No license file was found, but licenses were detected in source scan.

```
/* gun.c -- simple gunzip to give an example of the use of inflateBack()
* Copyright (C) 2003, 2005, 2008, 2010, 2012 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
Version 1.7 12 August 2012 Mark Adler */
```

Found in path(s):

```
*/opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gun.c
```

No license file was found, but licenses were detected in source scan.

```
/* gzclose.c -- zlib gzclose() function
* Copyright (C) 2004, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):

```
*/opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzclose.c
```

No license file was found, but licenses were detected in source scan.

MiniZip - Copyright (c) 1998-2010 - by Gilles Vollant - version 1.1 64 bits from Mathias Svensson

Introduction

-----

MiniZip 1.1 is built from MiniZip 1.0 by Gilles Vollant ( <http://www.winimage.com/zLibDll/minizip.html> )

When adding ZIP64 support into minizip it would result into risk of breaking compatibility with minizip 1.0. All possible work was done for compatibility.

Background

-----

When adding ZIP64 support Mathias Svensson found that Even Rouault have added ZIP64 support for unzip.c into minizip for a open source project called gdal ( <http://www.gdal.org/> )

That was used as a starting point. And after that ZIP64 support was added to zip.c some refactoring and code cleanup was also done.

Changed from MiniZip 1.0 to MiniZip 1.1

-----

\* Added ZIP64 support for unzip ( by Even Rouault )

- \* Added ZIP64 support for zip ( by Mathias Svensson )
- \* Reverted some changes that Even Rouault did.
- \* Bunch of patches received from Gilles Vollant that he received for MiniZip from various users.
- \* Added unzip patch for BZIP Compression method (patch created by Daniel Borca)
- \* Added BZIP Compress method for zip
- \* Did some refactoring and code cleanup

#### Credits

Gilles Vollant - Original MiniZip author  
 Even Rouault - ZIP64 unzip Support  
 Daniel Borca - BZip Compression method support in unzip  
 Mathias Svensson - ZIP64 zip support  
 Mathias Svensson - BZip Compression method support in zip

#### Resources

ZipLayout <http://result42.com/projects/ZipFileLayout>  
 Command line tool for Windows that shows the layout and information of the headers in a zip archive.  
 Used when debugging and validating the creation of zip files using MiniZip64

ZIP App Note <http://www.pkware.com/documents/casestudies/APPNOTE.TXT>  
 Zip File specification

#### Notes.

- \* To be able to use BZip compression method in zip64.c or unzip64.c the BZIP2 lib is needed and HAVE\_BZIP2 need to be defined.

#### License

-----  
 Condition of use and distribution are the same than zlib :

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2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

-----

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/MiniZip64\_info.txt

No license file was found, but licenses were detected in source scan.

/\* compress.c -- compress a memory buffer

\* Copyright (C) 1995-2005, 2014, 2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/compress.c

No license file was found, but licenses were detected in source scan.

/\* zconf.h -- configuration of the zlib compression library

\* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.in

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.cmakein

No license file was found, but licenses were detected in source scan.

/\*

\* gzlog.c

\* Copyright (C) 2004, 2008, 2012, 2016 Mark Adler, all rights reserved

\* For conditions of distribution and use, see copyright notice in gzlog.h

\* version 2.2, 14 Aug 2012

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.c

No license file was found, but licenses were detected in source scan.

/\* deflate.c -- compress data using the deflation algorithm

\* Copyright (C) 1995-2017 Jean-loup Gailly and Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.c  
No license file was found, but licenses were detected in source scan.

Not copyrighted -- provided to the public domain

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zlib\_how.html  
No license file was found, but licenses were detected in source scan.

/\* zutil.h -- internal interface and configuration of the compression library

\* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.h  
No license file was found, but licenses were detected in source scan.

/\* uncompr.c -- decompress a memory buffer

\* Copyright (C) 1995-2003, 2010, 2014, 2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/uncompr.c  
No license file was found, but licenses were detected in source scan.

# For conditions of distribution and use, see copyright notice in zlib.h

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.emx

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/Makefile.emx

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.dj2

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/os2/Makefile.os2

No license file was found, but licenses were detected in source scan.

/\* trees.c -- output deflated data using Huffman coding

\* Copyright (C) 1995-2017 Jean-loup Gailly

\* detect\_data\_type() function provided freely by Cosmin Truta, 2006

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/trees.c  
No license file was found, but licenses were detected in source scan.

/\* gzread.c -- zlib functions for reading gzip files

\* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzread.c  
No license file was found, but licenses were detected in source scan.

/\* unzip.c -- IO for uncompress .zip files using zlib

Version 1.1, February 14h, 2010

part of the MiniZip project - ( <http://www.winimage.com/zLibDll/minizip.html> )

Copyright (C) 1998-2010 Gilles Vollant (<http://www.winimage.com/zLibDll/minizip.html> )

Modifications of Unzip for Zip64

Copyright (C) 2007-2008 Even Rouault

Modifications for Zip64 support on both zip and unzip

Copyright (C) 2009-2010 Mathias Svensson ( <http://result42.com> )

For more info read MiniZip\_info.txt

-----  
Decryption code comes from crypt.c by Info-ZIP but has been greatly reduced in terms of compatibility with older software. The following is from the original crypt.c.  
Code woven in by Terry Thorsen 1/2003.

Copyright (c) 1990-2000 Info-ZIP. All rights reserved.

See the accompanying

file LICENSE, version 2000-Apr-09 or later

(the contents of which are also included in zip.h) for terms of use.

If, for some reason, all these files are missing, the Info-ZIP license also may be found at: <ftp://ftp.info-zip.org/pub/infozip/license.html>

crypt.c (full version) by Info-ZIP. Last revised: [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the non-echoing password parts) were originally written in Europe. The whole source package can be freely distributed, including from the USA.

(Prior to January 2000, re-export from the US was a violation of US law.)

This encryption code is a direct transcription of the algorithm from Roger Schlafly, described by Phil Katz in the file appnote.txt. This file (appnote.txt) is distributed with the PKZIP program (even in the version without encryption capabilities).

-----  
Changes in unzip.c

2007-2008 - Even Rouault - Addition of cpl\_unzGetCurrentFileZStreamPos  
2007-2008 - Even Rouault - Decoration of symbol names unz\* -> cpl\_unz\*  
2007-2008 - Even Rouault - Remove old C style function prototypes  
2007-2008 - Even Rouault - Add unzip support for ZIP64

Copyright (C) 2007-2008 Even Rouault

Oct-2009 - Mathias Svensson - Removed cpl\_\* from symbol names (Even Rouault added them but since this is now moved to a new project (minizip64) I renamed them again).

Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G should only read the compressed/uncompressed size from the Zip64 format if the size from normal header was 0xFFFFFFFF

Oct-2009 - Mathias Svensson - Applied some bug fixes from patches received from Gilles Vollant

Oct-2009 - Mathias Svensson - Applied support to unzip files with compression method BZIP2 (bzip2 lib is required)

Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

Copyright (C) 1998 - 2010 Gilles Vollant, Even Rouault, Mathias Svensson

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.c

No license file was found, but licenses were detected in source scan.

/\* example.c -- usage example of the zlib compression library

\* Copyright (C) 1995-2006, 2011, 2016 Jean-loup Gailly

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/example.c



/\* zlib.h -- interface of the 'zlib' general purpose compression library  
version 1.2.11, January 15th, 2017

Copyright (C) 1995-2017 Jean-loup Gailly and Mark Adler

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Jean-loup Gailly      Mark Adler  
jloup@gzip.org      madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

\*/

No license file was found, but licenses were detected in source scan.

/\* gzwrite.c -- zlib functions for writing gzip files  
\* Copyright (C) 2004-2017 Mark Adler  
\* For conditions of distribution and use, see copyright notice in zlib.h  
\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzwrite.c  
No license file was found, but licenses were detected in source scan.

/\* Adler32.c -- compute the Adler-32 checksum of a data stream  
\* Copyright (C) 1995-2011, 2016 Mark Adler  
\* For conditions of distribution and use, see copyright notice in zlib.h  
\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/adler32.c  
No license file was found, but licenses were detected in source scan.

## Frequently Asked Questions about zlib

If your question is not there, please check the zlib home page

<http://zlib.net/> which may have more recent information.

The latest zlib FAQ is at [http://zlib.net/zlib\\_faq.html](http://zlib.net/zlib_faq.html)

### 1. Is zlib Y2K-compliant?

Yes. zlib doesn't handle dates.

### 2. Where can I get a Windows DLL version?

The zlib sources can be compiled without change to produce a DLL. See the file win32/DLL\_FAQ.txt in the zlib distribution. Pointers to the precompiled DLL are found in the zlib web site at <http://zlib.net/>.

### 3. Where can I get a Visual Basic interface to zlib?

See

\* <http://marknelson.us/1997/01/01/zlib-engine/>

\* win32/DLL\_FAQ.txt in the zlib distribution

### 4. compress() returns Z\_BUF\_ERROR.

Make sure that before the call of compress(), the length of the compressed buffer is equal to the available size of the compressed buffer and not zero. For Visual

Basic, check that this parameter is passed by reference ("as any"), not by value ("as long").

### 5. deflate() or inflate() returns Z\_BUF\_ERROR.

Before making the call, make sure that avail\_in and avail\_out are not zero. When setting the parameter flush equal to Z\_FINISH, also make sure that avail\_out is big enough to allow processing all pending input. Note that a Z\_BUF\_ERROR is not fatal--another call to deflate() or inflate() can be made with more input or output space. A Z\_BUF\_ERROR may in fact be unavoidable depending on how the functions are used, since it is not possible to tell whether or not there is more output pending when strm.avail\_out returns with zero. See [http://zlib.net/zlib\\_how.html](http://zlib.net/zlib_how.html) for a heavily annotated example.

### 6. Where's the zlib documentation (man pages, etc.)?

It's in zlib.h . Examples of zlib usage are in the files test/example.c and test/minigzip.c, with more in examples/ .

7. Why don't you use GNU autoconf or libtool or ...?

Because we would like to keep zlib as a very small and simple package. zlib is rather portable and doesn't need much configuration.

8. I found a bug in zlib.

Most of the time, such problems are due to an incorrect usage of zlib. Please try to reproduce the problem with a small program and send the corresponding source to us at [zlib@gzip.org](mailto:zlib@gzip.org) . Do not send multi-megabyte data files without prior agreement.

9. Why do I get "undefined reference to gzputc"?

If "make test" produces something like

```
example.o(.text+0x154): undefined reference to `gzputc'
```

check that you don't have old files libz.\* in /usr/lib, /usr/local/lib or /usr/X11R6/lib. Remove any old versions, then do "make install".

10. I need a Delphi interface to zlib.

See the contrib/delphi directory in the zlib distribution.

11. Can zlib handle .zip archives?

Not by itself, no. See the directory contrib/minizip in the zlib distribution.

12.

Can zlib handle .Z files?

No, sorry. You have to spawn an uncompress or gunzip subprocess, or adapt the code of uncompress on your own.

13. How can I make a Unix shared library?

By default a shared (and a static) library is built for Unix. So:

```
make distclean
./configure
make
```

14. How do I install a shared zlib library on Unix?

After the above, then:

```
make install
```

However, many flavors of Unix come with a shared zlib already installed. Before going to the trouble of compiling a shared version of zlib and trying to install it, you may want to check if it's already there! If you can `#include <zlib.h>`, it's there. The `-lz` option will probably link to it. You can check the version at the top of `zlib.h` or with the `ZLIB_VERSION` symbol defined in `zlib.h`.

15. I have a question about OttoPDF.

We are not the authors of OttoPDF. The real author is on the OttoPDF web site: Joel Hainley, [jhainley@myndkryme.com](mailto:jhainley@myndkryme.com).

16.

Can zlib decode Flate data in an Adobe PDF file?

Yes. See <http://www.pdflib.com/>. To modify PDF forms, see <http://sourceforge.net/projects/acroformtool/>.

17. Why am I getting this "register\_frame\_info not found" error on Solaris?

After installing zlib 1.1.4 on Solaris 2.6, running applications using zlib generates an error such as:

```
ld.so.1: rpm: fatal: relocation error: file /usr/local/lib/libz.so:
symbol __register_frame_info: referenced symbol not found
```

The symbol `__register_frame_info` is not part of zlib, it is generated by the C compiler (`cc` or `gcc`). You must recompile applications using zlib which have this problem. This problem is specific to Solaris. See <http://www.sunfreeware.com> for Solaris versions of zlib and applications using zlib.

18. Why does gzip give an error on a file I make with compress/deflate?

The `compress` and `deflate` functions produce data in the zlib format, which is different and incompatible with the `gzip` format. The `gz*` functions in zlib on the other hand use the `gzip` format. Both the zlib and `gzip` formats use the same compressed data format internally, but have different headers and trailers around the compressed data.

19. Ok, so why are there two different formats?

The gzip format was designed to retain the directory information about a single file, such as the name and last modification date. The zlib format on the other hand was designed for in-memory and communication channel applications, and has a much more compact header and trailer and uses a faster integrity check than gzip.

20. Well that's nice, but how do I make a gzip file in memory?

You can request that deflate write the gzip format instead of the zlib format using `deflateInit2()`. You can also request that inflate decode the gzip format using `inflateInit2()`. Read `zlib.h` for more details.

21. Is zlib thread-safe?

Yes. However any library routines that zlib uses and any application-provided memory allocation routines must also be thread-safe. zlib's `gz*` functions use `stdio` library routines, and most of zlib's functions use the library memory allocation routines by default. zlib's `*Init*` functions allow for the application to provide custom memory allocation routines.

Of course, you should only operate on any given zlib or gzip stream from a single thread at a time.

22. Can I use zlib in my commercial application?

Yes. Please read the license in `zlib.h`.

23. Is zlib under the GNU license?

No. Please read the license in `zlib.h`.

24. The license says that altered source versions must be "plainly marked". So what exactly do I need to do to meet that requirement?

You need to change the `ZLIB_VERSION` and `ZLIB_VERNUM` #defines in `zlib.h`. In particular, the final version number needs to be changed to "f", and an identification string should be appended to `ZLIB_VERSION`. Version numbers `x.x.x.f` are reserved for modifications to zlib by others than the zlib maintainers. For example, if the version of the base zlib you are altering is "1.2.3.4", then in `zlib.h` you should change `ZLIB_VERNUM` to `0x123f`, and `ZLIB_VERSION` to something like "1.2.3.f-zachary-mods-v3". You can also update the version strings in `deflate.c` and `inftrees.c`.

For altered source distributions, you should also note the origin and nature of the changes in `zlib.h`, as well as in `ChangeLog` and `README`, along

with the dates of the alterations. The origin should include at least your name (or your company's name), and an email address to contact for help or issues with the library.

Note that distributing a compiled zlib library along with `zlib.h` and `zconf.h` is also a source distribution, and so you should change `ZLIB_VERSION` and `ZLIB_VERNUM` and note the origin and nature of the changes in `zlib.h` as you would for a full source distribution.

25.

Will zlib work on a big-endian or little-endian architecture, and can I exchange compressed data between them?

Yes and yes.

26. Will zlib work on a 64-bit machine?

Yes. It has been tested on 64-bit machines, and has no dependence on any data types being limited to 32-bits in length. If you have any difficulties, please provide a complete problem report to [zlib@gzip.org](mailto:zlib@gzip.org)

27. Will zlib decompress data from the PKWare Data Compression Library?

No. The PKWare DCL uses a completely different compressed data format than does PKZIP and zlib. However, you can look in zlib's `contrib/blast` directory for a possible solution to your problem.

28. Can I access data randomly in a compressed stream?

No, not without some preparation. If when compressing you periodically use `Z_FULL_FLUSH`, carefully write all the pending data at those points, and keep an index of those locations, then you can start decompression at those points. You have to be careful to not use `Z_FULL_FLUSH` too often, since it can significantly degrade compression. Alternatively, you can scan a deflate stream once to generate an index, and then use that index for random access. See `examples/zran.c`.

29. Does zlib work on MVS, OS/390, CICS, etc.?

It has in the past, but we have not heard of any recent evidence. There were working ports of zlib 1.1.4 to MVS, but those links no longer work. If you know of recent, successful applications of zlib on these operating systems, please let us know. Thanks.

30. Is there some simpler, easier to read version of inflate I can look at to understand the deflate format?

First off, you should read RFC 1951. Second, yes. Look in zlib's contrib/puff directory.

### 31. Does zlib infringe on any patents?

As far as we know, no. In fact, that was originally the whole point behind zlib. Look here for some more information:

<http://www.gzip.org/#faq11>

### 32. Can zlib work with greater than 4 GB of data?

Yes. inflate() and deflate() will process any amount of data correctly. Each call of inflate() or deflate() is limited to input and output chunks of the maximum value that can be stored in the compiler's "unsigned int" type, but there is no limit to the number of chunks. Note however that the strm.total\_in and strm\_total\_out counters may be limited to 4 GB. These counters are provided as a convenience and are not used internally by inflate() or deflate(). The application can easily set up its own counters updated after each call of inflate() or deflate() to count beyond 4 GB. compress() and uncompress() may be limited to 4 GB, since they operate in a single call. gzseek() and gztell() may be limited to 4 GB depending on how zlib is compiled. See the zlibCompileFlags() function in zlib.h.

The word "may" appears several times above since there is a 4 GB limit only if the compiler's "long" type is 32 bits. If the compiler's "long" type is 64 bits, then the limit is 16 exabytes.

### 33. Does zlib have any security vulnerabilities?

The only one that we are aware of is potentially in gzprintf(). If zlib is compiled to use sprintf() or vsprintf(), then there is no protection against a buffer overflow of an 8K string space (or other value as set by gzbuffer()), other than the caller of gzprintf() assuring that the output will not exceed 8K. On the other hand, if zlib is compiled to use snprintf() or vsnprintf(), which should normally be the case, then there is no vulnerability. The ./configure script will display warnings if an insecure variation of sprintf() will be used by gzprintf(). Also the zlibCompileFlags() function will return information on what variant of sprintf() is used by gzprintf().

If you don't have snprintf() or vsnprintf() and would like one, you can find a portable implementation here:

<http://www.ijs.si/software/snprintf/>

Note that you should be using the most recent version of zlib. Versions 1.1.3 and before were subject to a double-free vulnerability, and versions 1.2.1 and 1.2.2 were subject to an access exception when decompressing invalid compressed data.

34. Is there a Java version of zlib?

Probably what you want is to use zlib in Java. zlib is already included as part of the Java SDK in the `java.util.zip` package. If you really want a version of zlib written in the Java language, look on the zlib home page for links: <http://zlib.net/>.

35. I get this or that compiler or source-code scanner warning when I crank it up to maximally-pedantic. Can't you guys write proper code?

Many years ago, we gave up attempting to avoid warnings on every compiler in the universe. It just got to be a waste of time, and some compilers were downright silly as well as contradicted each other. So now, we simply make sure that the code always works.

36. Valgrind (or some similar memory access checker) says that deflate is performing a conditional jump that depends on an uninitialized value. Isn't that a bug?

No. That is intentional for performance reasons, and the output of deflate is not affected. This only started showing up recently since zlib 1.2.x uses `malloc()` by default for allocations, whereas earlier versions used `calloc()`, which zeros out the allocated memory. Even though the code was correct, versions 1.2.4 and later was changed to not stimulate these checkers.

37. Will zlib read the (insert any ancient or arcane format here) compressed data format?

Probably not. Look in the `comp.compression` FAQ for pointers to various formats and associated software.

38. How can I encrypt/decrypt zip files with zlib?

zlib doesn't support encryption. The original PKZIP encryption is very weak and can be broken with freely available programs. To get strong encryption, use GnuPG, <http://www.gnupg.org/>, which already includes zlib compression. For PKZIP compatible "encryption", look at <http://www.info-zip.org/>

39. What's the difference between the "gzip" and "deflate" HTTP 1.1 encodings?



"gzip" is the gzip format, and "deflate" is the zlib format. They should probably have called the second one "zlib" instead to avoid confusion with the raw deflate compressed data format. While the HTTP 1.1 RFC 2616 correctly points to the zlib specification in RFC 1950 for the "deflate" transfer encoding, there have been reports of servers and browsers that incorrectly produce or expect raw deflate data per the deflate specification in RFC 1951, most notably Microsoft. So even though the "deflate" transfer encoding using the zlib format would be the more efficient approach (and in fact exactly what the zlib format was designed for), using the "gzip" transfer encoding is probably more reliable due to an unfortunate choice of name on the part of the HTTP 1.1 authors.

Bottom line: use the gzip format for HTTP 1.1 encoding.

40. Does zlib support the new "Deflate64" format introduced by PKWare?

No. PKWare has apparently decided to keep that format proprietary, since they have not documented it as they have previous compression formats. In any case, the compression improvements are so modest compared to other more modern approaches, that it's not worth the effort to implement.

41. I'm having a problem with the zip functions in zlib, can you help?

There are no zip functions in zlib. You are probably using minizip by Giles Vollant, which is found in the contrib directory of zlib. It is not part of zlib. In fact none of the stuff in contrib is part of zlib. The files in there are not supported by the zlib authors. You need to contact the authors of the respective contribution for help.

42. The match.asm code in contrib is under the GNU General Public License.

Since it's part of zlib, doesn't that mean that all of zlib falls under the GNU GPL?

No. The files in contrib are not part of zlib. They were contributed by other authors and are provided as a convenience to the user within the zlib distribution. Each item in contrib has its own license.

43. Is zlib subject to export controls? What is its ECCN?

zlib is not subject to export controls, and so is classified as EAR99.

44. Can you please sign these lengthy legal documents and fax them back to us so that we can use your software in our product?

No. Go away. Shoo.

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/FAQ

No license file was found, but licenses were detected in source scan.

/\* inftrees.h -- header to use inftrees.c

\* Copyright (C) 1995-2005, 2010 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/infrees.h

No license file was found, but licenses were detected in source scan.

/\* gzappend -- command to append to a gzip file

Copyright (C) 2003, 2012 Mark Adler, all rights reserved

version 1.2, 11 Oct 2012

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\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzappend.c

No license file was found, but licenses were detected in source scan.

/\* deflate.h -- internal compression state

\* Copyright (C) 1995-2016 Jean-loup Gailly

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.h

No license file was found, but licenses were detected in source scan.

/\*

Additional tools for Minizip

Code: Xavier Roche '2004

License: Same as ZLIB (www.gzip.org)

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.h

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.c

No license file was found, but licenses were detected in source scan.

/\* unzip.h -- IO for uncompress .zip files using zlib

Version 1.1, February 14h, 2010

part of the MiniZip project - ( <http://www.winimage.com/zLibDll/minizip.html> )

Copyright (C) 1998-2010 Gilles Vollant (minizip) ( <http://www.winimage.com/zLibDll/minizip.html> )

Modifications of Unzip for Zip64

Copyright (C) 2007-2008 Even Rouault

Modifications for Zip64 support on both zip and unzip

Copyright (C) 2009-2010 Mathias Svensson ( <http://result42.com> )

For more info read MiniZip\_info.txt

-----  
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-----

#### Changes

See header of unzip64.c

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.h

No license file was found, but licenses were detected in source scan.

/\* gzjoin -- command to join gzip files into one gzip file

Copyright (C) 2004, 2005, 2012 Mark Adler, all rights reserved  
version 1.2, 14 Aug 2012

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3. This notice may not be removed or altered from any source distribution.

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\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzjoin.c

No license file was found, but licenses were detected in source scan.

