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1.5 json-c 0.11

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1.7 boost 1.58.0

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HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.

The Encore Multimax modifications were supplied by

Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.

Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and

Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.

Thomas Funke (thf@zelator.in-berlin.de(?)) and

Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.

Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.

Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).

Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).

Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.

David Chase, then at Olivetti Research, suggested several improvements.

Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.

Jesse Hull and John Ellis supplied the C++ interface code.

Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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--- end ---

1.8 libmicrohttpd 0.9.44

1.8.1 Available under license:

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@center Version 2.1, February 1999

@c This file is intended to be included within another document,

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1.14 ngx-translate-core 11.0.1

1.15 rxjs 5.4.1

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1.17 nmap 7.01

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On all platforms, Nmap is normally linked with:

o libpcap: Network packet capture library. Distributed with Nmap in the libpcap subdirectory.

http://www.tcpdump.org/

o libdnet: Networking library, used for low-level tasks such as sending ethernet frames. A modified version is distributed with Nmap in the libdnet-stripped subdirectory. A summary of Nmap-local modifications is in the file NMAP_MODIFICATIONS.

http://code.google.com/p/libdnet/

o PCRE: Perl-compatible regular expressions. PCRE is part of Nmap's version detection and is also made available as an NSE library. Distributed with Nmap in the libpcre subdirectory.

http://www.pcre.org/

o liblua: Lua programming language. Lua is the implementation language of NSE, the Nmap Scripting Engine. Nmap links with liblua to allow running Lua programs inside Nmap. Distributed with Nmap in the liblua subdirectory. liblua can be omitted by configuring with the --without-liblua configuration directive.

http://www.lua.org/

o OpenSSL: Cryptographic library. OpenSSL is used by service detection and by NSE to connect to SSL services. NSE also provides access to OpenSSL functions such as encryption and digest calculation. OpenSSL can be disabled by configuring with the --without-openssl configuration directive.

http://www.openssl.org/

o LIBLINEAR. Used for IPv6 OS classifiction.

http://www.csie.ntu.edu.tw/~cjlin/liblinear/

o libsvn. The Subversion library, used by the updater program nmap-update. http://subversion.apache.org/

o APR (Apache Portable Runtime). Used by libsvn. http://apr.apache.org/

On Windows only, Nmap uses:

o WinPcap: libpcap for Windows. The libpcap license applies to WinPcap, and it also has its own license. A binary copy of the library is distributed with Nmap in the subdirectory mswin32/winpcap. http://www.winpcap.org/

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Zenmap and Ndiff require:

o Python. The binary distributions of Nmap include a Python interpreter and various libraries, built using either py2exe or py2app. http://www.python.org/

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o libgailutil: Accessibility support for GTK+.

o libpng, jpeg, LibTIFF: Image file format libraries used by GTK+. http://www.libpng.org/ http://www.ijg.org/ http://www.libtiff.org/

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http://www.zlib.org/ http://www.bzip.org/

o Expat: XML parser library.

http://expat.sourceforge.net/

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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 on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

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

4. 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.

5. 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.

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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- a) 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.)
- b) 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.
- c) 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.
- d) 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.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, 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 library.

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table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

4. You may copy and distribute the Library (or a portion or

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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.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, 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 library.

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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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1.18 ngx-translate-http-loader 4.0.0

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1.19 libwebsockets 1.7.1

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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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"Source code" for a work means the preferred form of the work for

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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

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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.

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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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:

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- b) 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.
- c) 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.
- d) 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.
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1.21 nextjs 0.9.0

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1.22 minizip 1.01

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1.23 bootstrap 4.3.1

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1.24 lldpd 0.7.19

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1.25 openssl 1.0.2g-1ubuntu4.13

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 - b) 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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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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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.

<one line to give the program's name and a brief idea of what it does.>
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Also add information on how to contact you by electronic and paper mail.

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

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

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The "Artistic License"

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The End

1.26 avahi 0.6.32-1ubuntu2.2

1.26.1 Available under license:

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, 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 library.

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entire whole, and thus to each and every part regardless of who wrote it.

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

4. 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.

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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.

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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.)

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1.27 angular 8.0.1

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```
import { HttpClientTestingModule, HttpTestingController } from '@angular/common/http/testing';
import { Injector } from '@angular/core';
import { TestBed } from '@angular/core/testing';
import { ContributorService } from './contributor.service';
import { ContributorGroup } from './contributors.model';
describe('ContributorService', () => {
let injector: Injector;
let contribService: ContributorService;
let httpMock: HttpTestingController;
beforeEach(() => {
 injector = TestBed.configureTestingModule({
   imports: [HttpClientTestingModule],
   providers: [
    ContributorService
   ]
  });
 contribService = injector.get<ContributorService>(ContributorService);
 httpMock = injector.get(HttpTestingController);
});
afterEach(() => httpMock.verify());
it('should make a single connection to the server', () => {
 const req = httpMock.expectOne({ });
 expect(req.request.url).toBe('generated/contributors.json');
});
describe('#contributors', () => {
 let contribs: ContributorGroup[];
 let testData: any;
  beforeEach(() => {
   testData = getTestContribs();
   httpMock.expectOne({}).flush(testData);
   contribService.contributors.subscribe(results => contribs = results);
  });
 it('contributors observable should complete', () => {
```