```
/* crc32.c -- compute the CRC-32 of a data stream
* Copyright (C) 1995-2006, 2010, 2011, 2012, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*
* Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster
* CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing
* tables for updating the shift register in one step with three exclusive-ors
* instead of four steps with four exclusive-ors. This results in about a
* factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3.
*/
```

Found in path(s):

```
* /opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/crc32.c
No license file was found, but licenses were detected in source scan.
```

```
/* inffast.c -- fast decoding
* Copyright (C) 1995-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):

```
* /opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffast.c
No license file was found, but licenses were detected in source scan.
```

```
/* zutil.c -- target dependent utility functions for the compression library
* Copyright (C) 1995-2017 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):

```
* /opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.c
No license file was found, but licenses were detected in source scan.
```

```
/* inflate.h -- internal inflate state definition
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):

```
* /opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.h
No license file was found, but licenses were detected in source scan.
```

```
/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017
```

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.h

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/\* gzguts.h -- zlib internal header definitions for gz\* operations

\* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler

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\*/

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\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzguts.h

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/\* zip.h -- IO on .zip files using zlib

Version 1.1, February 14h, 2010

part of the MiniZip project - ( <http://www.winimage.com/zLibDll/minizip.html> )

Copyright (C) 1998-2010 Gilles Vollant ( <http://www.winimage.com/zLibDll/minizip.html> )

Modifications for Zip64 support

Copyright (C) 2009-2010 Mathias Svensson ( <http://result42.com> )

For more info read MiniZip\_info.txt

-----  
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-----  
Changes

See header of zip.h

\*/

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\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/zip.h

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/\* inftrees.c -- generate Huffman trees for efficient decoding

\* Copyright (C) 1995-2017 Mark Adler

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\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.c

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/\* inflate.c -- zlib decompression

\* Copyright (C) 1995-2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

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```
* /opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.c
```

No license file was found, but licenses were detected in source scan.

```
/* zpipe.c: example of proper use of zlib's inflate() and deflate()
```

```
Not copyrighted -- provided to the public domain
```

```
Version 1.4 11 December 2005 Mark Adler */
```

Found in path(s):

```
* /opt/cola/permits/1445162814_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zpipe.c
```

No license file was found, but licenses were detected in source scan.

## ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.11 is a general purpose data compression library. All the code is thread safe. The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

All functions of the compression library are documented in the file `zlib.h` (volunteer to write man pages welcome, contact [zlib@gzip.org](mailto:zlib@gzip.org)). A usage example of the library is given in the file `test/example.c` which also tests that the library is working correctly. Another example is given in the file `test/minigzip.c`. The compression library itself is composed of all source files in the root directory.

To compile all files and run the test program, follow the instructions given at the top of `Makefile.in`. In short `./configure; make test`, and if that goes well, `make install` should work for most flavors of Unix. For Windows, use one of the special makefiles in `win32/` or `contrib/vstudio/`. For VMS, use `make_vms.com`.

Questions about zlib should be sent to [<zlib@gzip.org>](mailto:zlib@gzip.org), or to Gilles Vollant [<info@winimage.com>](mailto:info@winimage.com) for the Windows DLL version. The zlib home page is <http://zlib.net/>. Before reporting a problem, please check this site to verify that you have the latest version of zlib; otherwise get the latest version and check whether the problem still exists or not.

PLEASE read the zlib FAQ [http://zlib.net/zlib\\_faq.html](http://zlib.net/zlib_faq.html) before asking for help.

Mark Nelson [<markn@ieee.org>](mailto:markn@ieee.org) wrote an article about zlib for the Jan. 1997 issue of Dr. Dobb's Journal; a copy of the article is available at <http://marknelson.us/1997/01/01/zlib-engine/>.

The changes made in version 1.2.11 are documented in the file `ChangeLog`.



Unsupported third party contributions are provided in directory contrib/ .

zlib is available in Java using the java.util.zip package, documented at <http://java.sun.com/developer/technicalArticles/Programming/compression/>

.

A Perl interface to zlib written by Paul Marquess <pmqs@cpan.org> is available at CPAN (Comprehensive Perl Archive Network) sites, including <http://search.cpan.org/~pmqs/IO-Compress-Zlib/> .

A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is available in Python 1.5 and later versions, see <http://docs.python.org/library/zlib.html> .

zlib is built into tcl: <http://wiki.tcl.tk/4610> .

An experimental package to read and write files in .zip format, written on top of zlib by Gilles Vollant <info@winimage.com>, is available in the contrib/minizip directory of zlib.

Notes for some targets:

- For Windows DLL versions, please see win32/DLL\_FAQ.txt
- For 64-bit Irix, deflate.c must be compiled without any optimization. With -O, one libpng test fails. The test works in 32 bit mode (with the -n32 compiler flag). The compiler bug has been reported to SGI.
- zlib doesn't work with gcc 2.6.3 on a DEC 3000/300LX under OSF/1 2.1 it works when compiled with cc.
- On Digital Unix 4.0D (formely OSF/1) on AlphaServer, the cc option -std1 is necessary to get gzprintf working correctly. This is done by configure.
- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with other compilers. Use "make test" to check your compiler.
- gzdopen is not supported on RISCOS or BEOS.
- For PalmOs, see <http://palmzlib.sourceforge.net/>

Acknowledgments:

The deflate format used by zlib was defined by Phil Katz. The deflate and

zlib specifications were written by L. Peter Deutsch. Thanks to all the people who reported problems and suggested various improvements in zlib; they are too numerous to cite here.

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jloup@gzip.org      madler@alumni.caltech.edu

If you use the zlib library in a product, we would appreciate *not* receiving lengthy legal documents to sign. The sources are provided for free but without warranty of any kind. The library has been entirely written by Jean-loup Gailly and Mark Adler; it does not include third-party code.

If you redistribute modified sources, we would appreciate that you include in the file ChangeLog history information documenting your changes. Please read the FAQ for more information on the distribution of modified source versions.

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\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/README  
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```
/* minigzip.c -- simulate gzip using the zlib compression library
* Copyright (C) 1995-2006, 2010, 2011, 2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/minigzip.c

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\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.3

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/\* inffast.h -- header to use inffast.c

\* Copyright (C) 1995-2003, 2010 Mark Adler

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No license file was found, but licenses were detected in source scan.

/\* zran.c -- example of zlib/gzip stream indexing and random access

\* Copyright (C) 2005, 2012 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

Version 1.1 29 Sep 2012 Mark Adler \*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zran.c

No license file was found, but licenses were detected in source scan.

/\* inffback.c -- inflate using a call-back interface

\* Copyright (C) 1995-2016 Mark Adler

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\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffback.c

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/\* gzlog.h

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version 2.2, 14 Aug 2012

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Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.h

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/\* fitblk.c: example of fitting compressed output to a specified size

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\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/fitblk.c

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/\* gzlib.c -- zlib functions common to reading and writing gzip files

\* Copyright (C) 2004-2017 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzlib.c

No license file was found, but licenses were detected in source scan.

/\* infcover.c -- test zlib's inflate routines with full code coverage

\* Copyright (C) 2011, 2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1445162814\_1666092919.423293/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/infcover.c

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@center Version 1.3, 3 November 2008

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## 1.439 py3-parsing 3.0.9-r0

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/\* zlib.h -- interface of the 'zlib' general purpose compression library  
version 1.2.13, October 13th, 2022

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jloup@gzip.org      madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

\*/

# 1.445 apk-tools 2.12.10-r1

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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt>

It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php\_curl, or with an Apache+mod\_ssl webserver for SSL client authentication.

Just configure this file as the SSLCertificateFile.#

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### A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.



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| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.2            | 2.1.1        | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          |              |           |            |                     |
| 2.1.2          | 2002         | PSF       | yes        |                     |
| 2.2.1          | 2.2          | 2002      | PSF        | yes                 |
| 2.2.2          | 2.2.1        | 2002      | PSF        | yes                 |
| 2.2.3          | 2.2.2        | 2003      | PSF        | yes                 |
| 2.3            | 2.2.2        | 2002-2003 | PSF        | yes                 |
| 2.3.1          | 2.3          | 2002-2003 | PSF        | yes                 |
| 2.3.2          | 2.3.1        | 2002-2003 | PSF        | yes                 |
| 2.3.3          | 2.3.2        | 2002-2003 | PSF        | yes                 |
| 2.3.4          | 2.3.3        | 2004      | PSF        | yes                 |
| 2.3.5          | 2.3.4        | 2005      | PSF        | yes                 |
| 2.4            | 2.3          | 2004      | PSF        | yes                 |
| 2.4.1          | 2.4          | 2005      | PSF        | yes                 |
| 2.4.2          | 2.4.1        | 2005      | PSF        | yes                 |
| 2.4.3          | 2.4.2        | 2006      | PSF        | yes                 |
| 2.4.4          | 2.4.3        | 2006      | PSF        | yes                 |
| 2.5            | 2.4          | 2006      | PSF        | yes                 |
| 2.5.1          | 2.5          | 2007      | PSF        | yes                 |
| 2.5.2          | 2.5.1        | 2008      | PSF        | yes                 |
| 2.5.3          | 2.5.2        | 2008      | PSF        | yes                 |
| 2.6            | 2.5          | 2008      | PSF        | yes                 |
| 2.6.1          | 2.6          | 2008      | PSF        | yes                 |
| 2.6.2          | 2.6.1        | 2009      | PSF        | yes                 |
| 2.6.3          | 2.6.2        | 2009      | PSF        | yes                 |
| 2.6.4          | 2.6.3        | 2009      | PSF        | yes                 |
| 2.6.5          | 2.6.4        | 2010      | PSF        | yes                 |
| 3.0            | 2.6          | 2008      | PSF        | yes                 |
| 3.0.1          | 3.0          | 2009      | PSF        | yes                 |
| 3.1            | 3.0.1        | 2009      | PSF        | yes                 |

|       |     |      |     |     |
|-------|-----|------|-----|-----|
| 3.1.1 | 3.1 | 2009 | PSF | yes |
| 3.1.2 | 3.1 | 2010 | PSF | yes |
| 3.2   | 3.1 | 2010 | PSF | yes |

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#### A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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

| Release        | Derived from | Year      | Owner | GPL-compatible? (1) |
|----------------|--------------|-----------|-------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI   | yes                 |

|                |           |           |            |         |
|----------------|-----------|-----------|------------|---------|
| 1.3 thru 1.5.2 | 1.2       | 1995-1999 | CNRI       | yes     |
| 1.6            | 1.5.2     | 2000      | CNRI       | no      |
| 2.0            | 1.6       | 2000      | BeOpen.com | no      |
| 1.6.1          | 1.6       | 2001      | CNRI       | yes (2) |
| 2.1            | 2.0+1.6.1 | 2001      | PSF        | no      |
| 2.0.1          | 2.0+1.6.1 | 2001      | PSF        | yes     |
| 2.1.1          | 2.1+2.0.1 | 2001      | PSF        | yes     |
| 2.1.2          | 2.1.1     | 2002      | PSF        | yes     |
| 2.1.3          | 2.1.2     | 2002      | PSF        | yes     |
| 2.2 and above  | 2.1.1     | 2001-now  |            |         |
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\* /opt/cola/permits/1463777857\_1680772932.2814355/0/netcat-openbsd-1-130-orig-tar-gz/netcat-openbsd-1.130/atomicio.c

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```
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@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page

@subheading How to Apply These Terms to Your New Libraries

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

@smallexample

@var{one line to give the library's name and an idea of what it does.}

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@end

smallexample

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

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

@smallexample

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`Frob' (a library for tweaking knobs) written by James Random Hacker.

@var{signature of Ty Coon}, 1 April 1990

Ty Coon, President of Vice

@end smallexample

That's all there is to it!

This subpackage is under the GPL, see file COPYING in the toplevel directory.

The libasprintf package is under the LGPL, see file COPYING.LIB.

@c The GNU General Public License.

@center Version 2, June 1991

@c This file is intended to be included within another document,

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@display

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@ifinfo

@center

NO WARRANTY

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@end enumerate

@iftex

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@end iftex

@ifinfo

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@page

@heading Appendix: How to Apply These Terms to Your New Programs

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

@smallexample

@var{one line to give the program's name  
and a brief idea of what it does.}

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@end smallexample

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

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

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

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

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

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

```
@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
@end example
```

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- the libintl.jar Java library,
- the GNU.Gettext.dll C# library,
- the gettext.sh shells script function library.

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Version 2.1, February 1999

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based

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

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

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

^L

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

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include/bsd/sys/param.h

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src/bsd\_getopt.c

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include/bsd/sys/time.h  
include/bsd/timeconv.h  
include/bsd/vis.h  
man/bitstring.3bsd  
man/errc.3bsd  
man/explicit\_bzero.3bsd  
man/fgetln.3bsd  
man/fgetwln.3bsd  
man/fpurge.3bsd  
man/funopen.3bsd  
man/getbsize.3bsd  
man/heapsort.3bsd  
man/nlist.3bsd  
man/pwcache.3bsd  
man/queue.3bsd  
man/radixsort.3bsd  
man/reallocarray.3bsd  
man/reallocf.3bsd  
man/setmode.3bsd  
man/strmode.3bsd  
man/strnstr.3bsd  
man/strtoi.3bsd  
man/strtou.3bsd  
man/unvis.3bsd  
man/vis.3bsd  
man/wcsncpy.3bsd  
src/getbsize.c  
src/heapsort.c  
src/merge.c  
src/nlist.c  
src/pwcache.c  
src/radixsort.c  
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man/fmtcheck.3bsd  
man/humanize\_number.3bsd  
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src/fmtcheck.c  
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man/tree.3bsd  
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man/readpassphrase.3bsd  
man/strncpy.3bsd  
man/strtonum.3bsd  
src/arc4random.c  
src/arc4random\_linux.h  
src/arc4random\_uniform.c  
src/arc4random\_unix.h  
src/arc4random\_win.h  
src/closefrom.c  
src/freezezero.c  
src/getentropy\_aix.c  
src/getentropy\_bsd.c



src/getentropy\_hpux.c  
src/getentropy\_hurd.c  
src/getentropy\_linux.c  
src/getentropy\_osx.c  
src/getentropy\_solaris.c  
src/getentropy\_win.c  
src/readpassphrase.c  
src/reallocarray.c  
src/reallocarray.c  
src/strlcat.c  
src/strncpy.c  
test/explicit\_bzero.c  
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You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

@item

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

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



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

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

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

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

@item

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

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

@enumerate a

@item

Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable ``work that uses the Library", as object code and/or source code, so that the

user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

@item

Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

@item

Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

@item

If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

@item

Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

@end enumerate

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

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@item

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

@enumerate a

@item

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

@item

Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

@end enumerate

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@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page

@subheading How to Apply These Terms to Your New Libraries

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

@smallexample

@var{one line to give the library's name and an idea of what it does.}

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@end

smallexample

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

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

@smallexample

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'Frob' (a library for tweaking knobs) written by James Random Hacker.

@var{signature of Ty Coon}, 1 April 1990  
Ty Coon, President of Vice  
@end smallexample

That's all there is to it!  
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@center Version 2, June 1991

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@c hence no sectioning command or @node.

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your programs, too.

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if you want it, that you can change the software or use pieces of it  
in new free programs; and that you know you can do these things.

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These restrictions translate to certain responsibilities for you if you  
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@enumerate 0

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Whether that is true depends on what the Program does.

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@enumerate a

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@end enumerate

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@item

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@enumerate a

@item

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@item

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

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@end enumerate

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

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@heading NO WARRANTY

@end iftex

@ifinfo

@center

NO WARRANTY

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@end enumerate

@iftex

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@end iftex

@ifinfo

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@end ifinfo

@page

@heading Appendix: How to Apply These Terms to Your New Programs

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

@smallexample

@var{one line to give the program's name  
and a brief idea of what it does.}

Copyright (C) @var{yyyy} @var{name of author}

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@end smallexample

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

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

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

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

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

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

```
@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
@end example
```

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The following parts are under the LGPL, see file intl/COPYING.LIB:

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- the libintl.jar Java library,
- the GNU.Gettext.dll C# library,
- the gettext.sh shells script function library.

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- the \_programs\_ gettext, ngettext, envsubst,
- the documentation.

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Version 2.1, February 1999

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

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

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Thus, it is not the intent of this section to claim rights or contest

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stand

ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

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

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```

The hypothetical commands

```
`show w' and `show c' should show the appropriate
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```
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```

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

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Julian Seward, [jseward@bzip.org](mailto:jseward@bzip.org)  
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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## 1.462 sh 1.14.3