```
let completed = false;
  contribService.contributors.subscribe(undefined, undefined, () => completed = true);
  expect(completed).toBe(true, 'observable completed');
 });
 it('should reshape the contributor json to expected result', () => {
  const groupNames = contribs.map(g => g.name).join(',');
  expect(groupNames).toEqual('Angular,Collaborators,GDE');
 });
 it('should have expected "GDE" contribs in order', () => {
  const gde = contribs[2];
  const actualAngularNames = gde.contributors.map(l => l.name).join(',');
  const expectedAngularNames = [testData.gkalpak, testData.kapunahelewong].map(l => l.name).join(',');
  expect(actualAngularNames).toEqual(expectedAngularNames);
 });
 it('should support including a contributor in multiple groups', () => {
  const contributor = testData.gkalpak;
  const matchedGroups = contribs
     .filter(group => group.contributors.includes(contributor))
     .map(group => group.name);
  expect(matchedGroups).toEqual(['Collaborators', 'GDE']);
 });
});
it('should do WHAT(?) if the request fails');
});
function getTestContribs() {
return {
 kapunahelewong: {
  name: 'Kapunahele Wong',
  picture: 'kapunahelewong.jpg',
  website: 'https://github.com/kapunahelewong',
  twitter: 'kapunahele',
  bio: 'Kapunahele is a front-end developer and contributor to angular.io',
  groups: ['GDE']
 },
 misko: {
  name: 'Miko Hevery',
  picture: 'misko.jpg',
  twitter: 'mhevery',
  website: 'http://misko.hevery.com',
  bio: 'Miko Hevery is the creator of AngularJS framework.',
  groups: ['Angular']
 },
```

```
igor: {
   name: 'Igor Minar',
   picture: 'igor-minar.jpg',
   twitter: 'IgorMinar',
   website: 'https://google.com/+IgorMinar',
   bio: 'Igor is a software engineer at Angular.',
   groups: ['Angular']
  },
 kara: {
   name: 'Kara Erickson'.
   picture: 'kara-erickson.jpg',
   twitter: 'karaforthewin',
   website: 'https://github.com/kara',
   bio: 'Kara is a software engineer on the Angular team at Angular and a co-organizer of the Angular-SF Meetup.',
   groups: ['Angular']
  },
 jeffcross: {
   name: 'Jeff Cross',
   picture: 'jeff-cross.jpg',
   twitter: 'jeffbcross',
   website: 'https://twitter.com/jeffbcross',
   bio: 'Jeff was one of the earliest core team members on AngularJS.',
   groups: ['Collaborators']
  },
 naomi: {
   name: 'Naomi Black',
   picture: 'naomi.jpg',
   twitter: 'naomitraveller',
   website: 'http://google.com/+NaomiBlack',
   bio: 'Naomi is Angular\'s TPM generalist and jack-of-all-trades.',
   groups: ['Angular']
  },
  gkalpak: {
   name: 'George Kalpakas',
   picture: 'gkalpak.jpg',
   twitter: 'gkalpakas',
   bio: 'George wrote this test, so he gets to have his name included here.',
   groups: ['GDE', 'Collaborators'],
};
import { Injectable } from '@angular/core';
import { HttpClient } from '@angular/common/http';
import { ConnectableObservable, Observable } from 'rxjs';
import { map, publishLast } from 'rxjs/operators';
import { Contributor, ContributorGroup } from './contributors.model';
```

```
// TODO(andrewjs): Look into changing this so that we don't import the service just to get the const
import { CONTENT_URL_PREFIX } from 'app/documents/document.service';
const contributorsPath = CONTENT_URL_PREFIX + 'contributors.json';
const knownGroups = ['Angular', 'Collaborators', 'GDE'];
@Injectable()
export class ContributorService {
contributors: Observable<ContributorGroup[]>;
constructor(private http: HttpClient) {
  this.contributors = this.getContributors();
}
private getContributors() {
  const contributors = this.http.get<{[key: string]: Contributor}>(contributorsPath).pipe(
   // Create group map
   map(contribs => \{
    const contribMap: { [name: string]: Contributor[]} = {};
    Object.keys(contribs).forEach(key => {
     const contributor = contribs[key];
     contributor.groups.forEach(group => {
      const contribGroup = contribMap[group] || (contribMap[group] = []);
      contribGroup.push(contributor);
     });
    });
    return contribMap;
   }),
   // Flatten group map into sorted group array of sorted contributors
   map(cmap => \{
    return Object.keys(cmap).map(key => {
     const order = knownGroups.indexOf(key);
     return {
      name: key,
      order: order === -1? knownGroups.length: order,
      contributors: cmap[key].sort(compareContributors)
     } as ContributorGroup;
    })
    .sort(compareGroups);
   }),
   publishLast(),
  );
```

(contributors as ConnectableObservable<ContributorGroup[]>).connect();