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## 1.463 brotli 1.0.9-r9

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# 1.465 distlib 0.3.6

## 1.465.1 Available under license :

### A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |

|       |           |           |     |     |
|-------|-----------|-----------|-----|-----|
| 2.1.1 | 2.1+2.0.1 | 2001      | PSF | yes |
| 2.2   | 2.1.1     | 2001      | PSF | yes |
| 2.1.2 | 2.1.1     | 2002      | PSF | yes |
| 2.1.3 |           |           |     |     |
| 2.1.2 | 2002      | PSF       | yes |     |
| 2.2.1 | 2.2       | 2002      | PSF | yes |
| 2.2.2 | 2.2.1     | 2002      | PSF | yes |
| 2.2.3 | 2.2.2     | 2003      | PSF | yes |
| 2.3   | 2.2.2     | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3       | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1     | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2     | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3     | 2004      | PSF | yes |
| 2.3.5 | 2.3.4     | 2005      | PSF | yes |
| 2.4   | 2.3       | 2004      | PSF | yes |
| 2.4.1 | 2.4       | 2005      | PSF | yes |
| 2.4.2 | 2.4.1     | 2005      | PSF | yes |
| 2.4.3 | 2.4.2     | 2006      | PSF | yes |
| 2.4.4 | 2.4.3     | 2006      | PSF | yes |
| 2.5   | 2.4       | 2006      | PSF | yes |
| 2.5.1 | 2.5       | 2007      | PSF | yes |
| 2.5.2 | 2.5.1     | 2008      | PSF | yes |
| 2.5.3 | 2.5.2     | 2008      | PSF | yes |
| 2.6   | 2.5       | 2008      | PSF | yes |
| 2.6.1 | 2.6       | 2008      | PSF | yes |
| 2.6.2 | 2.6.1     | 2009      | PSF | yes |
| 2.6.3 | 2.6.2     | 2009      | PSF | yes |
| 2.6.4 | 2.6.3     | 2009      | PSF | yes |
| 2.6.5 | 2.6.4     | 2010      | PSF | yes |
| 3.0   | 2.6       | 2008      | PSF | yes |
| 3.0.1 | 3.0       | 2009      | PSF | yes |
| 3.1   | 3.0.1     | 2009      | PSF | yes |
| 3.1.1 | 3.1       | 2009      | PSF | yes |
| 3.1.2 | 3.1       | 2010      | PSF | yes |
| 3.2   | 3.1       | 2010      | PSF | yes |

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# 1.466 colorama 0.4.5

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# 1.467 python-certifi 2022.09.24

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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities  
(CA). These were automatically extracted from Mozilla's root certificates  
file (certdata.txt). This file can be found in the mozilla source tree:

<https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt>

It contains the certificates in PEM format and therefore  
can be directly used with curl / libcurl / php\_curl, or with  
an Apache+mod\_ssl webserver for SSL client authentication.  
Just configure this file as the SSLCACertificateFile.#

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@(#) \$RCSfile: certdata.txt,v

\$ \$Revision: 1.80 \$ \$Date: 2011/11/03 15:11:58 \$

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set yrange [0:]

set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024

set xtics rotate by -45

set style histogram errorbars gap 2 lw 1

set style fill solid border -1

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## 1.470 bzip2 1.0.8-r4

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Julian Seward, jseward@acm.org  
bzip2/libbzip2 version 1.0.8 of 13 July 2019

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## 1.471 python-setuptools 65.6.0

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pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
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license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=" "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/_pkgreal-$pkgver"

prepare() {
    cd "$_builddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
    PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
    cd "$_builddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
    make && make test
}

package() {
    cd "$_builddir"
    make
    DESTDIR="$pkgdir" install || return 1
    find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

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2200 Mission College Blvd., Santa Clara, CA  
95052.

```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Valery Kartel <valery.kartel@gmail.com>
pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=0
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends=""
```

```

depends="$Scpandepends"
makedepends="perl-dev $spanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_builddir="$srcdir/$_pkgreal-$pkgver"

prepare() {
    cd "$_builddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
    PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
    cd "$_builddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
    make && make test || return 1
}

package() {
    cd "$_builddir"
    make DESTDIR="$pkgdir" install || return 1
    find "$pkgdir"
    \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"
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Charlotte, NC 28269  
USA

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```
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
```

```
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
```

```
pkgname=py-flake8-copyright
```

```
_pkgname=flake8-copyright
```

```
pkgver=0.1
```

```
pkgrel=1
```

```
pkgdesc="Extension for flake8 which checks for copyrights"
```

```
url="https://github.com/savoirfairelinux/flake8-copyright"
```

```
arch="noarch"
```

```

license="MIT"
depends="python flake8"
depends_dev=""
makedepends="python-dev py-setuptools"
install=""
subpackages=""
source="http://pypi.python.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"

_buildddir="$srcdir"/${_pkgname}-${pkgver}
prepare() {
    local i
    cd "$_buildddir"
    for i in $source; do
        case $i in
            *.patch) msg $i; patch -p1 -i "$srcdir"/$i || return 1;;
            esac
        done
    }

    build() {
        cd "$_buildddir"
        python setup.py build || return 1
    }

    package() {
        cd "$_buildddir"
        python setup.py install --prefix=/usr --root="$pkgdir" || return 1
    }

md5sums="8fab17d27f0b417c44ea0bebf579d71b flake8-copyright-0.1.tar.gz"
sha256sums="34cba5411ef3f677b7ba8d7b063493c9ed5af9985b2da77807be94bf9e65823b
flake8-copyright-0.1.tar.gz"
sha512sums="c1ef4b8ad4bd422b629ec481074256d33ca4c8e8f10c7a7da6619b01c18ccf6f8a86bf6c7ce4d73f29a93e
0f23797c1a356abcf242e9f556b979b75e3a8bfe46 flake8-copyright-0.1.tar.gz"
GNU GENERAL PUBLIC LICENSE
Version 2, June 1991

```

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-igpl

pkgver=2.3.21

pkgrel=5

pkgdesc="A library for high-performance 2D graphics"

url="http://www.levien.com/libart/"

arch="all"

license="LGPL"

depends=

makedepends=

subpackages="\$pkgname-dev"

source="http://ftp.gnome.org/pub/GNOME/sources/libart\_igpl/2.3/libart\_igpl-\$pkgver.tar.bz2"

"

\_builddir="\$srcdir"/libart\_igpl-\$pkgver

prepare() {

cd "\$\_builddir"

update\_config\_sub || return 1

}

build() {

cd "\$\_builddir"

./configure \

--build=\$CBUILD \

```

--host=$CHOST \
--prefix=/usr \
|| return 1
make || return 1
}

package() {
cd "$_builddir"
make DESTDIR="$pkgdir" install || return 1
}

md5sums="08559ff3c67fd95d57b0c5e91a6b4302 libart_lgpl-2.3.21.tar.bz2"

```

## 1.473 alpine-baselayout-data 3.4.0-r0

### 1.473.1 Available under license :

```

# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
# Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=""
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/${_pkgreal}-${pkgver}.tar.gz"

_builddir="$srctdir/${_pkgreal}-${pkgver}"

prepare() {
cd "$_builddir"
export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
cd "$_builddir"
export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
make && make test
}

```

```
package() {  
  cd "$_builddir"  
  make  
  DESTDIR="$pkgdir" install || return 1  
  find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete  
}
```

md5sums="0c5fd53d93818566234578b27d667b35 Software-License-0.103004.tar.gz"

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```

# Maintainer: Valery Kartel <valery.kartel@gmail.com>
pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=0
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends=" "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/${_pkgreal}-${pkgver}.tar.gz"

_buildddir="$srcdir/${_pkgreal}-${pkgver}"

prepare() {
    cd "$_buildddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
    PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
    cd "$_buildddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
    make && make test || return 1
}

package() {
    cd "$_buildddir"
    make DESTDIR="$pkgdir" install || return 1
    find "$pkgdir"
    \(-name perllocal.pod -o -name .packlist\) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"
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```

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/*
* Create mount directories in fstab
*
* Copyright(c) 2008 Natanael Copa <natanael.copa@gmail.com>
* May be distributed under the terms of GPL-2
*
* usage: mkmntdirs [fstab]
*
*/
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.1
pkgrel=1
pkgdesc="Extension for flake8 which checks for copyrights"
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="python flake8"
depends_dev=""
makedepends="python-dev py-setuptools"
install=""
subpackages=""
source="http://pypi.python.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"

_builddir="$srcdir"/${_pkgname}-${pkgver}
prepare() {
    local i
    cd "$_builddir"
    for i in $source; do
        case $i in
            *.patch) msg $i; patch -p1 -i "$srcdir"/$i || return 1;;
        esac
    done
}

build() {
    cd "$_builddir"
    python setup.py build || return 1
}

package() {
    cd "$_builddir"
    python setup.py install --prefix=/usr --root="$pkgdir" || return 1
}

```

md5sums="8fab17d27f0b417c44ea0bebf579d71b flake8-copyright-0.1.tar.gz"  
sha256sums="34cba5411ef3f677b7ba8d7b063493c9ed5af9985b2da77807be94bf9e65823b  
flake8-copyright-0.1.tar.gz"  
sha512sums="c1ef4b8ad4bd422b629ec481074256d33ca4c8e8f10c7a7da6619b01c18ccf6f8a86bf6c7ce4d73f29a93e  
0f23797c1a356abcf242e9f556b979b75e3a8bfe46 flake8-copyright-0.1.tar.gz"

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# Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-1.3.2

pkgver=2.3.21

pkgrel=5

```

pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="http://ftp.gnome.org/pub/GNOME/sources/libart_1gpl/2.3/libart_1gpl-$pkgver.tar.bz2
"

_buildddir="$srcdir"/libart_1gpl-$pkgver

prepare() {
cd "$_buildddir"
update_config_sub || return 1
}
build() {
cd "$_buildddir"
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
|| return 1
make || return 1
}

package() {
cd "$_buildddir"
make DESTDIR="$pkgdir" install || return 1
}

md5sums="08559ff3c67fd95d57b0c5e91a6b4302 libart_1gpl-2.3.21.tar.bz2"

```

## 1.474 busybox 1.35.0-r29

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[jseward@bzip.org](mailto:jseward@bzip.org)

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bzip2/libbzip2 version 1.0.4 of 20 December 2006

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```
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This is free software, and you are welcome to redistribute it  
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```

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```
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<signature of Ty Coon>, 1 April 1989  
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# 1.476 ncurses 6.3\_p20221119-r0

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-- vile:txtmode fc=72  
-- \$Id: COPYING,v 1.10 2021/01/01 09:54:30 tom Exp \$  
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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt>

It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php\_curl, or with an Apache+mod\_ssl webserver for SSL client authentication.

Just configure this file as the SSLCACertificateFile.#

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A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

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

|       |       |      |     |     |
|-------|-------|------|-----|-----|
| 2.4.4 | 2.4.3 | 2006 | PSF | yes |
| 2.5   | 2.4   | 2006 | PSF | yes |
| 2.5.1 | 2.5   | 2007 | PSF | yes |
| 2.5.2 | 2.5.1 | 2008 | PSF | yes |
| 2.5.3 | 2.5.2 | 2008 | PSF | yes |
| 2.6   | 2.5   | 2008 | PSF | yes |
| 2.6.1 | 2.6   | 2008 | PSF | yes |
| 2.6.2 | 2.6.1 | 2009 | PSF | yes |
| 2.6.3 | 2.6.2 | 2009 | PSF | yes |
| 2.6.4 | 2.6.3 | 2009 | PSF | yes |
| 2.6.5 | 2.6.4 | 2010 | PSF | yes |
| 3.0   | 2.6   | 2008 | PSF | yes |
| 3.0.1 | 3.0   | 2009 | PSF | yes |
| 3.1   | 3.0.1 | 2009 | PSF | yes |
| 3.1.1 | 3.1   | 2009 | PSF | yes |
| 3.1.2 | 3.1   | 2010 | PSF | yes |
| 3.2   | 3.1   | 2010 | PSF | yes |

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#### A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see

<https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  | PSF        | yes                 |

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

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# 1.478 alpine-baselayout 3.4.0-r0

## 1.478.1 Available under license :

```
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pkgname=perl-software-license
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pkgver=0.103004
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pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=""
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/${_pkgreal}-${pkgver}.tar.gz"

_builddir="$srcdir/${_pkgreal}-${pkgver}"

prepare() {
    cd "$_builddir"
```

```
export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`  
PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor  
}
```

```
build() {  
  cd "$_builddir"  
  export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`  
  make && make test  
}
```

```
package() {  
  cd "$_builddir"  
  make  
  DESTDIR="$pkgdir" install || return 1  
  find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete  
}
```

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2200 Mission College Blvd., Santa Clara, CA

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# Automatically generated by apkbuild-cpan, template 1

# Contributor: Valery Kartel <valery.kartel@gmail.com>

# Maintainer: Valery Kartel <valery.kartel@gmail.com>

pkgname=perl-bsd-resource

\_pkgreal=BSD-Resource

pkgver=1.2909

pkgrel=0

pkgdesc="Perl extension implements the BSD process resource limit functions"

url="http://search.cpan.org/dist/BSD-Resource/"

arch="all"

license="GPL PerlArtistic"

cpandepends=""

cpanmakedepends=""

depends="\$cpandepends"

makedepends="perl-dev \$cpanmakedepends"

subpackages="\$pkgname-doc"

source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/\$\_pkgreal-\$pkgver.tar.gz"

\_builddir="\$srcdir/\$\_pkgreal-\$pkgver"

prepare() {

cd "\$\_builddir"

export CFLAGS=`perl -MConfig -E 'say \$Config{ccflags}'`

PERL\_MM\_USE\_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor

}

build() {

cd "\$\_builddir"

export CFLAGS=`perl -MConfig -E 'say \$Config{ccflags}'`

make && make test || return 1

}

package() {

cd "\$\_builddir"

make DESTDIR="\$pkgdir" install || return 1

find "\$pkgdir"

\( -name perllocal.pod -o -name .packlist \) -delete

}

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"

sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-

1.2909.tar.gz"

sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd  
85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"

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Charlotte, NC 28269  
USA

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```
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
```

```
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
```

```
pkgname=py-flake8-copyright
```

```
_pkgname=flake8-copyright
```

```
pkgver=0.1
```

```
pkgrel=1
```

```
pkgdesc="Extension for flake8 which checks for copyrights"
```

```
url="https://github.com/savoirfairelinux/flake8-copyright"
```

```
arch="noarch"
```

```
license="MIT"
```

```
depends="python flake8"
```

```
depends_dev=""
```

```
makedepends="python-dev py-setuptools"
```

```
install=""
```

```
subpackages=""
```

```
source="http://pypi.python.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
```

```
_builddir="${srcdir}/${_pkgname}-${pkgver}
```

```
prepare() {
```

```
  local i
```

```
  cd "$_builddir"
```

```
  for i in $source; do
```

```
    case $i in
```

```
      *.patch) msg $i; patch -p1 -i "$srcdir"/$i || return 1;;
```

```
    esac
```

```
  done
```

```
}
```

```
build() {
```

```
  cd "$_builddir"
```

```
  python setup.py build || return 1
```

```
}
```

```
package() {
```

```
  cd "$_builddir"
```

```
  python setup.py install --prefix=/usr --root="$pkgdir" || return 1
```

```
}
```

```
md5sums="8fab17d27f0b417c44ea0bebf579d71b flake8-copyright-0.1.tar.gz"
sha256sums="34cba5411ef3f677b7ba8d7b063493c9ed5af9985b2da77807be94bf9e65823b
flake8-copyright-0.1.tar.gz"
sha512sums="c1ef4b8ad4bd422b629ec481074256d33ca4c8e8f10c7a7da6619b01c18ccf6f8a86bf6c7ce4d73f29a93e
0f23797c1a356abcf242e9f556b979b75e3a8bfe46 flake8-copyright-0.1.tar.gz"
mini_sendmail - accept email on behalf of real sendmail
```

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```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
```

```
pkgname=libart-igpl
```

```
pkgver=2.3.21
```

```
pkgrel=5
```

```
pkgdesc="A library for high-performance 2D graphics"
```

```
url="http://www.levien.com/libart/"
```

```
arch="all"
```

```
license="LGPL"
```

```
depends=
```

```
makedepends=
```

```
subpackages="$pkgname-dev"
```

```
source="http://ftp.gnome.org/pub/GNOME/sources/libart_igpl/2.3/libart_igpl-$pkgver.tar.bz2"
```

```
"
```

```
_builddir="$srcdir"/libart_igpl-$pkgver
```



```
prepare() {
  cd "$_builddir"
  update_config_sub || return 1
}
build() {
  cd "$_builddir"
  ./configure \
  --build=$CBUILD \
  --host=$CHOST \
  --prefix=/usr \
  || return 1
  make || return 1
}

package() {
  cd "$_builddir"
  make DESTDIR="$pkgdir" install || return 1
}

md5sums="08559ff3c67fd95d57b0c5e91a6b4302 libart_lgpl-2.3.21.tar.bz2"
```

## 1.479 py3-setuptools 65.6.0-r0

### 1.479.1 Available under license :

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# 1.480 python 3.8.10-0ubuntu1~20.04.5

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  | PSF        | yes                 |

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## 1.482 expat 2.2.9-1ubuntu0.6

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# 1.496 bash 5.2.15-r0

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

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```
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This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
This is free software, and you are welcome to redistribute it  
under certain conditions; type `show c' for details.
```

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## 1.497 kafka 1.4.5

### 1.497.1 Available under license :

ISC

## 1.498 perks 1.0.1

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Version 2, June 1991

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```

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type
`show c' for details.
```

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

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

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

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# 1.499 zlib 1.2.11.dfsg-2ubuntu1.5

## 1.499.1 Available under license :

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```
/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017
```

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jloup@gzip.org      madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1517885200_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.h
```

No license file was found, but licenses were detected in source scan.

```
/* example.c -- usage example of the zlib compression library
```

```
* Copyright (C) 1995-2006, 2011, 2016 Jean-loup Gailly
```

```
* For conditions of distribution and use, see copyright notice in zlib.h
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1517885200_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-
```

```
1.2.11.dfsg/test/example.c
```

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## ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.11 is a general purpose data compression library. All the code is thread safe. The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

All functions of the compression library are documented in the file `zlib.h` (volunteer to write man pages welcome, contact [zlib@gzip.org](mailto:zlib@gzip.org)). A usage example of the library is given in the file `test/example.c` which also tests that the library is working correctly. Another example is given in the file `test/minigzip.c`. The compression library itself is composed of all source files in the root directory.

To compile all files and run the test program, follow the instructions given at the top of `Makefile.in`. In short `./configure; make test`, and if that goes well, `make install` should work for most flavors of Unix. For Windows, use one of the special makefiles in `win32/` or `contrib/vstudio/`. For VMS, use `make_vms.com`.

Questions about zlib should be sent to [<zlib@gzip.org>](mailto:zlib@gzip.org), or to Gilles Vollant [<info@winimage.com>](mailto:info@winimage.com) for the Windows DLL version. The zlib home page is <http://zlib.net/>. Before reporting a problem, please check this site to verify that you have the latest version of zlib; otherwise get the latest version and check whether the problem still exists or not.

PLEASE read the zlib FAQ [http://zlib.net/zlib\\_faq.html](http://zlib.net/zlib_faq.html) before asking for help.

Mark Nelson [<markn@ieee.org>](mailto:markn@ieee.org) wrote an article about zlib for the Jan. 1997 issue of Dr. Dobbs's Journal; a copy of the article is available at <http://marknelson.us/1997/01/01/zlib-engine/>.

The changes made in version 1.2.11 are documented in the file `ChangeLog`.

Unsupported third party contributions are provided in directory `contrib/`.

zlib is available in Java using the `java.util.zip` package, documented at <http://java.sun.com/developer/technicalArticles/Programming/compression/>.

A Perl interface to zlib written by Paul Marquess [<pmqs@cpan.org>](mailto:pmqs@cpan.org) is available at CPAN (Comprehensive Perl Archive Network) sites, including <http://search.cpan.org/~pmqs/IO-Compress-Zlib/>.



A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is available in Python 1.5 and later versions, see <http://docs.python.org/library/zlib.html> .

zlib is built into tcl: <http://wiki.tcl.tk/4610> .

An experimental package to read and write files in .zip format, written on top of zlib by Gilles Vollant <info@winimage.com>, is available in the contrib/minizip directory of zlib.

Notes for some targets:

- For Windows DLL versions, please see win32/DLL\_FAQ.txt
- For 64-bit Irix, deflate.c must be compiled without any optimization. With -O, one libpng test fails. The test works in 32 bit mode (with the -n32 compiler flag). The compiler bug has been reported to SGI.
- zlib doesn't work with gcc 2.6.3 on a DEC 3000/300LX under OSF/1 2.1 it works when compiled with cc.
- On Digital Unix 4.0D (formely OSF/1) on AlphaServer, the cc option -std1 is necessary to get gzprintf working correctly. This is done by configure.
- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with other compilers. Use "make test" to check your compiler.
- gzdopen is not supported on RISCOS or BEOS.
- For PalmOs, see <http://palmzlib.sourceforge.net/>

Acknowledgments:

The deflate format used by zlib was defined by Phil Katz. The deflate and zlib specifications were written by L. Peter Deutsch. Thanks to all the people who reported problems and suggested various improvements in zlib; they are too numerous to cite here.

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jloup@gzip.org      madler@alumni.caltech.edu

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Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/README

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/\* zutil.c -- target dependent utility functions for the compression library

\* Copyright (C) 1995-2017 Jean-loup Gailly

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.c

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/\*

Additional tools for Minizip

Code: Xavier Roche '2004

License: Same as ZLIB (www.gzip.org)

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-

1.2.11.dfsg/contrib/minizip/mztools.h

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-

1.2.11.dfsg/contrib/minizip/mztools.c

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```
/* inftrees.c -- generate Huffman trees for efficient decoding
```

```
* Copyright (C) 1995-2017 Mark Adler
```

```
* For conditions of distribution and use, see copyright notice in zlib.h
```

```
*/
```

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/infrees.c

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```
/* gzlog.h
```

```
Copyright (C) 2004, 2008, 2012 Mark Adler, all rights reserved
```

```
version 2.2, 14 Aug 2012
```

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```
Mark Adler  madler@alumni.caltech.edu
```

```
*/
```

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\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-

1.2.11.dfsg/examples/gzlog.h

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```
/* infback.c -- inflate using a call-back interface
```

```
* Copyright (C) 1995-2016 Mark Adler
```

```
* For conditions of distribution and use, see copyright notice in zlib.h
```

```
*/
```

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/infbck.c

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/\* deflate.h -- internal compression state

\* Copyright (C) 1995-2016 Jean-loup Gailly

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\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.h

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/\* unzip.c -- IO for uncompress .zip files using zlib

Version 1.1, February 14h, 2010

part of the MiniZip project - ( <http://www.winimage.com/zLibDll/minizip.html> )

Copyright (C) 1998-2010 Gilles Vollant (minizip) ( <http://www.winimage.com/zLibDll/minizip.html> )

Modifications of Unzip for Zip64

Copyright (C) 2007-2008 Even Rouault

Modifications for Zip64 support on both zip and unzip

Copyright (C) 2009-2010 Mathias Svensson ( <http://result42.com> )

For more info read MiniZip\_info.txt

-----  
Decryption code comes from crypt.c by Info-ZIP but has been greatly reduced in terms of compatibility with older software. The following is from the original crypt.c.

Code woven in by Terry Thorsen 1/2003.

Copyright (c) 1990-2000 Info-ZIP. All rights reserved.

See the accompanying

file LICENSE, version 2000-Apr-09 or later

(the contents of which are also included in zip.h) for terms of use.

If, for some reason, all these files are missing, the Info-ZIP license also may be found at: <ftp://ftp.info-zip.org/pub/infozip/license.html>

crypt.c (full version) by Info-ZIP. Last revised: [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the non-echoing password parts) were originally written in Europe. The whole source package can be freely distributed, including from the USA. (Prior to January 2000, re-export from the US was a violation of US law.)

This encryption code is a direct transcription of the algorithm from Roger Schlafly, described by Phil Katz in the file appnote.txt. This file (appnote.txt) is distributed with the PKZIP program (even in the version without encryption capabilities).

-----  
Changes in unzip.c

2007-2008 - Even Rouault - Addition of cpl\_unzGetCurrentFileZStreamPos  
2007-2008 - Even Rouault - Decoration of symbol names unz\* -> cpl\_unz\*  
2007-2008 - Even Rouault - Remove old C style function prototypes  
2007-2008 - Even Rouault - Add unzip support for ZIP64

Copyright (C) 2007-2008 Even Rouault

Oct-2009 - Mathias Svensson - Removed cpl\_\* from symbol names (Even Rouault added them but since this is now moved to a new project (minizip64) I renamed them again).

Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G  
should only read the compressed/uncompressed size from the Zip64 format if  
the size from normal header was 0xFFFFFFFF

Oct-2009 - Mathias Svensson - Applied some bug fixes from patches received from Gilles Vollant

Oct-2009 - Mathias Svensson - Applied support to unzip files with compression method  
BZIP2 (bzip2 lib is required)

Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

Copyright (C) 1998 - 2010 Gilles Vollant, Even Rouault, Mathias Svensson

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.c

No license file was found, but licenses were detected in source scan.

/\* zpipe.c: example of proper use of zlib's inflate() and deflate()

Not copyrighted -- provided to the public domain

Version 1.4 11 December 2005 Mark Adler \*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zpipe.c

No license file was found, but licenses were detected in source scan.

Not copyrighted -- provided to the public domain

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zlib\_how.html

No license file was found, but licenses were detected in source scan.

/\* gzread.c -- zlib functions for reading gzip files

\* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzread.c

No license file was found, but licenses were detected in source scan.

/\* inftrees.h -- header to use inftrees.c

\* Copyright (C) 1995-2005, 2010 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.h

No license file was found, but licenses were detected in source scan.

/\* inffast.c -- fast decoding

\* Copyright (C) 1995-2017 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffast.c

No license file was found, but licenses were detected in source scan.

/\* inflate.c -- zlib decompression

\* Copyright (C) 1995-2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.c

No license file was found, but licenses were detected in source scan.

/\* gzjoin -- command to join gzip files into one gzip file

Copyright (C) 2004, 2005, 2012 Mark Adler, all rights reserved

version 1.2, 14 Aug 2012

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2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

Mark Adler madler@alumni.caltech.edu

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzjoin.c

No license file was found, but licenses were detected in source scan.

Frequently Asked Questions about zlib

If your question is not there, please check the zlib home page

<http://zlib.net/> which may have more recent information.

The latest zlib FAQ is at [http://zlib.net/zlib\\_faq.html](http://zlib.net/zlib_faq.html)

1. Is zlib Y2K-compliant?

Yes. zlib doesn't handle dates.

2. Where can I get a Windows DLL version?

The zlib sources can be compiled without change to produce a DLL. See the file win32/DLL\_FAQ.txt in the zlib distribution. Pointers to the precompiled DLL are found in the zlib web site at <http://zlib.net/>.

3. Where can I get a Visual Basic interface to zlib?

See

\* <http://marknelson.us/1997/01/01/zlib-engine/>

\* win32/DLL\_FAQ.txt in the zlib distribution

4. `compress()` returns `Z_BUF_ERROR`.

Make sure that before the call of `compress()`, the length of the compressed buffer is equal to the available size of the compressed buffer and not zero. For Visual

Basic, check that this parameter is passed by reference ("as any"), not by value ("as long").

5. `deflate()` or `inflate()` returns `Z_BUF_ERROR`.

Before making the call, make sure that `avail_in` and `avail_out` are not zero. When setting the parameter `flush` equal to `Z_FINISH`, also make sure that `avail_out` is big enough to allow processing all pending input. Note that a `Z_BUF_ERROR` is not fatal--another call to `deflate()` or `inflate()` can be made with more input or output space. A `Z_BUF_ERROR` may in fact be unavoidable depending on how the functions are used, since it is not possible to tell whether or not there is more output pending when `strm.avail_out` returns with zero. See [http://zlib.net/zlib\\_how.html](http://zlib.net/zlib_how.html) for a heavily annotated example.

6. Where's the zlib documentation (man pages, etc.)?

It's in `zlib.h`. Examples of zlib usage are in the files `test/example.c` and `test/minigzip.c`, with more in `examples/`.

7. Why don't you use GNU `autoconf` or `libtool` or ...?

Because we would like to keep zlib as a very small and simple package. zlib is rather portable and doesn't need much configuration.

8. I found a bug in zlib.

Most of the time, such problems are due to an incorrect usage of zlib. Please try to reproduce the problem with a small program and send the corresponding source to us at [zlib@gzip.org](mailto:zlib@gzip.org). Do not send multi-megabyte data files without prior agreement.

9. Why do I get "undefined reference to `gzputc`"?

If "make test" produces something like

```
example.o(.text+0x154): undefined reference to `gzputc'
```

check that you don't have old files `libz.*` in `/usr/lib`, `/usr/local/lib` or `/usr/X11R6/lib`. Remove any old versions, then do "make install".

10. I need a Delphi interface to zlib.



See the contrib/delphi directory in the zlib distribution.

11. Can zlib handle .zip archives?

Not by itself, no. See the directory contrib/minizip in the zlib distribution.

12.

Can zlib handle .Z files?

No, sorry. You have to spawn an uncompress or gunzip subprocess, or adapt the code of uncompress on your own.

13. How can I make a Unix shared library?

By default a shared (and a static) library is built for Unix. So:

```
make distclean
./configure
make
```

14. How do I install a shared zlib library on Unix?

After the above, then:

```
make install
```

However, many flavors of Unix come with a shared zlib already installed. Before going to the trouble of compiling a shared version of zlib and trying to install it, you may want to check if it's already there! If you can `#include <zlib.h>`, it's there. The `-lz` option will probably link to it. You can check the version at the top of `zlib.h` or with the `ZLIB_VERSION` symbol defined in `zlib.h`.

15. I have a question about OttoPDF.

We are not the authors of OttoPDF. The real author is on the OttoPDF web site: Joel Hainley, [jhainley@myndkryme.com](mailto:jhainley@myndkryme.com).

16.

Can zlib decode Flate data in an Adobe PDF file?

Yes. See <http://www.pdflib.com/>. To modify PDF forms, see <http://sourceforge.net/projects/acroformtool/>.

17. Why am I getting this "register\_frame\_info not found" error on Solaris?

After installing zlib 1.1.4 on Solaris 2.6, running applications using zlib generates an error such as:

```
ld.so.1: rpm: fatal: relocation error: file /usr/local/lib/libz.so:
symbol __register_frame_info: referenced symbol not found
```

The symbol `__register_frame_info` is not part of zlib, it is generated by the C compiler (cc or gcc). You must recompile applications using zlib which have this problem. This problem is specific to Solaris. See <http://www.sunfreeware.com> for Solaris versions of zlib and applications using zlib.

18. Why does gzip give an error on a file I make with compress/deflate?

The compress and deflate functions produce data in the zlib format, which is different and incompatible with the gzip format. The `gz*` functions in zlib on the other hand use the gzip format. Both the zlib and gzip formats use the same compressed data format internally, but have different headers and trailers around the compressed data.

19. Ok, so why are there two different formats?

The gzip format was designed to retain the directory information about a single file, such as the name and last modification date. The zlib format on the other hand was designed for in-memory and communication channel applications, and has a much more compact header and trailer and uses a faster integrity check than gzip.

20. Well that's nice, but how do I make a gzip file in memory?

You can request that deflate write the gzip format instead of the zlib format using `deflateInit2()`. You can also request that inflate decode the gzip format using `inflateInit2()`. Read `zlib.h` for more details.

21. Is zlib thread-safe?

Yes. However any library routines that zlib uses and any application-provided memory allocation routines must also be thread-safe. zlib's `gz*` functions use stdio library routines, and most of zlib's functions use the library memory allocation routines by default. zlib's `*Init*` functions allow for the application to provide custom memory allocation routines.

Of course, you should only operate on any given zlib or gzip stream from a single thread at a time.

22. Can I use zlib in my commercial application?

Yes. Please read the license in zlib.h.

23. Is zlib under the GNU license?

No. Please read the license in zlib.h.

24. The license says that altered source versions must be "plainly marked". So what exactly do I need to do to meet that requirement?

You need to change the ZLIB\_VERSION and ZLIB\_VERNUM #defines in zlib.h. In particular, the final version number needs to be changed to "f", and an identification string should be appended to ZLIB\_VERSION. Version numbers x.x.x.f are reserved for modifications to zlib by others than the zlib maintainers. For example, if the version of the base zlib you are altering is "1.2.3.4", then in zlib.h you should change ZLIB\_VERNUM to 0x123f, and ZLIB\_VERSION to something like "1.2.3.f-zachary-mods-v3". You can also update the version strings in deflate.c and infrees.c.

For altered source distributions, you should also note the origin and nature of the changes in zlib.h, as well as in ChangeLog and README, along with the dates of the alterations. The origin should include at least your name (or your company's name), and an email address to contact for help or issues with the library.

Note that distributing a compiled zlib library along with zlib.h and zconf.h is also a source distribution, and so you should change ZLIB\_VERSION and ZLIB\_VERNUM and note the origin and nature of the changes in zlib.h as you would for a full source distribution.

25.

Will zlib work on a big-endian or little-endian architecture, and can I exchange compressed data between them?

Yes and yes.

26. Will zlib work on a 64-bit machine?

Yes. It has been tested on 64-bit machines, and has no dependence on any data types being limited to 32-bits in length. If you have any difficulties, please provide a complete problem report to [zlib@gzip.org](mailto:zlib@gzip.org)

27. Will zlib decompress data from the PKWare Data Compression Library?

No. The PKWare DCL uses a completely different compressed data format than does PKZIP and zlib. However, you can look in zlib's contrib/blast directory for a possible solution to your problem.

28. Can I access data randomly in a compressed stream?

No, not without some preparation. If when compressing you periodically use `Z_FULL_FLUSH`, carefully write all the pending data at those points, and keep an index of those locations, then you can start decompression at those points. You have to be careful to not use `Z_FULL_FLUSH` too often, since it can significantly degrade compression. Alternatively, you can scan a deflate stream once to generate an index, and then use that index for random access. See `examples/zran.c`.

29. Does zlib work on MVS, OS/390, CICS, etc.?

It has in the past, but we have not heard of any recent evidence. There were working ports of zlib 1.1.4 to MVS, but those links no longer work. If you know of recent, successful applications of zlib on these operating systems, please let us know. Thanks.

30. Is there some simpler, easier to read version of inflate I can look at to understand the deflate format?

First off, you should read RFC 1951. Second, yes. Look in zlib's `contrib/puff` directory.

31. Does zlib infringe on any patents?

As far as we know, no. In fact, that was originally the whole point behind zlib. Look here for some more information:

<http://www.gzip.org/#faq11>

32. Can zlib work with greater than 4 GB of data?

Yes. `inflate()` and `deflate()` will process any amount of data correctly. Each call of `inflate()` or `deflate()` is limited to input and output chunks of the maximum value that can be stored in the compiler's "unsigned int" type, but there is no limit to the number of chunks. Note however that the `strm.total_in` and `strm_total_out` counters may be limited to 4 GB. These counters are provided as a convenience and are not used internally by `inflate()` or `deflate()`. The application can easily set up its own counters updated after each call of `inflate()` or `deflate()` to count beyond 4 GB. `compress()` and `uncompress()` may be limited to 4 GB, since they operate in a single call. `gzseek()` and `gztell()` may be limited to 4 GB depending on how zlib is compiled. See the `zlibCompileFlags()` function in `zlib.h`.

The word "may" appears several times above since there is a 4 GB limit only if the compiler's "long" type is

32 bits. If the compiler's "long" type is 64 bits, then the limit is 16 exabytes.

33. Does zlib have any security vulnerabilities?

The only one that we are aware of is potentially in `gzprintf()`. If zlib is compiled to use `sprintf()` or `vsprintf()`, then there is no protection against a buffer overflow of an 8K string space (or other value as set by `gzbuffer()`), other than the caller of `gzprintf()` assuring that the output will not exceed 8K. On the other hand, if zlib is compiled to use `snprintf()` or `vsnprintf()`, which should normally be the case, then there is no vulnerability. The `./configure` script will display warnings if an insecure variation of `sprintf()` will be used by `gzprintf()`. Also the `zlibCompileFlags()` function will return information on what variant of `sprintf()` is used by `gzprintf()`.

If you don't have `snprintf()` or `vsnprintf()` and would like one, you can find a portable implementation here:

<http://www.ijs.si/software/snprintf/>

Note that you should be using the most recent version of zlib. Versions 1.1.3 and before were subject to a double-free vulnerability, and versions 1.2.1 and 1.2.2 were subject to an access exception when decompressing invalid compressed data.

34. Is there a Java version of zlib?

Probably what you want is to use zlib in Java. zlib is already included as part of the Java SDK in the `java.util.zip` package. If you really want a version of zlib written in the Java language, look on the zlib home page for links: <http://zlib.net/> .

35. I get this or that compiler or source-code scanner warning when I crank it up to maximally-pedantic. Can't you guys write proper code?

Many years ago, we gave up attempting to avoid warnings on every compiler in the universe. It just got to be a waste of time, and some compilers were downright silly as well as contradicted each other. So now, we simply make sure that the code always works.

36. Valgrind (or some similar memory access checker) says that deflate is performing a conditional jump that depends on an uninitialized value. Isn't that a bug?

No. That is intentional for performance reasons, and the output of deflate is not affected. This only started showing up recently since zlib 1.2.x

uses malloc() by default for allocations, whereas earlier versions used calloc(), which zeros out the allocated memory. Even though the code was correct, versions 1.2.4 and later was changed to not stimulate these checkers.

37. Will zlib read the (insert any ancient or arcane format here) compressed data format?

Probably not. Look in the comp.compression FAQ for pointers to various formats and associated software.

38. How can I encrypt/decrypt zip files with zlib?

zlib doesn't support encryption. The original PKZIP encryption is very weak and can be broken with freely available programs. To get strong encryption, use GnuPG, <http://www.gnupg.org/>, which already includes zlib compression. For PKZIP compatible "encryption", look at <http://www.info-zip.org/>

39. What's the difference between the "gzip" and "deflate" HTTP 1.1 encodings?

"gzip" is the gzip format, and "deflate" is the zlib format. They should probably have called the second one "zlib" instead to avoid confusion with the raw deflate compressed data format. While the HTTP 1.1 RFC 2616 correctly points to the zlib specification in RFC 1950 for the "deflate" transfer encoding, there have been reports of servers and browsers that incorrectly produce or expect raw deflate data per the deflate specification in RFC 1951, most notably Microsoft. So even though the "deflate" transfer encoding using the zlib format would be the more efficient approach (and in fact exactly what the zlib format was designed for), using the "gzip" transfer encoding is probably more reliable due to an unfortunate choice of name on the part of the HTTP 1.1 authors.

Bottom line: use the gzip format for HTTP 1.1 encoding.

40. Does zlib support the new "Deflate64" format introduced by PKWare?

No. PKWare has apparently decided to keep that format proprietary, since they have not documented it as they have previous compression formats. In any case, the compression improvements are so modest compared to other more modern approaches, that it's not worth the effort to implement.

41. I'm having a problem with the zip functions in zlib, can you help?

There are no zip functions in zlib. You are probably using minizip by Giles Vollant, which is found in the contrib directory of zlib. It is not

part of zlib. In fact none of the stuff in contrib is part of zlib. The files in there are not supported by the zlib authors. You need to contact the authors of the respective contribution for help.

42. The match.asm code in contrib is under the GNU General Public License.

Since it's part of zlib, doesn't that mean that all of zlib falls under the GNU GPL?

No. The files in contrib are not part of zlib. They were contributed by other authors and are provided as a convenience to the user within the zlib distribution. Each item in contrib has its own license.

43. Is zlib subject to export controls? What is its ECCN?

zlib is not subject to export controls, and so is classified as EAR99.

44. Can you please sign these lengthy legal documents and fax them back to us so that we can use your software in our product?

No. Go away. Shoo.

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/FAQ

No license file was found, but licenses were detected in source scan.

/\* gzwrite.c -- zlib functions for writing gzip files

\* Copyright (C) 2004-2017 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzwrite.c

No license file was found, but licenses were detected in source scan.

/\* Adler32.c -- compute the Adler-32 checksum of a data stream

\* Copyright (C) 1995-2011, 2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/adler32.c

No license file was found, but licenses were detected in source scan.

/\* infcover.c -- test zlib's inflate routines with full code coverage

\* Copyright (C) 2011, 2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/infcover.c

No license file was found, but licenses were detected in source scan.

/\* zconf.h -- configuration of the zlib compression library

\* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.in

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.cmakein

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h

No license file was found, but licenses were detected in source scan.

/\* minigzip.c -- simulate gzip using the zlib compression library

\* Copyright (C) 1995-2006, 2010, 2011, 2016 Jean-loup Gailly

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/minigzip.c

No license file was found, but licenses were detected in source scan.

/\* crc32.c -- compute the CRC-32 of a data stream

\* Copyright (C) 1995-2006, 2010, 2011, 2012, 2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*

\* Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster

\* CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing

\* tables for updating the shift register in one step with three exclusive-ors

\* instead of four steps with four exclusive-ors. This results in about a

\* factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3.

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/crc32.c

No license file was found, but licenses were detected in source scan.

/\* inflate.h -- internal inflate state definition

\* Copyright (C) 1995-2016 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/



Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.h

No license file was found, but licenses were detected in source scan.

/\* deflate.c -- compress data using the deflation algorithm

\* Copyright (C) 1995-2017 Jean-loup Gailly and Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.c

No license file was found, but licenses were detected in source scan.

/\* gzlib.c -- zlib functions common to reading and writing gzip files

\* Copyright (C) 2004-2017 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzlib.c

No license file was found, but licenses were detected in source scan.

/\* uncompr.c -- decompress a memory buffer

\* Copyright (C) 1995-2003, 2010, 2014, 2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/uncompr.c

No license file was found, but licenses were detected in source scan.

/\*

\* gzlog.c

\* Copyright (C) 2004, 2008, 2012, 2016 Mark Adler, all rights reserved

\* For conditions of distribution and use, see copyright notice in gzlog.h

\* version 2.2, 14 Aug 2012

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.c

No license file was found, but licenses were detected in source scan.

/\* zip.h -- IO on .zip files using zlib

Version 1.1, February 14h, 2010

part of the MiniZip project - (<http://www.winimage.com/zLibDll/minizip.html>)

Copyright (C) 1998-2010 Gilles Vollant (minizip) (<http://www.winimage.com/zLibDll/minizip.html>)

Modifications for Zip64 support  
Copyright (C) 2009-2010 Mathias Svensson ( <http://result42.com> )

For more info read MiniZip\_info.txt

-----  
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-----  
Changes

See header of zip.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/zip.h

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MiniZip - Copyright (c) 1998-2010 - by Gilles Vollant - version 1.1 64 bits from Mathias Svensson

Introduction

-----  
MiniZip 1.1 is built from MiniZip 1.0 by Gilles Vollant ( <http://www.winimage.com/zLibDll/minizip.html> )

When adding ZIP64 support into minizip it would result into risk of breaking compatibility with minizip 1.0. All possible work was done for compatibility.

## Background

-----  
When adding ZIP64 support Mathias Svensson found that Even Rouault have added ZIP64 support for unzip.c into minizip for a open source project called gdal ( <http://www.gdal.org/> )

That was used as a starting point. And after that ZIP64 support was added to zip.c some refactoring and code cleanup was also done.

## Changed from MiniZip 1.0 to MiniZip 1.1

- 
- \* Added ZIP64 support for unzip ( by Even Rouault )
  - \* Added ZIP64 support for zip ( by Mathias Svensson )
  - \* Reverted some changed that Even Rouault did.
  - \* Bunch of patches received from Gilles Vollant that he received for MiniZip from various users.
  - \* Added unzip patch for BZIP Compression method (patch create by Daniel Borca)
  - \* Added BZIP Compress method for zip
  - \* Did some refactoring and code cleanup

## Credits

Gilles Vollant - Original MiniZip author  
Even Rouault - ZIP64 unzip Support  
Daniel Borca - BZip Compression method support in unzip  
Mathias Svensson - ZIP64 zip support  
Mathias Svensson - BZip Compression method support in zip

## Resources

ZipLayout <http://result42.com/projects/ZipFileLayout>

Command line tool for Windows that shows the layout and information of the headers in a zip archive.  
Used when debugging and validating the creation of zip files using MiniZip64

ZIP App Note <http://www.pkware.com/documents/casestudies/APPNOTE.TXT>  
Zip File specification

## Notes.

- \* To be able to use BZip compression method in zip64.c or unzip64.c the BZIP2 lib is needed and HAVE\_BZIP2 need to be defined.

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Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/MiniZip64\_info.txt

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```
/* trees.c -- output deflated data using Huffman coding
* Copyright (C) 1995-2017 Jean-loup Gailly
* detect_data_type() function provided freely by Cosmin Truta, 2006
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/trees.c

No license file was found, but licenses were detected in source scan.