```
return contributors;
function compareContributors(l: Contributor, r: Contributor) {
return l.name.toUpperCase() > r.name.toUpperCase() ? 1 : -1;
}
function compareGroups(l: ContributorGroup, r: ContributorGroup) {
return l.order === r.order?
 (1.name > r.name ? 1 : -1) :
  1.order > r.order ? 1 : -1;
import { Component, Input } from '@angular/core';
import { Contributor } from './contributors.model';
import { CONTENT_URL_PREFIX } from 'app/documents/document.service';
@Component({
selector: 'aio-contributor',
template: `
 <div [ngClass]="{ 'flipped': person.isFlipped }" class="contributor-card">
    <div class="card-front" (click)="flipCard(person)">
      <h3>{{person.name}}</h3>
      <div class="contributor-image" [style.background-image]="'url('+pictureBase+(person.picture ||</pre>
noPicture)+')'">
         <div class="contributor-info">
           <a *ngIf="person.bio" mat-button class="info-item">
             View Bio
           </a>
           <a *ngIf="person.twitter" mat-icon-button class="info-item icon"
             href="https://twitter.com/{{person.twitter}}" target="_blank" (click)="$event.stopPropagation()">
             <mat-icon svgIcon="logos:twitter"></mat-icon>
           <a *ngIf="person.website" mat-icon-button class="info-item icon"
             href="{{person.website}}" target="_blank" (click)="$event.stopPropagation()">
             <mat-icon class="link-icon">link</mat-icon>
           </a>
         </div>
      </div>
    </div>
    <div class="card-back" *ngIf="person.isFlipped" (click)="flipCard(person)">
      <h3>{{person.name}}</h3>
      {{person.bio}}
    </div>
```

```
</div>
})
export class ContributorComponent {
@Input() person: Contributor;
noPicture = '_no-one.png';
pictureBase = CONTENT URL PREFIX + 'images/bios/';
flipCard(person: Contributor) {
  person.isFlipped = !person.isFlipped;
}
import { ReflectiveInjector } from '@angular/core';
import { of } from 'rxjs';
import { ContributorGroup } from './contributors.model';
import { ContributorListComponent } from './contributor-list.component';
import { ContributorService } from './contributor.service';
import { LocationService } from 'app/shared/location.service';
// Testing the component class behaviors, independent of its template
// Let e2e tests verify how it displays.
describe('ContributorListComponent', () => {
let component: ContributorListComponent;
let injector: ReflectiveInjector;
let contributorService: TestContributorService;
let locationService: TestLocationService;
let contributorGroups: ContributorGroup[];
beforeEach(() => {
  injector = ReflectiveInjector.resolveAndCreate([
   ContributorListComponent,
   {provide: ContributorService, useClass: TestContributorService },
   {provide: LocationService, useClass: TestLocationService }
 ]);
  locationService = injector.get(LocationService);
  contributorService = injector.get(ContributorService);
  contributorGroups = contributorService.testContributors;
}):
it('should select the first group when no query string', () => {
  component = getComponent();
  expect(component.selectedGroup).toBe(contributorGroups[0]);
});
```

```
it('should select the first group when query string w/o "group" property', () => {
 locationService.searchResult = { foo: 'GDE' };
 component = getComponent();
 expect(component.selectedGroup).toBe(contributorGroups[0]);
});
it('should select the first group when query group not found', () => {
 locationService.searchResult = { group: 'foo' };
 component = getComponent();
 expect(component.selectedGroup).toBe(contributorGroups[0]);
});
it('should select the GDE group when query group is "GDE"', () => {
 locationService.searchResult = { group: 'GDE' };
 component = getComponent();
 expect(component.selectedGroup).toBe(contributorGroups[1]);
});
it('should select the GDE group when query group is "gde" (case insensitive)', () => {
 locationService.searchResult = { group: 'gde' };
component = getComponent();
 expect(component.selectedGroup).toBe(contributorGroups[1]);
});
it('should set the query to the "GDE" group when user selects "GDE"', () => {
 component = getComponent();
 component.selectGroup('GDE');
 expect (location Service.search Result ['group']). to Be ('GDE'); \\
});
it('should set the query to the first group when user selects unknown name', () => {
 component = getComponent();
 component.selectGroup('GDE'); // a legit group that isn't the first
 component.selectGroup('foo'); // not a legit group name
 expect(locationService.searchResult['group']).toBe('Angular');
});
//// Test Helpers ////
function getComponent(): ContributorListComponent {
 const comp = injector.get(ContributorListComponent);
 comp.ngOnInit();
 return comp;
}
interface SearchResult { [index: string]: string; }
class TestLocationService {
```