```
/* gzclose.c -- zlib gzclose() function
* Copyright (C) 2004, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzclose.c

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\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.3

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/\* zran.c -- example of zlib/gzip stream indexing and random access

\* Copyright (C) 2005, 2012 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

Version 1.1 29 Sep 2012 Mark Adler \*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-

1.2.11.dfsg/examples/zran.c

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/\* zutil.h -- internal interface and configuration of the compression library

\* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.h

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/\* compress.c -- compress a memory buffer

\* Copyright (C) 1995-2005, 2014, 2016 Jean-loup Gailly, Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/compress.c

No license file was found, but licenses were detected in source scan.

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Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.emx

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.dj2

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/os2/Makefile.os2

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/Makefile.emx

No license file was found, but licenses were detected in source scan.

/\* gzguts.h -- zlib internal header definitions for gz\* operations

\* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler  
\* For conditions of distribution and use, see copyright notice in zlib.h  
\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzguts.h

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/\* gun.c -- simple gunzip to give an example of the use of inflateBack()

\* Copyright (C) 2003, 2005, 2008, 2010, 2012 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

Version 1.7 12 August 2012 Mark Adler \*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-

1.2.11.dfsg/examples/gun.c

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/\* unzip.h -- IO for uncompress .zip files using zlib

Version 1.1, February 14h, 2010

part of the MiniZip project - ( <http://www.winimage.com/zLibDll/minizip.html> )

Copyright (C) 1998-2010 Gilles Vollant (minizip) ( <http://www.winimage.com/zLibDll/minizip.html> )

Modifications of Unzip for Zip64

Copyright (C) 2007-2008 Even Rouault

Modifications for Zip64 support on both zip and unzip

Copyright (C) 2009-2010 Mathias Svensson ( <http://result42.com> )

For more info read MiniZip\_info.txt

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## Changes

See header of unzip64.c

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.h

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/\* inffast.h -- header to use inffast.c

\* Copyright (C) 1995-2003, 2010 Mark Adler

\* For conditions of distribution and use, see copyright notice in zlib.h

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffast.h

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/\* fitblk.c: example of fitting compressed output to a specified size

Not copyrighted -- provided to the public domain

Version 1.1 25 November 2004 Mark Adler \*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/fitblk.c

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/\* gzappend -- command to append to a gzip file

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version 1.2, 11 Oct 2012

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Mark Adler madler@alumni.caltech.edu

\*/

Found in path(s):

\* /opt/cola/permits/1517885200\_1671597604.893096/0/zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzappend.c

## 1.500 ca-certificates 20220614-r4

### 1.500.1 Available under license :

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```
/* c_rehash.c - Create hash symlinks for certificates
* C implementation based on the original Perl and shell versions
*
* Copyright (c) 2013-2014 Timo Teräs <timo.teras@iki.fi>
* All rights reserved.
*
* This software is licensed under the MIT License.
* Full license available at: http://opensource.org/licenses/MIT
*/
```

Found in path(s):

\* /opt/cola/permits/1527795472\_1674094687.5907822/0/ca-certificates-20220614-tar-bz2/ca-certificates-20220614/c\_rehash.c

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```
# * You may opt to use, copy, modify, merge, publish, distribute and/or sell
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```

Found in path(s):

\* /opt/cola/permits/1527795472\_1674094687.5907822/0/ca-certificates-20220614-tar-bz2/ca-certificates-20220614/mk-ca-bundle.pl



# 1.501 sqlite 3.40.1-r0

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# 1.502 prometheus-client 0.2.0

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# 1.503 crewjam-saml 0.4.9

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## 1.504 markupsafe 2.1.2

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Found in path(s):

\* /opt/cola/permits/1535598243\_1674018481.1883473/0/sailfishos-mirror-markupsafe-2-1-2-0-gc0254f0-1-tar-gz/sailfishos-mirror-markupsafe-f56c4bc/LICENSE.rst

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Found in path(s):

\* /opt/cola/permits/1535598243\_1674018481.1883473/0/sailfishos-mirror-markupsafe-2-1-2-0-gc0254f0-1-tar-gz/sailfishos-mirror-markupsafe-f56c4bc/setup.cfg

# 1.505 python-setuptools 45.2.0-1ubuntu0.1

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=====

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  |              |           |            |                     |
| 2.1.1          | 2001-now     | PSF       |            | yes                 |

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#### A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to  
BeOpen.com to form the BeOpen PythonLabs team. In October of the same  
year, the PythonLabs team moved to Digital Creations, which became  
Zope Corporation. In 2001, the Python Software Foundation (PSF, see  
<https://www.python.org/psf/>) was formed, a non-profit organization  
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All

Python releases are Open Source (see <http://www.opensource.org> for  
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the various releases.

| Release        | Derived<br>from | Year      | Owner      | GPL-<br>compatible? (1) |
|----------------|-----------------|-----------|------------|-------------------------|
| 0.9.0 thru 1.2 |                 | 1991-1995 | CWI        | yes                     |
| 1.3 thru 1.5.2 | 1.2             | 1995-1999 | CNRI       | yes                     |
| 1.6            | 1.5.2           | 2000      | CNRI       | no                      |
| 2.0            | 1.6             | 2000      | BeOpen.com | no                      |
| 1.6.1          | 1.6             | 2001      | CNRI       | yes (2)                 |

|               |           |          |     |     |
|---------------|-----------|----------|-----|-----|
| 2.1           | 2.0+1.6.1 | 2001     | PSF | no  |
| 2.0.1         | 2.0+1.6.1 | 2001     | PSF | yes |
| 2.1.1         | 2.1+2.0.1 | 2001     | PSF | yes |
| 2.1.2         | 2.1.1     | 2002     | PSF | yes |
| 2.1.3         | 2.1.2     | 2002     | PSF | yes |
| 2.2 and above | 2.1.1     | 2001-now | PSF | yes |

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

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## 1.506 python-pkg-resources 45.2.0-1ubuntu0.1

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## 1.509 libproc 3.3.17-r2

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

```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute
it
under certain conditions; type `show c' for details.
```

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

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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# 1.510 robot-infra-utils 1.0.2- 0.20221209050430-08312f1d185d

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import (
    dao "github3.cisco.com/ROBOT/infra-utils/golang/nso/dao/impl"
)
type Smart_license struct {
    dao.Dao
    Development_mode bool `json:"development-mode,omitempty"`
}
func (e *Smart_license) GetDevelopment_mode() bool {
    e.Conn_.GET(e)
    return e.Development_mode
}

func (e *Smart_license) SetDevelopment_mode(v bool) {
    e.Development_mode = v
}
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## 1.511 htop 3.2.1-r1

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@vskip 20pt plus 1fil  
@end macro
```

```
@macro copyrightstart{ }  
@end macro
```

```
@macro copyrightend{ }  
@end macro
```

```
@node Copyrights and Licenses, , Acknowledgments, Top  
@comment node-name, next, previous, up  
@appendix Copyrights and Licenses
```

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GSS-API mechglue layer.

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@table

@asis

@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

@item KCM credential cache.

@item HDB LDAP backend.

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AES in libhcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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DES core in libcrypto

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D3DES (V5.09) -

A portable, public domain, version of the Data Encryption Standard.

Written with Symantec's THINK (Lightspeed) C by Richard Outerbridge.

Thanks to: Dan Hoey for his excellent Initial and Inverse permutation code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis Ferguson, Eric Young and Dana How for comparing notes; and Ray Lau, for humouring me on.

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lib/hcrypto/test\_dh.c

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@vskip 20pt plus 1fil  
@end macro
```

@macro copyrightstart{ }

@end macro

@macro copyrightend{ }

@end macro

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@comment node-name, next, previous, up

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GSS-API mechglue layer.

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@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

@item KCM credential cache.

@item HDB LDAP backend.

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Fortuna in libhcrypto

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>  
@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>  
@author Paulo Barreto <paulo.barreto@terra.com.br>

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DES core in libhcrypto

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Written with Symantec's THINK (Lightspeed) C by Richard Outerbridge.

Thanks to: Dan Hoey for his excellent Initial and Inverse permutation code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis Ferguson, Eric Young and Dana How for comparing notes; and Ray Lau, for humouring me on.

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GSS-API mechg glue layer.

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>  
@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>  
@author Paulo Barreto <paulo.barreto@terra.com.br>

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Written with Symantec's THINK (Lightspeed) C by Richard Outerbridge. Thanks to: Dan Hoey for his excellent Initial and Inverse permutation code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis Ferguson, Eric Young and Dana How for comparing notes; and Ray Lau, for humouring me on.

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lib/hcrypto/test\_dh.c

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@macro copynext{  
@vskip 20pt plus 1fil  
@end macro
```

```
@macro copyrightstart{  
@end macro
```

```
@macro copyrightend{  
@end macro
```

```
@node Copyrights and Licenses, , Acknowledgments, Top  
@comment node-name, next, previous, up  
@appendix Copyrights and Licenses
```

```
@heading Kungliga Tekniska Hgskolan
```

```
@copyrightstart  
@verbatim
```

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GSS-API mechglue layer.

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@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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kdc/announce.c

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DES core in libcrypto

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D3DES (V5.09) -

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@vskip 20pt plus 1fil  
@end macro
```

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@macro copyrightstart{ }  
@end macro
```

```
@macro copyrightend{ }  
@end macro
```

```
@node Copyrights and Licenses, , Acknowledgments, Top  
@comment node-name, next, previous, up  
@appendix Copyrights and Licenses
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@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

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@item HDB LDAP backend.

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libhcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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DES core in libcrypto

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D3DES (V5.09) -

A portable, public domain, version of the Data Encryption Standard.

Written with Symantec's THINK (Lightspeed) C by Richard Outerbridge.

Thanks to: Dan Hoey for his excellent Initial and Inverse permutation code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis Ferguson, Eric Young and Dana How for comparing notes; and Ray Lau, for humouring me on.

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lib/hcrypto/test\_dh.c

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@vskip 20pt plus 1fil
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@end macro
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@end macro

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>  
@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>  
@author Paulo Barreto <paulo.barreto@terra.com.br>

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lib/hcrypto/test\_dh.c

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@vskip 20pt plus 1fil

@end macro

@macro copyrightstart{ }

@end macro

@macro copyrightend{ }

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@comment node-name, next, previous, up

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GSS-API mechlue layer.

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>  
@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>  
@author Paulo Barreto <paulo.barreto@terra.com.br>

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DES core in libcrypto

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D3DES (V5.09) -

A portable, public domain, version of the Data Encryption Standard.

Written with Symantec's THINK (Lightspeed) C by Richard Outerbridge. Thanks to: Dan Hoey for his excellent Initial and Inverse permutation code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis Ferguson, Eric Young and Dana How for comparing notes; and Ray Lau, for humouring me on.

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@vskip 20pt plus 1fil  
@end macro
```

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@macro copyrightstart{ }  
@end macro
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@macro copyrightend{ }  
@end macro
```

```
@node Copyrights and Licenses, , Acknowledgments, Top  
@comment node-name, next, previous, up  
@appendix Copyrights and Licenses
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GSS-API mechglue layer.

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@table

@asis

@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

@item KCM credential cache.

@item HDB LDAP backend.

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Fortuna in libhcrypto

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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DES core in libcrypto

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Thanks to: Dan Hoey for his excellent Initial and Inverse permutation  
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@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>  
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GSS-API mechglue layer.

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@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>  
@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>  
@author Paulo Barreto <paulo.barreto@terra.com.br>

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D3DES (V5.09) -

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## 1.532 python 3.10.10-r0

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#### A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  | PSF        | yes                 |

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

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## 1.540 x-net 0.7.0

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## 1.541 gnutls 3.6.13-2ubuntu1.8

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## Constant-time SSSE3 AES core implementation.

## version 0.1

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## 1.543 python-pip 20.0.2-5ubuntu1.8

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team.

In October of the same year, the PythonLabs team moved to Digital Creations (now Zope

Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

| Release | Derived from | Year | Owner | GPL-compatible? (1) |
|---------|--------------|------|-------|---------------------|
| 2.5     | 2.4          | 2006 | PSF   | yes                 |
| 2.5.1   | 2.5          | 2007 | PSF   | yes                 |
| 2.5.2   | 2.5.1        | 2008 | PSF   | yes                 |
| 2.5.3   | 2.5.2        | 2008 | PSF   | yes                 |
| 2.6     | 2.5          | 2008 | PSF   | yes                 |
| 2.6.1   | 2.6          | 2008 | PSF   | yes                 |
| 2.6.2   | 2.6.1        | 2009 | PSF   | yes                 |
| 2.6.3   | 2.6.2        | 2009 | PSF   | yes                 |
| 2.6.4   | 2.6.3        | 2009 | PSF   | yes                 |
| 2.6.5   | 2.6.4        | 2010 | PSF   | yes                 |
| 3.0     | 2.6          | 2008 | PSF   | yes                 |
| 3.0.1   | 3.0          | 2009 | PSF   | yes                 |
| 3.1     | 3.0.1        | 2009 | PSF   | yes                 |
| 3.1.1   | 3.1          | 2009 | PSF   | yes                 |
| 3.1.2   | 3.1.1        | 2010 | PSF   | yes                 |
| 3.1.3   | 3.1.2        | 2010 | PSF   | yes                 |
| 3.1.4   | 3.1.3        | 2011 | PSF   | yes                 |
| 3.2     | 3.1          | 2011 | PSF   | yes                 |
| 3.2.1   | 3.2          | 2011 | PSF   | yes                 |
| 3.2.2   | 3.2.1        | 2011 | PSF   | yes                 |
| 3.3     | 3.2          |      |       |                     |
| 2012    | PSF          | yes  |       |                     |

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In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.2            | 2.1.1        | 2001      | PSF        | yes                 |

|       |       |           |     |     |
|-------|-------|-----------|-----|-----|
| 2.1.2 | 2.1.1 | 2002      | PSF | yes |
| 2.1.3 |       |           |     |     |
| 2.1.2 | 2002  | PSF       | yes |     |
| 2.2.1 | 2.2   | 2002      | PSF | yes |
| 2.2.2 | 2.2.1 | 2002      | PSF | yes |
| 2.2.3 | 2.2.2 | 2003      | PSF | yes |
| 2.3   | 2.2.2 | 2002-2003 | PSF | yes |
| 2.3.1 | 2.3   | 2002-2003 | PSF | yes |
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2 | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3 | 2004      | PSF | yes |
| 2.3.5 | 2.3.4 | 2005      | PSF | yes |
| 2.4   | 2.3   | 2004      | PSF | yes |
| 2.4.1 | 2.4   | 2005      | PSF | yes |
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| 2.4.3 | 2.4.2 | 2006      | PSF | yes |
| 2.4.4 | 2.4.3 | 2006      | PSF | yes |
| 2.5   | 2.4   | 2006      | PSF | yes |
| 2.5.1 | 2.5   | 2007      | PSF | yes |
| 2.5.2 | 2.5.1 | 2008      | PSF | yes |
| 2.5.3 | 2.5.2 | 2008      | PSF | yes |
| 2.6   | 2.5   | 2008      | PSF | yes |
| 2.6.1 | 2.6   | 2008      | PSF | yes |
| 2.6.2 | 2.6.1 | 2009      | PSF | yes |
| 2.6.3 | 2.6.2 | 2009      | PSF | yes |
| 2.6.4 | 2.6.3 | 2009      | PSF | yes |
| 2.6.5 | 2.6.4 | 2010      | PSF | yes |
| 3.0   | 2.6   | 2008      | PSF | yes |
| 3.0.1 | 3.0   | 2009      | PSF | yes |
| 3.1   | 3.0.1 | 2009      | PSF | yes |
| 3.1.1 | 3.1   | 2009      | PSF | yes |
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This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities  
(CA). These were automatically extracted from Mozilla's root certificates  
file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