```
searchResult: SearchResult = { };
 search = jasmine.createSpy('search').and.callFake(() => this.searchResult);
 setSearch = jasmine.createSpy('setSearch')
   .and.callFake((label: string, result: SearchResult) => {
    this.searchResult = result:
   });
}
class TestContributorService {
 testContributors = getTestData();
 contributors = of(this.testContributors);
function getTestData(): ContributorGroup[] {
 return [
  // Not interested in the contributors data in these tests
   { name: 'Angular', order: 0, contributors: [] },
   { name: 'GDE', order: 1, contributors: [] },
 ];
}
});
"mhevery": {
 "name": "Miko Hevery",
 "picture": "misko.jpg",
 "twitter": "mhevery",
 "website": "http://misko.hevery.com",
 "bio": "Miko Hevery is the creator of AngularJS framework. He has passion for making complex things simple.
He currently works at Google, but has previously worked at Adobe, Sun Microsystems, Intel, and Xerox, where he
became an expert in building web applications in web related technologies such as Java, JavaScript, Flex and
ActionScript.",
 "groups": ["Angular"],
 "lead": "kara"
},
"igorminar": {
 "name": "Igor Minar",
 "picture": "igor-minar.jpg",
 "twitter": "IgorMinar",
 "website": "https://google.com/+IgorMinar",
 "bio": "Igor is a software engineer at Google. He is a lead on the Angular project, practitioner of test driven
development, open source enthusiast, hacker. In his free time, Igor enjoys spending time with his wife and two kids,
doing outdoor activities (including but not limited to sports, gardening and building retaining walls).",
 "groups": ["Angular"],
 "lead": "bradlygreen"
},
"bradlygreen": {
 "name": "Brad Green",
 "picture": "brad-green.jpg",
```

```
"website": "https://plus.google.com/+BradGreen",
 "bio": "Brad Green works at Google as an engineering director. Brad manages the Google Sales Platform suite of
projects as well as the AngularJS framework. Prior to Google, Brad worked on the early mobile web at AvantGo,
founded and sold startups, and spent a few hard years toiling as a caterer. Brad's first job out of school was as lackey
to Steve Jobs at NeXT Computer writing demo software and designing his slide presentations. Brad enjoys throwing
dinner parties with his wife Heather and putting on plays with his children.",
  "groups": ["Angular"]
},
"jelbourn": {
 "name": "Jeremy Elbourn",
 "picture": "jelbourn.jpg",
 "twitter": "jelbourn",
 "website": "https://plus.google.com/+JeremyElbourn/",
 "bio": "Angular Material Team Lead. FE Engineer @ Google specializing in AngularJS, component design, and
the cleanest of code.".
 "groups": ["Angular"],
 "lead": "igorminar"
},
"petebacondarwin": {
 "name": "Pete Bacon Darwin",
 "picture": "pete.jpg",
 "twitter": "petebd",
 "website": "http://www.bacondarwin.com",
  "bio": "AngularJS for JS Team Lead. Pete has been working on the core team since 2012 and became the team
lead for the AngularJS for JS branch in November 2014. He has co-authored a book on AngularJS and regularly
talks about and teaches Angular.",
 "groups": ["Angular"],
 "lead": "igorminar"
},
"stephenfluin": {
 "name": "Stephen Fluin",
 "picture": "stephenfluin.jpg",
 "twitter": "stephenfluin",
 "website": "https://plus.google.com/+stephenfluin",
 "bio": "Stephen is a Developer Advocate working on the Angular team. Before joining Google, he was a Google
Expert. Stephen loves to help enterprises use technology more effectively.",
 "groups": ["Angular"],
 "lead": "bradlygreen"
},
"robwormald": {
 "name": "Rob Wormald",
 "picture": "rob-wormald.jpg",
 "twitter": "robwormald",
  "website": "http://github.com/robwormald",
  "bio": "Rob is a Developer Advocate on the Angular team at Google. He's the Angular team's resident reactive
programming geek and founded the Reactive Extensions for Angular project, ngrx.",
  "groups": ["Angular"],
```

"twitter": "bradlygreen",