It contains the certificates in PEM format and therefore  
can be directly used with curl / libcurl / php\_curl, or with  
an Apache+mod\_ssl webserver for SSL client authentication.  
Just configure this file as the SSLCACertificateFile.#

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@(#) \$RCSfile: certdata.txt,v \$

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# Protocol Documentation

[top](#)

## Table of Contents

- [cw\_ztp\_license\_device.proto](#cw\_ztp\_license\_device-proto)

- [ZtpLicenseDevice](#cwztpsvc-ZtpLicenseDevice)

- [Scalar Value Types](#scalar-value-types)

[cw\\_ztp\\_license\\_device-proto](#)

[Top](#)

## cw\_ztp\_license\_device.proto

[cwztpsvc-ZtpLicenseDevice](#)

### ZtpLicenseDevice

| Field | Type | Label | Description |
|-------|------|-------|-------------|
|-------|------|-------|-------------|

|                    |                   |  |  |
|--------------------|-------------------|--|--|
| deviceSerialNumber | [string](#string) |  |  |
|--------------------|-------------------|--|--|

|                    |                   |  |  |
|--------------------|-------------------|--|--|
| deviceSerialNumber | [string](#string) |  |  |
|--------------------|-------------------|--|--|

## ## Scalar Value Types

| .proto Type | Notes | C++ | Java | Python | Go | C# | PHP | Ruby |  
| ----- | ---- | --- | ---- | ----- | -- | -- | --- | ---- |  
| <a name="double" /> double | | double | double | float | float64 | double | float | Float |  
| <a name="float" /> float | | float | float | float | float32 | float | float | Float |  
| <a name="int32" /> int32 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |  
| <a name="int64" /> int64 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |  
| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum or Fixnum (as required) |  
| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum or Fixnum (as required) |  
| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |  
| <a name="sint64" /> sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |  
| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2<sup>28</sup>. | uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |  
| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than 2<sup>56</sup>. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |  
| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |  
| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |  
| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass |  
| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII text. | string | String | str/unicode | string | string | string | String (UTF-8) |  
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte | ByteString | string | String (ASCII-8BIT) |  
# Protocol Documentation  
<a name="top"></a>

## ## Table of Contents

- [cw\_ztp\_license\_device\_v2.proto](#cw\_ztp\_license\_device\_v2-proto)  
- [ZtpLicenseDeviceV2](#cwztpsvc-ZtpLicenseDeviceV2)

- [Scalar Value Types](#scalar-value-types)

<a name="cw\_ztp\_license\_device\_v2-proto"></a>  
<p align="right"><a href="#top">Top</a></p>

## cw\_ztp\_license\_device\_v2.proto

<a name="cwztpsvc-ZtpLicenseDeviceV2"></a>

### ZtpLicenseDeviceV2

| Field        | Type              | Label    | Description |
|--------------|-------------------|----------|-------------|
| -----        | ----              | -----    | -----       |
| uuid         | [string](#string) |          |             |
| serialNumber | [string](#string) | repeated |             |
| locationId   | [string](#string) |          |             |

## Scalar Value Types

| .proto              | Type   | Notes | C++                                                                                                                                           | Java   | Python | Go      | C#     | PHP   | Ruby    |  |                                |
|---------------------|--------|-------|-----------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|---------|--------|-------|---------|--|--------------------------------|
| -----               | -----  | ---   | ----                                                                                                                                          | -----  | --     | --      | ---    | ----  |         |  |                                |
| <a name="double" /> | double |       | double                                                                                                                                        | double | float  | float64 | double | float | Float   |  |                                |
| <a name="float" />  | float  |       | float                                                                                                                                         | float  | float  | float32 | float  | float | Float   |  |                                |
|                     | Float  |       |                                                                                                                                               |        |        |         |        |       |         |  |                                |
| <a name="int32" />  | int32  |       | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead. |        | int32  |         | int    |       | integer |  | Bignum or Fixnum (as required) |
| <a name="int64" />  | int64  |       | Uses variable-length encoding. Inefficient for encoding negative numbers if your field                                                        |        |        |         |        |       |         |  |                                |



is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |  
| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum  
or Fixnum (as required) |  
| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string  
| Bignum or Fixnum (as required) |  
| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode  
negative numbers than regular int32s. | int32 | int | int | int32 | int | integer  
| Bignum or Fixnum (as required) |  
| <a name="sint64" /> sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode  
negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |  
| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2<sup>28</sup>.  
| uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |  
| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than  
2<sup>56</sup>. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |  
| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as  
required) |  
| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |  
| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass  
|  
| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII text. | string | String |  
str/unicode | string | string | string | String (UTF-8) |  
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte |  
ByteString | string | String (ASCII-8BIT) |  
// Code generated by protoc-gen-go. DO NOT EDIT.  
// source: cw\_ztp\_license\_device\_v2.proto

```
package cwztpsvc
```

```
import (
    fmt "fmt"
    proto "github.com/golang/protobuf/proto"
    math "math"
)
```

```
// Reference imports to suppress errors if they are not otherwise used.
```

```
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf
```

```
// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
```

```
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package
```

```
type ZtpLicenseDeviceV2 struct {
    Uuid          string `protobuf:"bytes,1,opt,name=uuid,proto3" json:"uuid,omitempty"`
    SerialNumber []string `protobuf:"bytes,2,rep,name=serialNumber,proto3" json:"serialNumber,omitempty"`
}
```

```

LocationId      string `protobuf:"bytes,3,opt,name=locationId,proto3" json:"locationId,omitempty"`
XXX_NoUnkeyedLiteral
struct{}`json:"-`
XXX_unrecognized []byte `json:"-`
XXX_sizecache    int32 `json:"-`
}

func (m *ZtpLicenseDeviceV2) Reset()      { *m = ZtpLicenseDeviceV2{} }
func (m *ZtpLicenseDeviceV2) String() string { return proto.CompactTextString(m) }
func (*ZtpLicenseDeviceV2) ProtoMessage() {}
func (*ZtpLicenseDeviceV2) Descriptor() ([]byte, []int) {
    return fileDescriptor_187379be6b6c9b7c, []int{0}
}

func (m *ZtpLicenseDeviceV2) XXX_Unmarshal(b []byte) error {
    return xxx_messageInfo_ZtpLicenseDeviceV2.Unmarshal(m, b)
}
func (m *ZtpLicenseDeviceV2) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
    return xxx_messageInfo_ZtpLicenseDeviceV2.Marshal(b, m, deterministic)
}
func (m *ZtpLicenseDeviceV2) XXX_Merge(src proto.Message) {
    xxx_messageInfo_ZtpLicenseDeviceV2.Merge(m, src)
}
func (m *ZtpLicenseDeviceV2) XXX_Size() int {
    return xxx_messageInfo_ZtpLicenseDeviceV2.Size(m)
}
func (m *ZtpLicenseDeviceV2) XXX_DiscardUnknown() {
    xxx_messageInfo_ZtpLicenseDeviceV2.DiscardUnknown(m)
}

var
    xxx_messageInfo_ZtpLicenseDeviceV2 proto.InternalMessageInfo

func (m *ZtpLicenseDeviceV2) GetUuid() string {
    if m != nil {
        return m.Uuid
    }
    return ""
}

func (m *ZtpLicenseDeviceV2) GetSerialNumber() []string {
    if m != nil {
        return m.SerialNumber
    }
    return nil
}

func (m *ZtpLicenseDeviceV2) GetLocationId() string {

```

```

if m != nil {
    return m.LocationId
}
return ""
}

func init() {
    proto.RegisterType((*ZtpLicenseDeviceV2)(nil), "cwztpsvc.ZtpLicenseDeviceV2")
}

func init() {
    proto.RegisterFile("cw_ztp_license_device_v2.proto", fileDescriptor_187379be6b6c9b7c)
}

var fileDescriptor_187379be6b6c9b7c = []byte{
    // 219 bytes of a gzipped FileDescriptorProto
    0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x64, 0x8e, 0x4f, 0x4b, 0xc3, 0x40,
    0x10, 0x47, 0x89, 0x15, 0xb1, 0x8b, 0xa7, 0x3d, 0xc5, 0x4b, 0x28, 0x3d, 0xf5, 0x62, 0x16, 0xdb,
    0x6f, 0x10, 0xbd, 0x08, 0x62, 0x4b, 0x10, 0x85, 0x5e, 0x96, 0xdd, 0xc9, 0x12, 0x07, 0x36, 0x99,
    0x65,
    0xff, 0xa4, 0xd0, 0x4f, 0x2f, 0x6e, 0x2d, 0x28, 0xbd, 0x0d, 0x3f, 0xde, 0x3c, 0x1e, 0xab,
    0xe0, 0x20, 0x8f, 0xd1, 0x49, 0x8b, 0x60, 0xc6, 0x60, 0x64, 0x67, 0x26, 0x04, 0x23, 0xa7, 0x75,
    0xed, 0x3c, 0x45, 0xe2, 0xb7, 0x70, 0x38, 0x46, 0x17, 0x26, 0x58, 0x5a, 0xc6, 0xf7, 0xd1, 0xbd,
    0x9e, 0xb8, 0xe7, 0x8c, 0x7d, 0xac, 0x39, 0x67, 0xd7, 0x29, 0x61, 0x57, 0x16, 0x8b, 0x62, 0x35,
    0x6f, 0xf3, 0xcd, 0x97, 0xec, 0x2e, 0x18, 0x8f, 0xca, 0xbe, 0xa5, 0x41, 0x1b, 0x5f, 0x5e, 0x2d,
    0x66, 0xab, 0x79, 0xfb, 0x6f, 0xe3, 0x15, 0x63, 0x96, 0x40, 0x45, 0xa4, 0xf1, 0xa5, 0x2b, 0x67,
    0xf9, 0xfb, 0xcf, 0xd2, 0x38, 0x56, 0x01, 0x0d, 0x35, 0x60, 0x00, 0xaa, 0x3d, 0x69, 0x8a, 0xa7,
    0xa0, 0xfa, 0xdc, 0xd3, 0xdc, 0x3f, 0x7d, 0x5e, 0xf6, 0xec, 0x7e, 0x98, 0x5d, 0xb1, 0x7f, 0xec,
    0x31, 0x7e, 0x25, 0xbd, 0xf9, 0x15, 0x00, 0x0d, 0xa2, 0xdd, 0x36, 0xdb, 0x77, 0x91, 0x55, 0x0f,
    0xca, 0xa1, 0xe8, 0xc9, 0xaa, 0xb1, 0x17, 0x67, 0x9f, 0xbe, 0xc9, 0xfe, 0xcd, 0x77, 0x00, 0x00,
    0x00, 0xff, 0xff, 0x66,
    0x8d, 0x49, 0xba, 0x12, 0x01, 0x00, 0x00,
}
# Protocol Documentation
<a name="top"></a>

## Table of Contents

- [cw_ztp_license.proto](#cw_ztp_license-proto)
  - [ZtpLicense](#cwztpsvc-ZtpLicense)

- [Scalar Value Types](#scalar-value-types)

<a name="cw_ztp_license-proto"></a>
<p align="right"><a href="#top">Top</a></p>

```

```
## cw_ztp_license.proto
```

```
<a name="cwztpsvc-ZtpLicense"></a>
```

```
### ZtpLicense
```

```
| Field | Type | Label | Description |  
| ---- | ---- | ---- | ----- |  
| id | [int32](#int32) | | |  
| status | [string](#string) | | |  
| lastUpdated | [int64](#int64) | | |
```

```
## Scalar Value Types
```

```
| .proto Type | Notes | C++ | Java | Python | Go | C# | PHP | Ruby |  
| ----- | ---- | --- | ---- | ----- | -- | -- | --- | ---- |  
| <a name="double" /> double | | double | double | float | float64 | double | float | Float |  
| <a name="float" /> float | | float | float | float | float32 | float | float | Float |  
| <a name="int32" /> int32 | Uses variable-length encoding. Inefficient for encoding  
negative numbers if your field is likely to have negative values, use sint32 instead. | int32 | int | int | int32 | int |  
integer | Bignum or Fixnum (as required) |  
| <a name="int64" /> int64 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field  
is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |  
| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum  
or Fixnum (as required) |  
| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string  
| Bignum or Fixnum (as required) |  
| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode  
negative numbers than regular int32s. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |  
| <a name="sint64" /> sint64 | Uses variable-length encoding.
```

```

Signed int value. These more efficiently encode negative numbers than regular int64s. | int64 | long | int/long | int64
| long | integer/string | Bignum |
| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2^28.
| uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |
| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than
2^56. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |
| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as
required) |
| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass |
| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII
text. | string | String | str/unicode | string | string | string | String (UTF-8) |
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte |
ByteString | string | String (ASCII-8BIT) |
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license.proto

package cwztpsvc

import (
    fmt "fmt"
    proto "github.com/golang/protobuf/proto"
    _ "google.golang.org/genproto/googleapis/api/annotations"
    math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicense struct {
    Id          int32  `protobuf:"varint,1,opt,name=id,proto3" json:"id,omitempty"`
    Status      string `protobuf:"bytes,2,opt,name=status,proto3" json:"status,omitempty"`
    IsLabEnabled bool   `protobuf:"varint,3,opt,name=isLabEnabled,proto3" json:"isLabEnabled,omitempty"`
    LastUpdated int64  `protobuf:"varint,4,opt,name=lastUpdated,proto3" json:"lastUpdated,omitempty"`
    XXX_NoUnkeyedLiteral struct{} `json:"-"`
    XXX_unrecognized []byte  `json:"-"`
    XXX_sizecache   int32  `json:"-"`
}

```

```

func (m *ZtpLicense) Reset()      { *m = ZtpLicense{ } }
func (m *ZtpLicense) String() string { return proto.CompactTextString(m) }
func (*ZtpLicense) ProtoMessage() {}
func (*ZtpLicense) Descriptor() ([]byte, []int) {
    return fileDescriptor_4e24d0294ce39e81, []int{0}
}

func (m *ZtpLicense) XXX_Unmarshal(b []byte) error {
    return xxx_messageInfo_ZtpLicense.Unmarshal(m, b)
}
func (m *ZtpLicense) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
    return xxx_messageInfo_ZtpLicense.Marshal(b, m, deterministic)
}
func (m *ZtpLicense) XXX_Merge(src proto.Message) {
    xxx_messageInfo_ZtpLicense.Merge(m, src)
}
func (m *ZtpLicense) XXX_Size() int {
    return xxx_messageInfo_ZtpLicense.Size(m)
}
func (m *ZtpLicense) XXX_DiscardUnknown()
{
    xxx_messageInfo_ZtpLicense.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicense proto.InternalMessageInfo

func (m *ZtpLicense) GetId() int32 {
    if m != nil {
        return m.Id
    }
    return 0
}

func (m *ZtpLicense) GetStatus() string {
    if m != nil {
        return m.Status
    }
    return ""
}

func (m *ZtpLicense) GetIsLabEnabled() bool {
    if m != nil {
        return m.IsLabEnabled
    }
    return false
}

func (m *ZtpLicense) GetLastUpdated() int64 {

```

```

if m != nil {
    return m.LastUpdated
}
return 0
}

func init() {
    proto.RegisterType((*ZtpLicense)(nil), "cwztpsvc.ZtpLicense")
}

func init() {
    proto.RegisterFile("cw_ztp_license.proto", fileDescriptor_4e24d0294ce39e81)
}

var fileDescriptor_4e24d0294ce39e81 = []byte{
    // 241 bytes of a gzipped FileDescriptorProto
    0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x54, 0x8f, 0x4d, 0x4b, 0x03, 0x31,
    0x10, 0x86, 0x49, 0xab, 0xa5, 0x46, 0x11, 0x0c, 0x22, 0x8b, 0x88, 0x84, 0x9e, 0xf6, 0xe2, 0x06,
    0xe9, 0x3f, 0x58, 0xf1, 0x56, 0x68, 0x09, 0x8a,
    0xd0, 0x4b, 0xc9, 0x17, 0x69, 0x20, 0xcd, 0x84,
    0x66, 0x6a, 0x61, 0x7f, 0xbd, 0xb4, 0xdb, 0xa2, 0x1e, 0xe7, 0x9d, 0x79, 0x1f, 0x9e, 0xa1, 0xf7,
    0x66, 0xbf, 0xea, 0x30, 0xaf, 0x62, 0x30, 0x2e, 0x15, 0xd7, 0xe4, 0x2d, 0x20, 0xb0, 0xb1, 0xd9,
    0x77, 0x98, 0xcb, 0xb7, 0x79, 0x7c, 0xf2, 0x00, 0x3e, 0x3a, 0xa1, 0x72, 0x10, 0x2a, 0x25, 0x40,
    0x85, 0x01, 0x52, 0xe9, 0xef, 0x26, 0x1d, 0xa5, 0x4b, 0xcc, 0xb3, 0xbe, 0xcb, 0x6e, 0xe9, 0x20,
    0xd8, 0x8a, 0x70, 0x52, 0x5f, 0xca, 0x41, 0xb0, 0xec, 0x81, 0x8e, 0x0a, 0x2a, 0xdc, 0x95, 0x6a,
    0xc0, 0x49, 0x7d, 0x25, 0x4f, 0x13, 0x9b, 0xd0, 0x9b, 0x50, 0x66, 0x4a, 0xbf, 0x27, 0xa5, 0xa3,
    0xb3, 0xd5, 0x90, 0x93, 0x7a, 0x2c, 0xff, 0x65, 0x8c, 0xd3, 0xeb, 0xa8, 0x0a, 0x7e, 0x66, 0xab,
    0xd0, 0xd9, 0xea, 0x82, 0x93, 0x7a, 0x28, 0xff, 0x46, 0xed, 0x9a, 0x3e, 0x1b, 0xd8, 0x34, 0x26,
    0x14, 0x03, 0xcd, 0x16, 0x34, 0x60, 0x2f, 0xd5, 0x9c, 0xdd, 0xdb, 0xbb, 0xb7, 0xaf, 0x5f, 0xbb,
    0xc5, 0x61, 0xb7, 0x20, 0xcb, 0x57, 0x1f, 0x70, 0xbd, 0xd3, 0xd3, 0x53, 0xd1,
    0xc0, 0x46, 0xc8,
    0x79, 0x3b, 0xff, 0x10, 0x47, 0xc4, 0xcb, 0xe1, 0x4f, 0x0f, 0x51, 0x25, 0x2f, 0xce, 0x1c, 0x3d,
    0x3a, 0x72, 0xa7, 0x3f, 0x01, 0x00, 0x00, 0xff, 0xff, 0xf4, 0xb4, 0x37, 0x45, 0x2c, 0x01, 0x00,
    0x00,
}
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license_device.proto

package cwztpsvc

import (
    fmt "fmt"
    proto "github.com/golang/protobuf/proto"
    _ "google.golang.org/genproto/googleapis/api/annotations"
    math "math"
)

// Reference imports to suppress errors if they are not otherwise used.

```

```

var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicenseDevice struct {
    DeviceSerialNumber string `protobuf:"bytes,1,opt,name=deviceSerialNumber,proto3"
json:"deviceSerialNumber,omitempty"`
    XXX_NoUnkeyedLiteral struct{} `json:"-"`
    XXX_unrecognized []byte `json:"-"`
    XXX_sizecache int32 `json:"-"`
}

func (m *ZtpLicenseDevice)
Reset() { *m = ZtpLicenseDevice{} }
func (m *ZtpLicenseDevice) String() string { return proto.CompactTextString(m) }
func (*ZtpLicenseDevice) ProtoMessage() {}
func (*ZtpLicenseDevice) Descriptor() ([]byte, []int) {
return fileDescriptor_4637a3ce942b5232, []int{0}
}

func (m *ZtpLicenseDevice) XXX_Unmarshal(b []byte) error {
return xxx_messageInfo_ZtpLicenseDevice.Unmarshal(m, b)
}
func (m *ZtpLicenseDevice) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
return xxx_messageInfo_ZtpLicenseDevice.Marshal(b, m, deterministic)
}
func (m *ZtpLicenseDevice) XXX_Merge(src proto.Message) {
xxx_messageInfo_ZtpLicenseDevice.Merge(m, src)
}
func (m *ZtpLicenseDevice) XXX_Size() int {
return xxx_messageInfo_ZtpLicenseDevice.Size(m)
}
func (m *ZtpLicenseDevice) XXX_DiscardUnknown() {
xxx_messageInfo_ZtpLicenseDevice.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicenseDevice proto.InternalMessageInfo

func (m *ZtpLicenseDevice) GetDeviceSerialNumber() string {
if m
!= nil {
return m.DeviceSerialNumber
}
}

```



```

}
return ""
}

func init() {
proto.RegisterType((*ZtpLicenseDevice)(nil), "cwztpsvc.ZtpLicenseDevice")
}

func init() {
proto.RegisterFile("cw_ztp_license_device.proto", fileDescriptor_4637a3ce942b5232)
}

var fileDescriptor_4637a3ce942b5232 = []byte{
// 201 bytes of a gzipped FileDescriptorProto
0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x6c, 0xce, 0x31, 0x4b, 0xc7, 0x30,
0x10, 0x05, 0x70, 0xba, 0x88, 0x66, 0x92, 0x2e, 0x8a, 0x8a, 0x88, 0x93, 0x8b, 0x09, 0xf2, 0xff,
0x06, 0xd1, 0x51, 0xfc, 0x97, 0x2a, 0x08, 0x5d, 0x4a, 0x72, 0x86, 0x18, 0x48, 0x73, 0x21, 0xb9,
0xb6, 0xd0, 0x4f, 0x2f, 0x6d, 0xec, 0x22, 0xce, 0xf7, 0xee, 0xf7, 0x1e, 0xbb, 0x86, 0xb9, 0x5f,
0x28, 0xf6, 0xde, 0x81, 0x09, 0xd9, 0xf4, 0x5f, 0x66, 0x72, 0x60, 0x78, 0x4c, 0x48, 0x58, 0x9f,
0xc2, 0xbc, 0x50, 0xcc, 0x13, 0x5c, 0xdd, 0x58, 0x44, 0xeb, 0x8d, 0x50, 0xd1, 0x09, 0x15, 0x02,
0x92, 0x22, 0x87, 0x21, 0x97, 0xdc, 0xbd, 0x64, 0xe7, 0x1d, 0xc5, 0xd7, 0x42,
0xbc, 0x6c, 0x42,
0xcd, 0x59, 0x5d, 0xac, 0x77, 0x93, 0x9c, 0xf2, 0x6f, 0xe3, 0xa0, 0x4d, 0xba, 0xac, 0xee, 0xaa,
0x87, 0xb3, 0xf6, 0x9f, 0x8b, 0x0c, 0xec, 0x16, 0x70, 0xe0, 0xe0, 0x32, 0x20, 0x4f, 0xa8, 0x91,
0x0a, 0xce, 0xf7, 0x0d, 0xf2, 0xe2, 0xf9, 0xf3, 0x6f, 0x4b, 0xb3, 0x26, 0x9a, 0xaa, 0x7b, 0xb2,
0x8e, 0xbe, 0x47, 0x7d, 0xf8, 0x7d, 0x07, 0x1c, 0x44, 0x7b, 0x94, 0xc7, 0x0f, 0xb1, 0x41, 0x8f,
0xeb, 0x6a, 0x8b, 0x5e, 0x05, 0x2b, 0x76, 0x4d, 0x9f, 0x6c, 0xfa, 0xe1, 0x27, 0x00, 0x00, 0xff,
0xff, 0xe7, 0xa2, 0x96, 0xc2, 0x01, 0x01, 0x00, 0x00,
}

```

# 1.545 golang-genproto 0.0.0-20230221151758-ace64dc21148

## 1.545.1 Available under license :

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Version 2.0, January 2004  
<http://www.apache.org/licenses/>

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# 1.547 modernc.org-libc 1.22.3

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## 1.551 mattn-go-isatty 0.0.12

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procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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//go:build go1.10

// +build go1.10

package pq

```
import (  
    "context"  
    "database/sql/driver"  
)
```

```
// NoticeHandler returns the notice handler on the given connection, if any. A  
// runtime panic occurs if c is not a pq connection. This is rarely used  
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
```

```
func NoticeHandler(c driver.Conn) func(*Error) {  
    return c.(*conn).noticeHandler  
}
```

```
// SetNoticeHandler sets the given notice handler on the given connection. A  
// runtime panic occurs if c is not a pq connection. A nil handler may be used  
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and  
// ConnectorWithNoticeHandler instead.
```

```
//
```

```
// Note: Notice handlers are executed synchronously by pq meaning commands  
// won't continue to be processed until the handler returns.
```

```
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {  
    c.(*conn).noticeHandler = handler  
}
```

```
// NoticeHandlerConnector wraps a regular connector and sets a notice handler  
//
```

```
on it.
```

```
type NoticeHandlerConnector struct {  
    driver.Connector  
    noticeHandler func(*Error)  
}
```

```
// Connect calls the underlying connector's connect method and then sets the  
// notice handler.
```

```

func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
    c, err := n.Connector.Connect(ctx)
    if err == nil {
        SetNoticeHandler(c, n.noticeHandler)
    }
    return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        return c.noticeHandler
    }
    return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
// setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        c.noticeHandler = handler
        return c
    }
    return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}

```

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```
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import (
    dao "github3.cisco.com/ROBOT/infra-utils/golang/nso/dao/impl"
)
type Smart_license struct {
    dao.Dao
    Development_mode bool `json:"development-mode,omitempty"`
}
func (e *Smart_license) GetDevelopment_mode() bool {
    e.Conn_.GET(e)
    return e.Development_mode
}

func (e *Smart_license) SetDevelopment_mode(v bool) {
    e.Development_mode = v
}
```



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```
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```
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```
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```

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

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

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This is Debian GNU/Linux's prepackaged version of the rlfe program.  
This package was put together by Matthias Klose <doko@debian.org>.

Upstream source:

<ftp.gnu.org/pub/gnu/readline/readline-4.3.tar.gz>.

Author: Per Bothner

Copyright:

```
/* A front-end using readline to "cook" input lines for Kawa.
```

```
*
```

```
* Copyright (C) 1999 Per Bothner
```

```
*
```

```
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* modify it under the terms of the GNU General Public License as published  
* by the Free Software Foundation; either version 2, or (at your option)  
* any later version.
```

```
*
```

```
* Some code from Johnson & Troan: "Linux Application Development"  
* (Addison-Wesley, 1998) was used directly or for inspiration.
```

```
*/
```

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## 1.562 protobuf 1.29.0

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

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

The precise terms and conditions for copying, distribution and modification

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

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

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```

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```
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```

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```
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at assemblers) written by James Hacker.
```

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

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## 1.564 kerberos 1.17-6ubuntu4.3

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```
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cmd/krb5/ipropl/ipropl_hdr.h
cmd/krb5/kadmin/server/ipropl_svc.c
cmd/krb5/kproplog/kproplog.c
cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
```

lib/krb5/kadm5/kadm\_host\_srv\_names.c  
lib/krb5/kdb/kdb\_convert.c  
lib/krb5/kdb/kdb\_hdr.h  
lib/krb5/kdb/kdb\_log.c  
lib/krb5/kdb/kdb\_log.h  
lib/libgss/g\_accept\_sec\_context.c  
lib/libgss/g\_acquire\_cred.c  
lib/libgss/g\_canon\_name.c  
lib/libgss/g\_compare\_name.c  
lib/libgss/g\_context\_time.c  
lib/libgss/g\_delete\_sec\_context.c  
lib/libgss/g\_dsp\_name.c  
lib/libgss/g\_dsp\_status.c  
lib/libgss/g\_dup\_name.c  
lib/libgss/g\_exp\_sec\_context.c  
lib/libgss/g\_export\_name.c  
lib/libgss/g\_glue.c  
lib/libgss/g\_imp\_name.c  
lib/libgss/g\_imp\_sec\_context.c  
lib/libgss/g\_init\_sec\_context.c  
lib/libgss/g\_initialize.c  
lib/libgss/g\_inquire\_context.c  
lib/libgss/g\_inquire\_cred.c  
lib/libgss/g\_inquire\_names.c  
lib/libgss/g\_process\_context.c  
lib/libgss/g\_rel\_buffer.c  
lib/libgss/g\_rel\_cred.c  
lib/libgss/g\_rel\_name.c  
lib/libgss/g\_rel\_oid\_set.c  
lib/libgss/g\_seal.c  
lib/libgss/g\_sign.c  
lib/libgss/g\_store\_cred.c  
lib/libgss/g\_unseal.c  
lib/libgss/g\_userok.c  
lib/libgss/g\_utils.c  
lib/libgss/g\_verify.c  
lib/libgss/gssd\_pname\_to\_uid.c  
uts/common/gssapi/include/gssapi\_err\_generic.h  
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/mechglue/g\_accept\_sec\_context.c  
lib/gssapi/mechglue/g\_acquire\_cred.c  
lib/gssapi/mechglue/g\_canon\_name.c  
lib/gssapi/mechglue/g\_compare\_name.c  
lib/gssapi/mechglue/g\_context\_time.c  
lib/gssapi/mechglue/g\_delete\_sec\_context.c  
lib/gssapi/mechglue/g\_dsp\_name.c  
lib/gssapi/mechglue/g\_dsp\_status.c  
lib/gssapi/mechglue/g\_dup\_name.c  
lib/gssapi/mechglue/g\_exp\_sec\_context.c  
lib/gssapi/mechglue/g\_export\_name.c  
lib/gssapi/mechglue/g\_glue.c  
lib/gssapi/mechglue/g\_imp\_name.c  
lib/gssapi/mechglue/g\_imp\_sec\_context.c  
lib/gssapi/mechglue/g\_init\_sec\_context.c  
lib/gssapi/mechglue/g\_initialize.c  
lib/gssapi/mechglue/g\_inquire\_context.c  
lib/gssapi/mechglue/g\_inquire\_cred.c  
lib/gssapi/mechglue/g\_inquire\_names.c  
lib/gssapi/mechglue/g\_process\_context.c  
lib/gssapi/mechglue/g\_rel\_buffer.c  
lib/gssapi/mechglue/g\_rel\_cred.c  
lib/gssapi/mechglue/g\_rel\_name.c  
lib/gssapi/mechglue/g\_rel\_oid\_set.c  
lib/gssapi/mechglue/g\_seal.c  
lib/gssapi/mechglue/g\_sign.c  
lib/gssapi/mechglue/g\_store\_cred.c  
lib/gssapi/mechglue/g\_unseal.c  
lib/gssapi/mechglue/g\_userok.c  
lib/gssapi/mechglue/g\_utils.c  
lib/gssapi/mechglue/g\_verify.c  
lib/gssapi/mechglue/gssd\_pname\_to\_uid.c  
lib/gssapi/mechglue/mglueP.h  
lib/gssapi/mechglue/oid\_ops.c  
lib/gssapi/spnego/gssapiP\_spnego.h  
lib/gssapi/spnego/spnego\_mech.c

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include/ipropr\_hdr.h  
kadmin/server/ipropr\_svc.c  
lib/kdb/ipropr.x  
lib/kdb/kdb\_convert.c  
lib/kdb/kdb\_log.c  
lib/kdb/kdb\_log.h  
lib/krb5/error\_tables/kdb5\_err.et  
kprop/kpropd\_rpc.c  
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# 1.565 robot-robot-api 0.0.0-20230314115932-550758cb5a53

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# Protocol Documentation

<a name="top"></a>

## Table of Contents

- [cw\_ztp\_license\_device.proto](#cw\_ztp\_license\_device-proto)

- [ZtpLicenseDevice](#cwztpsvc-ZtpLicenseDevice)

- [Scalar Value Types](#scalar-value-types)

<a name="cw\_ztp\_license\_device-proto"></a>

<p align="right"><a href="#top">Top</a></p>

## cw\_ztp\_license\_device.proto

<a name="cwztpsvc-ZtpLicenseDevice"></a>

### ZtpLicenseDevice

| Field              | Type              | Label | Description |
|--------------------|-------------------|-------|-------------|
| deviceSerialNumber | [string](#string) |       |             |

## ## Scalar Value Types

| .proto                | Type     | Notes                                                                                                                                         | C++    | Java    | Python   | Go      | C#     | PHP            | Ruby                           |
|-----------------------|----------|-----------------------------------------------------------------------------------------------------------------------------------------------|--------|---------|----------|---------|--------|----------------|--------------------------------|
| <a name="double" />   | double   |                                                                                                                                               | double | double  | float    | float64 | double | float          | Float                          |
| <a name="float" />    | float    |                                                                                                                                               | float  | float   | float    | float32 | float  | float          | Float                          |
| <a name="int32" />    | int32    | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead. | int32  | int     | int      | int32   | int    | integer        | Bignum or Fixnum (as required) |
| <a name="int64" />    | int64    | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead. | int64  | long    | int/long | int64   | long   | integer/string | Bignum                         |
| <a name="uint32" />   | uint32   | Uses variable-length encoding.                                                                                                                | uint32 | int     | int/long | uint32  | uint   | integer        | Bignum or Fixnum (as required) |
| <a name="uint64" />   | uint64   | Uses variable-length encoding.                                                                                                                | uint64 | long    | int/long | uint64  | ulong  | integer/string | Bignum or Fixnum (as required) |
| <a name="sint32" />   | sint32   | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s.                          | int32  | int     | int      | int32   | int    | integer        | Bignum or Fixnum (as required) |
| <a name="sint64" />   | sint64   | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s.                          | int64  | long    | int/long | int64   | long   | integer/string | Bignum                         |
| <a name="fixed32" />  | fixed32  | Always four bytes. More efficient than uint32 if values are often greater than 2 <sup>28</sup> .                                              | uint32 | int     | int      | uint32  | uint   | integer        | Bignum or Fixnum (as required) |
| <a name="fixed64" />  | fixed64  | Always eight bytes. More efficient than uint64 if values are often greater than 2 <sup>56</sup> .                                             | uint64 | long    | int/long | uint64  | ulong  | integer/string | Bignum                         |
| <a name="sfixed32" /> | sfixed32 | Always four bytes.                                                                                                                            | int32  | int     | int      | int32   | int    | integer        | Bignum or Fixnum (as required) |
| <a name="sfixed64" /> | sfixed64 | Always eight bytes.                                                                                                                           | int64  | long    | int/long | int64   | long   | integer/string | Bignum                         |
| <a name="bool" />     | bool     |                                                                                                                                               | bool   | boolean | boolean  | bool    | bool   | boolean        | TrueClass/FalseClass           |
| <a name="string" />   | string   | A string must always contain UTF-8 encoded or 7-bit ASCII text.                                                                               |        |         |          |         |        |                |                                |

| string | String | str/unicode | string | string | string | String (UTF-8) |  
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte |  
ByteString | string | String (ASCII-8BIT) |  
# Protocol Documentation  
<a name="top"></a>

## ## Table of Contents

- [cw\_ztp\_license\_device\_v2.proto](#cw\_ztp\_license\_device\_v2-proto)
- [ZtpLicenseDeviceV2](#cwztpsvc-ZtpLicenseDeviceV2)
  
- [Scalar Value Types](#scalar-value-types)

<a name="cw\_ztp\_license\_device\_v2-proto"></a>  
<p align="right"><a href="#top">Top</a></p>

## ## cw\_ztp\_license\_device\_v2.proto

<a name="cwztpsvc-ZtpLicenseDeviceV2"></a>

### ### ZtpLicenseDeviceV2

| Field        | Type              | Label    | Description |
|--------------|-------------------|----------|-------------|
| -----        | ----              | -----    | -----       |
| uuid         | [string](#string) |          |             |
| serialNumber | [string](#string) | repeated |             |
| locationId   | [string](#string) |          |             |



## ## Scalar Value Types

```
| .proto Type | Notes | C++ | Java | Python | Go | C# | PHP | Ruby |
| ----- | ---- | --- | ---- | ----- | -- | -- | --- | ---- |
| <a name="double" /> double | | double | double | float | float64 | double | float | Float |
| <a name="float" /> float | | float | float | float | float32 | float | float |
Float |
| <a name="int32" /> int32 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field
is likely to have negative values, use sint32 instead. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as
required) |
| <a name="int64" /> int64 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field
is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum
or Fixnum (as required) |
| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string
| Bignum or Fixnum (as required) |
| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode
negative numbers than regular int32s. | int32 | int | int | int32 | int | integer
| Bignum or Fixnum (as required) |
| <a name="sint64" /> sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode
negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2^28.
| uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |
| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than
2^56. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |
| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as
required) |
| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass
|
| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII text. | string | String |
str/unicode | string | string | string | String (UTF-8) |
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte |
ByteString | string | String (ASCII-8BIT) |
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license_device_v2.proto

package cwztpsvc

import (
    fmt "fmt"
    proto "github.com/golang/protobuf/proto"
    math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
```

```

var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicenseDeviceV2 struct {
    Uuid          string `protobuf:"bytes,1,opt,name=uuid,proto3" json:"uuid,omitempty"`
    SerialNumber  []string `protobuf:"bytes,2,rep,name=serialNumber,proto3" json:"serialNumber,omitempty"`
    LocationId    string `protobuf:"bytes,3,opt,name=locationId,proto3" json:"locationId,omitempty"`
    XXX_NoUnkeyedLiteral
    struct{} `json:"- "`
    XXX_unrecognized []byte `json:"- "`
    XXX_sizecache    int32 `json:"- "`
}

func (m *ZtpLicenseDeviceV2) Reset()      { *m = ZtpLicenseDeviceV2{} }
func (m *ZtpLicenseDeviceV2) String() string { return proto.CompactTextString(m) }
func (*ZtpLicenseDeviceV2) ProtoMessage() {}
func (*ZtpLicenseDeviceV2) Descriptor() ([]byte, []int) {
    return fileDescriptor_187379be6b6c9b7c, []int{0}
}

func (m *ZtpLicenseDeviceV2) XXX_Unmarshal(b []byte) error {
    return xxx_messageInfo_ZtpLicenseDeviceV2.Unmarshal(m, b)
}

func (m *ZtpLicenseDeviceV2) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
    return xxx_messageInfo_ZtpLicenseDeviceV2.Marshal(b, m, deterministic)
}

func (m *ZtpLicenseDeviceV2) XXX_Merge(src proto.Message) {
    xxx_messageInfo_ZtpLicenseDeviceV2.Merge(m, src)
}

func (m *ZtpLicenseDeviceV2) XXX_Size() int {
    return xxx_messageInfo_ZtpLicenseDeviceV2.Size(m)
}

func (m *ZtpLicenseDeviceV2) XXX_DiscardUnknown() {
    xxx_messageInfo_ZtpLicenseDeviceV2.DiscardUnknown(m)
}

var
xxx_messageInfo_ZtpLicenseDeviceV2 proto.InternalMessageInfo

func (m *ZtpLicenseDeviceV2) GetUuid() string {
    if m != nil {
        return m.Uuid
    }
}

```