```
"lead": "stephenfluin"
},
"rkirov": {
 "name": "Rado Kirov",
 "picture": "rado.jpg",
 "twitter": "radokirov",
 "website": "https://plus.sandbox.google.com/+RadoslavKirov",
 "bio": "Rado has been on the Angular Core team since Summer 2014. Before Angular, he worked on the Adsense
serving stack, responsible for serving billions of ads daily. Being passionate about open source, he made
contributions to Angular as a Google-20% project, before making the fulltime jump. He is a recovering academic;
ask him about error-correcting codes from algebraic curves (or don't).",
 "groups": ["Angular"],
 "lead": "mprobst"
},
"alexeagle": {
 "name": "Alex Eagle",
 "picture": "alex-eagle.jpg",
 "twitter": "jakeherringbone",
 "website": "http://google.com/+alexeagle",
 "bio": "Alex works on language tooling for JavaScript and TypeScript. Previously Alex spent five years in
Google's developer testing tools. He has developed systems including Google's continuous integration service,
capturing build&test failures, and explaining them to developers. Before Google, Alex worked at startups including
Opower, and consulted for large government IT. In his 20% time, he created the Error-Prone static analysis tool,
which detects common Java programming mistakes and reports them as compile errors.",
 "groups": ["Angular"],
 "lead": "igorminar"
},
"kyliau": {
 "name": "Keen Yee Liau",
 "groups": ["Angular"],
 "lead": "alexeagle",
 "picture": "kyliau.jpg"
},
"clydin": {
 "name": "Charles Lyding",
 "groups": ["Angular"],
 "lead": "alexeagle",
 "picture": "clydin.jpg"
},
"alan-agius4": {
 "name": "Alan Agius",
 "groups": ["Angular"],
 "lead": "alexeagle",
 "picture": "alan-agius4.jpg",
 "bio": "Angular CLI Member, Loves TypeScript, Build Tools, Food, Beer & Coffee:)"
},
"gregmagolan": {
 "name": "Greg Magolan",
```

```
"groups": ["Angular"],
 "lead": "alexeagle",
 "picture": "gregmagolan.jpg",
 "bio": "Building great software with Angular and Node.js."
},
"mprobst": {
 "name": "Martin Probst",
 "picture": "martin-probst.jpg",
 "twitter": "martin_probst",
 "website": "http://probst.io",
 "bio": "Martin is a software engineer at Google in the AngularJS team. He holds a MSc in Software Engineering
from HPI in Potsdam, Germany. Before joining the AngularJS team at Google, he worked at a database startup in
the Netherlands, at EMC, at SAP, and as a freelancer. In his free time, he likes to cook and sail, not necessarily at
the same time.",
 "groups": ["Angular"],
 "lead": "bradlygreen"
},
"alxhub": {
 "name": "Alex Rickabaugh",
 "picture": "alex-rickabaugh.jpg",
 "twitter": "synalx",
 "website": "https://plus.google.com/+AlexRickabaugh/about",
 "bio": "Core team member working to optimize the Angular platform for the next generation of applications,
including mobile. Before joining the Angular team, Alex worked in the Google sales organization where he helped
build the first large Angular application within Google.",
 "groups": ["Angular"],
 "lead": "kara"
},
"matsko": {
 "name": "Matias Niemela",
 "picture": "matias.jpg",
 "twitter": "yearofmoo",
 "website": "http://yearofmoo.com",
 "bio": "Matias Niemela is a fullstack web developer who has been programming & building websites for over 10
years, and a core team member of AngularJS for two years. In the spring of 2015 Matias joined Angular full time at
Google. In his free time Matias loves to build complex things and is always up for public speaking, travelling and
tweaking his current Vim setup.",
 "groups": ["Angular"],
 "lead": "kara"
},
"hansl": {
 "name": "Hans Larsen",
 "picture": "hansl.jpg",
 "twitter": "hanslatwork",
 "website": "http://www.codingatwork.com/",
 "bio": "Hans is a software engineer at Google on the Angular team and was previously at Slack. He works
everyday to help make it easier for everyone to create beautiful, consistent web applications using Angular, using
```

Material Design components and the CLI tool.",

```
"groups": ["Angular"],
 "lead": "alexeagle"
},
"kara": {
 "name": "Kara Erickson",
 "picture": "kara-erickson.jpg",
 "twitter": "karaforthewin",
 "website": "https://github.com/kara",
 "bio": "Kara is a software engineer on the Angular team at Google and a co-organizer of the Angular-SF Meetup.
Prior to Google, she helped build UI components in Angular for guest management systems at OpenTable. She
enjoys snacking indiscriminately and probably other things too.",
 "groups": ["Angular"],
 "lead": "igorminar"
},
"vikerman": {
 "name": "Vikram Subramanian",
 "picture": "vikram.jpg",
 "twitter": "vikerman",
 "bio": "Vikram is a Software Engineer on the Angular team focused on Engineering Productivity. That means he
makes sure people on the team can move fast and not break things. Vikram enjoys doing Yoga and going on walks
with his daughter.",
 "groups": ["Angular"],
 "lead": "alexeagle"
},
"pkozlowski-opensource": {
 "name": "Pawel Kozlowski",
 "picture": "pawel.jpg",
 "twitter": "pkozlowski_os",
 "bio": "Open source hacker, AngularJS book author, AngularUI lead developer. Pawel is an software-development
addict who believes in free, open source software. He is a core contributor to the AngularJS framework, AngularUI,
Karma-runner and several other projects. He is the co-author of the \"Mastering Web Application Development with
AngularJS\" book. When not coding, Pawel can be spotted speaking at various software development conferences.",
 "groups": ["Angular"],
 "lead": "kara"
},
"devversion": {
 "name": "Paul Gschwendtner",
 "picture": "devversion.jpg",
 "twitter": "DevVersion",
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 "bio": "Paul is a 17-year-old developer living in Germany. While he attends school, Paul works as a core team
member on Angular Material. Paul focuses on tooling and building components for Angular.",
 "groups": ["Angular"],
 "lead": "kara"
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"website": "https://github.com/EladBezalel",
 "bio": "Elad is a fullstack developer with a very strong love for design. Since 8 years old, he's been designing in
Photoshop and later on fell in love with programing. This strong bond between design and computer programming
gave birth to a new kind of love. And he is currently doing the combination of both, as a core member of the
ngMaterial project.",
 "groups": ["GDE"]
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 "name": "Marc Laval",
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 "website": "https://github.com/mlaval",
 "bio": "Marc is a manager at Amadeus where he leads the team in charge of developing and recommending UI
frameworks for the company. He is also an open source developer and a contributor to Angular.",
 "groups": ["Angular"],
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 "website": "https://github.com/wardbell",
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 "bio": "Ward is an all-around developer with JavaScript, Node.js, and .net chops. He's a frequent conference
speaker and podcaster, trainer, Google Developer Expert for Angular, Microsoft MVP, and PluralSight author. He is
also president of IdeaBlade, an enterprise software consulting firm and the makers of breeze.js. He would like to get
more sleep and spend more time in the mountains.",
 "groups": ["GDE"]
},
"Narretz": {
 "name": "Martin Staffa",
 "picture": "martinstaffa.jpg",
 "twitter": "Narretz",
 "bio": "Martin is an English major turned web developer who loves frontend stuff. He's been part of the AngularJS
team since 2014. If you can't find him roaming the Github issue queues, he's probably out with his camera
somewhere.",
 "groups": ["Angular"],
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"filipesilva": {
 "name": "Filipe Silva",
 "picture": "filipe-silva.jpg",
 "twitter": "filipematossilv",
 "website": "http://github.com/filipesilva",
 "bio": "Filipe is a passion-driven developer that always strives for the most elegant solution for each problem. He
is currently an author for Angular.io, a core contributor for Angular-CLI and senior front end engineer at
KonnectAgain. When not busy going through PRs, you can find him scouring reddit for new dinner recipes to cook
or enjoying a craft beer in Dublin.",
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 "name": "Andrew Seguin",
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world. When hes not obsessing over pixels and design, he is probably off somewhere having adventures with his
wife and daughters.",
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 "name": "Kristiyan Kostadinov",
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Material.",
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 "picture": "gkalpak.jpg",
 "twitter": "gkalpakas",
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 "bio": "George is a Software Engineer with a passion for chess, robotics and automating stuff. He has a strong
need to know how things work (so if you already know, he'd love to have a talk with you). He has been a member of
the AngularJS team since 2014. When not doing geeky stuff, he is probably trying to convince his wife and kids to
apply programming principles in real life. (Or is it the other way around?)",
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 "bio": "Miles is a software engineer on the Angular Material team at Google. In addition to Javascripting he enjoys
eating food and ogling cute puppies.",
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 "name": "Jason Aden",
 "picture": "jasonaden.jpg",
  "bio": "Jason is a software engineer at Google on the Angular Core team. He is enthusiastic about Angular and
application development in the modern age. In his free time Jason enjoys spending time with his wife and four
children and doing outdoor activities (hiking, fishing, snowboarding, etc.).",
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 "bio": "Jeff Whelpley is a Google Developer Expert and the CTO of GetHuman. He is the co-organizer of the
Angular Boston meetup group, co-creator of Angular Universal, former host of AngularAir and frequent speaker at
Angular events.",
 "groups": ["GDE"]
"pascalprecht": {
 "name": "Pascal Precht",
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 "website": "https://twitter.com/PascalPrecht",
 "bio": "Pascal is a software engineer, author and Google Developer Expert for the Angular team. He loves
contributing to open source and is the creator of the popular angular-translate module. In his spare time hes fiddling