```

return ""
}

func (m *ZtpLicenseDeviceV2) GetSerialNumber() []string {
if m != nil {
return m.SerialNumber
}
return nil
}

func (m *ZtpLicenseDeviceV2) GetLocationId() string {
if m != nil {
return m.LocationId
}
return ""
}

func init() {
proto.RegisterType((*ZtpLicenseDeviceV2)(nil), "cwtptsvc.ZtpLicenseDeviceV2")
}

func init() {
proto.RegisterFile("cw_ztp_license_device_v2.proto", fileDescriptor_187379be6b6c9b7c)
}

var fileDescriptor_187379be6b6c9b7c = []byte{
// 219 bytes of a gzipped FileDescriptorProto
0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x64, 0x8e, 0x4f, 0x4b, 0xc3, 0x40,
0x10, 0x47, 0x89, 0x15, 0xb1, 0x8b, 0xa7, 0x3d, 0xc5, 0x4b, 0x28, 0x3d, 0xf5, 0x62, 0x16, 0xdb,
0x6f, 0x10, 0xbd, 0x08, 0x62, 0x4b, 0x10, 0x85, 0x5e, 0x96, 0xdd, 0xc9, 0x12, 0x07, 0x36, 0x99,
0x65,
0xff, 0xa4, 0xd0, 0x4f, 0x2f, 0x6e, 0x2d, 0x28, 0xbd, 0x0d, 0x3f, 0xde, 0x3c, 0x1e, 0xab,
0xe0, 0x20, 0x8f, 0xd1, 0x49, 0x8b, 0x60, 0xc6, 0x60, 0x64, 0x67, 0x26, 0x04, 0x23, 0xa7, 0x75,
0xed, 0x3c, 0x45, 0xe2, 0xb7, 0x70, 0x38, 0x46, 0x17, 0x26, 0x58, 0x5a, 0xc6, 0xf7, 0xd1, 0xbd,
0x9e, 0xb8, 0xe7, 0x8c, 0x7d, 0xac, 0x39, 0x67, 0xd7, 0x29, 0x61, 0x57, 0x16, 0x8b, 0x62, 0x35,
0x6f, 0xf3, 0xcd, 0x97, 0xec, 0x2e, 0x18, 0x8f, 0xca, 0xbe, 0xa5, 0x41, 0x1b, 0x5f, 0x5e, 0x2d,
0x66, 0xab, 0x79, 0xfb, 0x6f, 0xe3, 0x15, 0x63, 0x96, 0x40, 0x45, 0xa4, 0xf1, 0xa5, 0x2b, 0x67,
0xf9, 0xfb, 0xcf, 0xd2, 0x38, 0x56, 0x01, 0x0d, 0x35, 0x60, 0x00, 0xaa, 0x3d, 0x69, 0x8a, 0xa7,
0xa0, 0xfa, 0xdc, 0xd3, 0xdc, 0x3f, 0x7d, 0x5e, 0xf6, 0xec, 0x7e, 0x98, 0x5d, 0xb1, 0x7f, 0xec,
0x31, 0x7e, 0x25, 0xbd, 0xf9, 0x15, 0x00, 0x0d, 0xa2, 0xdd, 0x36, 0xdb, 0x77, 0x91, 0x55, 0x0f,
0xca, 0xa1, 0xe8, 0xc9, 0xaa, 0xb1, 0x17, 0x67, 0x9f, 0xbe, 0xc9, 0xfe, 0xcd, 0x77, 0x00, 0x00,
0x00, 0xff, 0xff, 0x66,
0x8d, 0x49, 0xba, 0x12, 0x01, 0x00, 0x00,
}
# Protocol Documentation
<a name="top"></a>

## Table of Contents

```

- [cw\_ztp\_license.proto](#cw\_ztp\_license-proto)
- [ZtpLicense](#cwztpsvc-ZtpLicense)
- [Scalar Value Types](#scalar-value-types)

<a name="cw\_ztp\_license-proto"></a>  
 <p align="right"><a href="#top">Top</a></p>

## cw\_ztp\_license.proto

<a name="cwztpsvc-ZtpLicense"></a>

### ZtpLicense

| Field       | Type              | Label | Description |
|-------------|-------------------|-------|-------------|
| id          | [int32](#int32)   |       |             |
| status      | [string](#string) |       |             |
| lastUpdated | [int64](#int64)   |       |             |

## Scalar Value Types

| .proto Type                | Notes | C++    | Java                                                    | Python | Go    | C#      | PHP    | Ruby          |  |
|----------------------------|-------|--------|---------------------------------------------------------|--------|-------|---------|--------|---------------|--|
| <a name="double" /> double |       | double | double                                                  | double | float | float64 | double | float   Float |  |
| <a name="float" /> float   |       | float  | float                                                   | float  | float | float32 | float  | float   Float |  |
| <a name="int32" /> int32   |       | int32  | Uses variable-length encoding. Inefficient for encoding |        |       |         |        |               |  |

negative numbers if your field is likely to have negative values, use sint32 instead. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |

| <a name="int64" /> int64 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |

| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum or Fixnum (as required) |

| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum or Fixnum (as required) |

| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |

| <a name="sint64" /> sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |

| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2<sup>28</sup>. | uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |

| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than 2<sup>56</sup>. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |

| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |

| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |

| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass |

| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII text. | string | String | str/unicode | string | string | string | String (UTF-8) |

| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte | ByteString | string | String (ASCII-8BIT) |

// Code generated by protoc-gen-go. DO NOT EDIT.

// source: cw\_ztp\_license.proto

```
package cwztpsvc
```

```
import (
    fmt "fmt"
    proto "github.com/golang/protobuf/proto"
    _ "google.golang.org/genproto/googleapis/api/annotations"
    math "math"
)
```

```
// Reference imports to suppress errors if they are not otherwise used.
```

```
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf
```

```
// This is a compile-time assertion to ensure that this generated file
```

```
// is compatible with the proto package it is being compiled against.
```

```
// A compilation error at this line likely means your copy of the
```

```
// proto package needs to be updated.
```

```
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package
```

```

type ZtpLicense struct {
    Id          int32  `protobuf:"varint,1,opt,name=id,proto3" json:"id,omitempty"`
    Status      string `protobuf:"bytes,2,opt,name=status,proto3" json:"status,omitempty"`
    IsLabEnabled bool   `protobuf:"varint,3,opt,name=isLabEnabled,proto3" json:"isLabEnabled,omitempty"`
    LastUpdated
        int64  `protobuf:"varint,4,opt,name=lastUpdated,proto3" json:"lastUpdated,omitempty"`
    XXX_NoUnkeyedLiteral struct{} `json:"- "`
    XXX_unrecognized []byte `json:"- "`
    XXX_sizecache    int32  `json:"- "`
}

func (m *ZtpLicense) Reset()      { *m = ZtpLicense{} }
func (m *ZtpLicense) String() string { return proto.CompactTextString(m) }
func (*ZtpLicense) ProtoMessage() {}
func (*ZtpLicense) Descriptor() ([]byte, []int) {
    return fileDescriptor_4e24d0294ce39e81, []int{0}
}

func (m *ZtpLicense) XXX_Unmarshal(b []byte) error {
    return xxx_messageInfo_ZtpLicense.Unmarshal(m, b)
}
func (m *ZtpLicense) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
    return xxx_messageInfo_ZtpLicense.Marshal(b, m, deterministic)
}
func (m *ZtpLicense) XXX_Merge(src proto.Message) {
    xxx_messageInfo_ZtpLicense.Merge(m, src)
}
func (m *ZtpLicense) XXX_Size() int {
    return xxx_messageInfo_ZtpLicense.Size(m)
}
func (m *ZtpLicense) XXX_DiscardUnknown()
{
    xxx_messageInfo_ZtpLicense.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicense proto.InternalMessageInfo

func (m *ZtpLicense) GetId() int32 {
    if m != nil {
        return m.Id
    }
    return 0
}

func (m *ZtpLicense) GetStatus() string {
    if m != nil {
        return m.Status
    }
}

```

```

return ""
}

func (m *ZtpLicense) GetIsLabEnabled() bool {
if m != nil {
return m.IsLabEnabled
}
return false
}

func (m *ZtpLicense) GetLastUpdated() int64 {
if m != nil {
return m.LastUpdated
}
return 0
}

func init() {
proto.RegisterType((*ZtpLicense)(nil), "cwwztpsvc.ZtpLicense")
}

func init() {
proto.RegisterFile("cw_ztp_license.proto", fileDescriptor_4e24d0294ce39e81)
}

var fileDescriptor_4e24d0294ce39e81 = []byte{
// 241 bytes of a gzipped FileDescriptorProto
0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x54, 0x8f, 0x4d, 0x4b, 0x03, 0x31,
0x10, 0x86, 0x49, 0xab, 0xa5, 0x46, 0x11, 0x0c, 0x22, 0x8b, 0x88, 0x84, 0x9e, 0xf6, 0xe2, 0x06,
0xe9, 0x3f, 0x58, 0xf1, 0x56, 0x68, 0x09, 0x8a,
0xd0, 0x4b, 0xc9, 0x17, 0x69, 0x20, 0xcd, 0x84,
0x66, 0x6a, 0x61, 0x7f, 0xbd, 0xb4, 0xdb, 0xa2, 0x1e, 0xe7, 0x9d, 0x79, 0x1f, 0x9e, 0xa1, 0xf7,
0x66, 0xbf, 0xea, 0x30, 0xaf, 0x62, 0x30, 0x2e, 0x15, 0xd7, 0xe4, 0x2d, 0x20, 0xb0, 0xb1, 0xd9,
0x77, 0x98, 0xcb, 0xb7, 0x79, 0x7c, 0xf2, 0x00, 0x3e, 0x3a, 0xa1, 0x72, 0x10, 0x2a, 0x25, 0x40,
0x85, 0x01, 0x52, 0xe9, 0xef, 0x26, 0x1d, 0xa5, 0x4b, 0xcc, 0xb3, 0xbe, 0xcb, 0x6e, 0xe9, 0x20,
0xd8, 0x8a, 0x70, 0x52, 0x5f, 0xca, 0x41, 0xb0, 0xec, 0x81, 0x8e, 0x0a, 0x2a, 0xdc, 0x95, 0x6a,
0xc0, 0x49, 0x7d, 0x25, 0x4f, 0x13, 0x9b, 0xd0, 0x9b, 0x50, 0x66, 0x4a, 0xbf, 0x27, 0xa5, 0xa3,
0xb3, 0xd5, 0x90, 0x93, 0x7a, 0x2c, 0xff, 0x65, 0x8c, 0xd3, 0xeb, 0xa8, 0x0a, 0x7e, 0x66, 0xab,
0xd0, 0xd9, 0xea, 0x82, 0x93, 0x7a, 0x28, 0xff, 0x46, 0xed, 0x9a, 0x3e, 0x1b, 0xd8, 0x34, 0x26,
0x14, 0x03, 0xcd, 0x16, 0x34, 0x60, 0x2f, 0xd5, 0x9c, 0xdd, 0xdb, 0xbb, 0xb7, 0xaf, 0x5f, 0xbb,
0xc5, 0x61, 0xb7, 0x20, 0xcb, 0x57, 0x1f, 0x70, 0xbd, 0xd3, 0xd3, 0x53, 0xd1,
0xc0, 0x46, 0xc8,
0x79, 0x3b, 0xff, 0x10, 0x47, 0xc4, 0xcb, 0xe1, 0x4f, 0x0f, 0x51, 0x25, 0x2f, 0xce, 0x1c, 0x3d,
0x3a, 0x72, 0xa7, 0x3f, 0x01, 0x00, 0x00, 0xff, 0xff, 0xf4, 0xb4, 0x37, 0x45, 0x2c, 0x01, 0x00,
0x00,
}
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license_device.proto

```

```

package cwztpsvc

import (
    fmt "fmt"
    proto "github.com/golang/protobuf/proto"
    _ "google.golang.org/genproto/googleapis/api/annotations"
    math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicenseDevice struct {
    DeviceSerialNumber string `protobuf:"bytes,1,opt,name=deviceSerialNumber,proto3"
    json:"deviceSerialNumber,omitempty"`
    XXX_NoUnkeyedLiteral struct{} `json:"-"`
    XXX_unrecognized []byte `json:"-"`
    XXX_sizecache int32 `json:"-"`
}

func (m *ZtpLicenseDevice)
    Reset() { *m = ZtpLicenseDevice{} }
func (m *ZtpLicenseDevice) String() string { return proto.CompactTextString(m) }
func (*ZtpLicenseDevice) ProtoMessage() {}
func (*ZtpLicenseDevice) Descriptor() ([]byte, []int) {
    return fileDescriptor_4637a3ce942b5232, []int{0}
}

func (m *ZtpLicenseDevice) XXX_Unmarshal(b []byte) error {
    return xxx_messageInfo_ZtpLicenseDevice.Unmarshal(m, b)
}
func (m *ZtpLicenseDevice) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
    return xxx_messageInfo_ZtpLicenseDevice.Marshal(b, m, deterministic)
}
func (m *ZtpLicenseDevice) XXX_Merge(src proto.Message) {
    xxx_messageInfo_ZtpLicenseDevice.Merge(m, src)
}
func (m *ZtpLicenseDevice) XXX_Size() int {
    return xxx_messageInfo_ZtpLicenseDevice.Size(m)
}

```



```

}
func (m *ZtpLicenseDevice) XXX_DiscardUnknown() {
    xxx_messageInfo_ZtpLicenseDevice.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicenseDevice proto.InternalMessageInfo

func (m *ZtpLicenseDevice) GetDeviceSerialNumber() string {
    if m != nil {
        return m.DeviceSerialNumber
    }
    return ""
}

func init() {
    proto.RegisterType((*ZtpLicenseDevice)(nil), "cwztpsvc.ZtpLicenseDevice")
}

func init() {
    proto.RegisterFile("cw_ztp_license_device.proto", fileDescriptor_4637a3ce942b5232)
}

var fileDescriptor_4637a3ce942b5232 = []byte{
    // 201 bytes of a gzipped FileDescriptorProto
    0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x6c, 0xce, 0x31, 0x4b, 0xc7, 0x30,
    0x10, 0x05, 0x70, 0xba, 0x88, 0x66, 0x92, 0x2e, 0x8a, 0x8a, 0x88, 0x93, 0x8b, 0x09, 0xf2, 0xff,
    0x06, 0xd1, 0x51, 0xfc, 0x97, 0x2a, 0x08, 0x5d, 0x4a, 0x72, 0x86, 0x18, 0x48, 0x73, 0x21, 0xb9,
    0xb6, 0xd0, 0x4f, 0x2f, 0x6d, 0xec, 0x22, 0xce, 0xf7, 0xee, 0xf7, 0x1e, 0xbb, 0x86, 0xb9, 0x5f,
    0x28, 0xf6, 0xde, 0x81, 0x09, 0xd9, 0xf4, 0x5f, 0x66, 0x72, 0x60, 0x78, 0x4c, 0x48, 0x58, 0x9f,
    0xc2, 0xbc, 0x50, 0xcc, 0x13, 0x5c, 0xdd, 0x58, 0x44, 0xeb, 0x8d, 0x50, 0xd1, 0x09, 0x15, 0x02,
    0x92, 0x22, 0x87, 0x21, 0x97, 0xdc, 0xbd, 0x64, 0xe7, 0x1d, 0xc5, 0xd7, 0x42,
    0xbc, 0x6c, 0x42,
    0xcd, 0x59, 0x5d, 0xac, 0x77, 0x93, 0x9c, 0xf2, 0x6f, 0xe3, 0xa0, 0x4d, 0xba, 0xac, 0xee, 0xaa,
    0x87, 0xb3, 0xf6, 0x9f, 0x8b, 0x0c, 0xec, 0x16, 0x70, 0xe0, 0xe0, 0x32, 0x20, 0x4f, 0xa8, 0x91,
    0x0a, 0xce, 0xf7, 0x0d, 0xf2, 0xe2, 0xf9, 0xf3, 0x6f, 0x4b, 0xb3, 0x26, 0x9a, 0xaa, 0x7b, 0xb2,
    0x8e, 0xbe, 0x47, 0x7d, 0xf8, 0x7d, 0x07, 0x1c, 0x44, 0x7b, 0x94, 0xc7, 0x0f, 0xb1, 0x41, 0x8f,
    0xeb, 0x6a, 0x8b, 0x5e, 0x05, 0x2b, 0x76, 0x4d, 0x9f, 0x6c, 0xfa, 0xe1, 0x27, 0x00, 0x00, 0xff,
    0xff, 0xe7, 0xa2, 0x96, 0xc2, 0x01, 0x01, 0x00, 0x00,
}

```

## 1.566 robot-infra-utils 1.0.2- 0.20230314091015-38af2f7704cc

## 1.566.1 Available under license :

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Version 2.1, February 1999

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```
package ssh
import (
    dao "github3.cisco.com/ROBOT/infra-utils/golang/nso/dao/impl"
)
type Smart_license struct {
    dao.Dao
    Development_mode bool `json:"development-mode,omitempty"`
}
func (e *Smart_license) GetDevelopment_mode() bool {
    e.Conn_.GET(e)
    return e.Development_mode
}

func (e *Smart_license) SetDevelopment_mode(v bool) {
    e.Development_mode = v
}
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# 1.567 curl 7.68.0-1ubuntu2.18

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

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One common dilemma is that [GPL](<https://www.gnu.org/licenses/gpl.html>) licensed code is not allowed to be linked with code licensed under the [Original BSD license](<https://spdx.org/licenses/BSD-4-Clause.html>) (with the announcement clause). You may still build your own copies that use them all, but distributing them as binaries would be to violate the GPL license - unless you accompany your license with an [exception](<https://www.gnu.org/licenses/gpl-faq.html#GPLIncompatibleLibs>). This particular problem

was addressed when the [Modified BSD license](<https://opensource.org/licenses/BSD-3-Clause>) was created, which does not have the announcement clause that collides with GPL.

#### ## libcurl

Uses an [MIT style license](<https://curl.haxx.se/docs/copyright.html>) that is very liberal.

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

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

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## OpenLDAP

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

## libssh2

(Used for scp and sftp support) libssh2 uses a Modified BSD-style license.

## 1.568 python3.8 3.8.10-0ubuntu1~20.04.7

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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| Release | Derived | Year | Owner | GPL- |
|---------|---------|------|-------|------|
|---------|---------|------|-------|------|

|               | from      |           |            | compatible? (1) |     |
|---------------|-----------|-----------|------------|-----------------|-----|
| 0.9.0 thru    | 1.2       | 1991-1995 | CWI        | yes             |     |
| 1.3 thru      | 1.5.2     | 1.2       | 1995-1999  | CNRI            | yes |
| 1.6           | 1.5.2     | 2000      | CNRI       | no              |     |
| 2.0           | 1.6       | 2000      | BeOpen.com | no              |     |
| 1.6.1         | 1.6       | 2001      | CNRI       | yes (2)         |     |
| 2.1           | 2.0+1.6.1 | 2001      | PSF        | no              |     |
| 2.0.1         | 2.0+1.6.1 | 2001      | PSF        | yes             |     |
| 2.1.1         | 2.1+2.0.1 | 2001      | PSF        | yes             |     |
| 2.1.2         | 2.1.1     | 2002      | PSF        | yes             |     |
| 2.1.3         | 2.1.2     | 2002      | PSF        | yes             |     |
| 2.2 and above | 2.1.1     | 2001-now  |            |                 |     |
| PSF           |           |           |            | yes             |     |

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| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
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| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |

2.2 and above 2.1.1 2001-now PSF yes

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Mersenne Twister

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The ``_random'` module includes code based on a download from ``http://www.math.keio.ac.jp/~matumoto/MT2002/emt19937ar.html'`. The following are the verbatim comments from the original code:



A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`  
or `init_by_array(init_key, key_length)`.

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<http://www.math.keio.ac.jp/matsumoto/emt.html>

email: [matumoto@math.keio.ac.jp](mailto:matumoto@math.keio.ac.jp)

Sockets

-----

The ``socket'` module uses the functions, ``getaddrinfo'`, and  
``getnameinfo'`,



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Execution tracing

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UUencode and UUdecode functions

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Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with python standard

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#### A. HISTORY OF THE SOFTWARE

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization

created specifically to own Python-related Intellectual Property.  
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All

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| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The

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Version 3, 29 June 2007

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# 1.583 protobuf 1.28.1

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## 1.584 go-uber-org-multierr 1.6.0

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## 1.585 nettle 3.5.1+really3.5.1-2ubuntu0.2

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# 1.586 gopkg.in-yaml 2.4.0

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## 1.587 spew 1.1.1

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## 1.588 grpc-gateway 1.16.0

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## 1.589 cryptography 37.0.4

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## 1.590 psutil 5.6.7

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## 1.591 python-certifi 2021.10.8

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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php\_curl, or with an Apache+mod\_ssl webserver for SSL client authentication.

Just configure this file as the SSLCACertificateFile.#

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