with EDM production.",
 "groups": ["GDE"]
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 "name": "Deborah Kurata",
 "picture": "deborah.jpg",
 "twitter": "deborahkurata",
 "website": "http://blogs.msmvps.com/deborahk/",
 "bio": "Deborah is a software developer, author, and Google Developer Expert. She is author of several Pluralsight
courses including: 'Angular 2: Getting Started' and Angular Routing",
 "groups": ["Collaborators", "GDE"],
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 "picture": "mickey_mouse.jpg",
 "twitter": "alyssanicoll",
 "website": "alyssa.io",
 "bio": "I am an energetic, ber passionate GDE and Web Dev. I have some Front-End and Angular courses on
Egghead.io and Code School. I love to learn new things and share them with others. I Scuba Dive and have a
toothless dog named 'Gummy'. My DM is always open, come talk sometime.",
 "groups": ["GDE"]
},
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 "name": "Ralph Wang",
 "picture": "ralph.jpg",
 "twitter": "ralph_wang_gde",
 "bio": "Ralph(Zhicheng Wang) is a senior consultant at ThoughtWorks and also a GDE. He is a technology
enthusiast and he is a passionate advocate of 'Simplicity, Professionalism and Sharing'. In his eighteen years of R&D
career, he worked as tester, R&D engineer, project manager, product manager and CTO. He is immersed in the
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excitement of the arrival of the baby.",
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 "website": "https://medium.com/@wassimchegham",
  "bio": "Wassim (aka manekinekko on Twitter/Github) is a Developer Advocate at SFEIR, in Web technologies
(Angular, Polymer, PWA, Web Components...). He is also a Developer Expert in Web technologies nominated by
Google. He enjoys writing technical articles, meeting developers at events, speaking at conferences and contributing
to open source projects. Wassim loves the Web Platform and works hard to move it forward.",
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"chrisnoring": {
 "name": "Christoffer Noring",
 "picture": "chrisnoring.jpg",
 "twitter": "chris_noring",
 "website": "softchris.github.io",
  "bio": "Chris is a Full Stack Developer at McKinsey. A Google Developer Expert in Web Technologies and
Angular. He is also a Nativescript Developer Expert. He is one of the organizers of the Angular conference
ngVikings and an author of the book RxJS 5 Ultimate",
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 "website": "https://medium.com/@jorgeucano",
 "bio": "After more than 10 years working in the tech industry, Jorge is a full stack developer with focus on
JavaScript technologies. Today, Jorge is working at Hero Devs using Angular / RxJS / Firebase as well as other
technologies. He delivered several courses and talks as well as write some tech articles on these subjects. Because of
that, he was recognised as a Google Developer Expert in Angular & web technologies and Nativescript Developer
Expert.",
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 "name": "Todd Motto",
 "picture": "toddmotto.jpg",
 "twitter": "toddmotto",
  "website": "https://ultimateangular.com",
 "bio": "Owner and trainer at Ultimate Angular. Lives in England, UK. Has a love for teaching, OSS and speaking
at conferences. Google Developer Expert for Web Technologies and Angular.",
  "groups": ["GDE"]
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 "name": "Michael Hladky",
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"picture": "michael-hladky.jpg",
 "twitter": "Michael_Hladky",
 "website": "https://github.com/BioPhoton",
 "bio": "Michael is a self employed trainer, consultant and developer with the focus on Angular, and located in
Vienna, Austria. He gives workshops on Angular, RxJS and Ionic. As Google Developer Expert, founder of
Angular-Austria-Association and Angular-Vienna meetup, and speaker he is an active part of the community.",
 "groups": ["GDE"]
},
"michaelprentice": {
 "name": "Michael Prentice",
 "picture": "michaelprentice.jpg",
 "twitter": "splaktar",
 "website": "https://www.DevIntent.com",
 "bio": "Lead for AngularJS Material. Owner and consultant at DevIntent. Ex-Angular GDE. Founder of the
Google Developers Group (GDG) community on the Space Coast of Florida, USA.",
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 "name": "Manfred Steyer",
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 "website": "https://www.softwarearchitekt.at",
 "bio": "Trainer and Consultant with focus on Angular. Writes for O'Reilly, the German Java Magazine and Heise.
Regularly speaks at conferences.",
 "mentor": "mgechev",
 "groups": ["GDE", "Collaborators"]
},
"maximsalnikov": {
 "name": "Maxim Salnikov",
 "picture": "maximsalnikov.jpg",
 "twitter": "webmaxru",
 "website": "https://medium.com/@webmaxru",
 "bio": "Oslo-based web front-end engineer, a Google Developer Expert in Angular, Web technologies and IoT.
Active public speaker & trainer for the developer events. Leader of Norways largest meetups dedicated to web front-
end and mobile development. Founder of ngVikings and Mobile Era conferences. Progressive Web Apps advocate.",
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 "name": "Jeremy Wilken",
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 "twitter": "gnomeontherun",
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 "bio": "Based in Austin Texas, Jeremy is an application architect and homebrewer. He is a Google Developer
Expert in Web Technologies and Angular, with a focus on speaking and training and author of Angular in Action
and Ionic in Action.",
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  "bio": "Software engineer who enjoys theoretical computer science and its practical applications. Speaker, author
of the book 'Switching to Angular', codelyzer, Guess. is, and the Go linter revive. Working for faster and more
reliable software.",
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 "bio": "Uri Shaked is a Google Developer Expert for Web Technologies. He regularly writes about Web and IoT
related technologies in his medium blog, and speaks about these topics in conferences and meetup around the world.
Among his interests are reverse engineering, hardware hacking, building 3d-printed robots and games, playing
music and Salsa dancing.",
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},
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 "name": "Josue Gutierrez",
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 "twitter": "eusoj",
 "website": "http://techtam.io",
 "bio": "Based in Mexico, Josue has been web developer since the last 10 years, he is part of the Google Developer
Expert Program, passionate about teaching and building communities",
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"SanderElias": {
 "name": "Sander Elias",
 "picture": "sanderelias.jpg",
 "twitter": "esoSanderElias",
 "website": "https://sanderelias.nl",
 "bio": "Sander is a versed developer with over 4 decades of practice under his belt. He is also an Google
Developer Expert for web, specializing in Angular. Organizer of meetups and conferences. Helping out others
wherever he can. When he is not breathing code, he is fiddling around with IOT, photography, science and anything
that might vaguely is gadget-like! Thinks he a master of the grill, but in reality you probably don't get a food-
poisoning;) Also, and actually the most important thing to him, he is a father of 4, and has the most patient
girlfriend in the universe.",
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"website": "http://filipbech.github.io/",
 "bio": "Filip is a Frontend developer from Denmark. He works at IMPACT, delivering large-scale, high-
performance e-commerce to international clients - most often build in Angular. He runs the local Angular usergroup
- ngAarhus, and gives talks/workshops around and beyond the country of Denmark.",
 "groups": ["GDE"]
},
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 "name": "Olivier Combe",
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 "bio": "Olivier is a passionate front-end engineer who loves interacting with the community by doing open source
projects (ocLazyLoad, ngx-translate), being a panelist at Angular-Air, giving talks or just chatting on Twitter and
Slack. Hes a member of the Angular Core team and works on i18n.",
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},
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 "bio": "Ciro is the Lead Front-end Engineer of CrossEngage and Google Developer Expert in Web Technologies.",
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 "bio": "Raul works as a CEO and Front-end Architect at Byte Default for companies around the world helping
them to build high-performance web apps. In his spare time he's usually working on Videogular, involved in local
meetups, speaking at conferences and contributing to open source projects.",
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 "bio": "Developer. Hacker. Community backer. Author and blogger. Console logger.",
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 "bio": "Co-founder and CTO of Thinktecture AG, as well as Google GDE and Microsoft MVP. Since two decades
active as an engaged and passionate speaker on several software conferences and events all over the world. Some
people call him 'Mr. Cross-Platform'.",
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  "bio": "Teaches Angular at HiRez.io the most entertaining online courses on the web. An experienced developer,
consultant and speaker also known for his unusual crazy Angular talks such as ng-wat, ng-show, ng-rap, etc. Shai is
also the organizer of the largest JavaScript group in Israel and a professional Improv performer.",
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 "picture": "danwahlin.jpg",
  "twitter": "DanWahlin",
 "website": "https://codewithdan.com",
 "bio": "Dan Wahlin founded Wahlin Consulting which provides consulting and onsite/online training services on
Web technologies such as JavaScript, Angular, TypeScript, Node.js, C#, ASP.NET Core, Web API, and Docker.
Hes also published many developer courses on Pluralsight.com and Udemy.com. Dan is a Google GDE, Docker
Captain, and Microsoft MVP and Regional Director and speaks at conferences and user groups around the world.
Dan has written several books on Web technologies, hundreds of technical articles and blog posts
(https://blog.codewithdan.com) and runs the 'Code with Dan Web Weekly Newsletter' - a great way to stay up on the
latest technologies. Follow Dan on Twitter @DanWahlin.",
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  "bio": "Joe Eames is a developer and educator. He publishes course on Angular and JavaScript on Pluralsight.com.
He is an organizer of ng-conf, a Google Developer Expert in Angular, gives lots of talks & workshops, and loves all
things web.",
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 "bio": "GDE (Google Developer Expert) Angular and Web Technologies, GDG Salvador organizer, passionate
about technology and active in communities with a focus on web development, including Angular, JavaScript,
HTML5, CSS3, Workflow, web performance, security and Internet of things. Participates in events organization,
speaker at conferences in Brazil and other countries and contributes to several open source projects.",
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 "bio": "GDE (Google Developer Expert) Angular and Web Technologies, Women Who Code KL Director,
Jecelyn specializes in professional application development with technologies, including Angular, HTML5,
Typescript, JavaScript, CSS, C#, NodeJs, Cloud and ASP.NET.",
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 "bio": "Director of Experience Technology at SapientRazorfish. Consults various brands on their frontend and
mobile web architecture. A speaker at various forums and mentor at Launchpad Accelerator and ngGirls India.
Spends free time playing with Angular, Preact, web-components ",
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 "website": "https://medium.com/@gerard.sans",
 "bio": "Gerard is very excited about the future of the Web and JavaScript. Always happy Computer Science
Engineer and humble Google Developer Expert. He loves to share his learnings by giving talks, trainings and
writing about cool technologies. He loves running AngularZone and GraphQL London, mentoring students and
giving back to the community.",
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  "website": "http://ngnir.life/",
 "bio": "Nir is a Principal Frontend Consultant & Head of the Angular department at 500Tech, Google Developer
Expert and community leader. He organizes the largest Angular meetup group in Israel (Angular-IL), talks and
teaches about front-end technologies around the world. He is also the author of two books about Angular and the
founder of the 'Frontend Band'.",
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 "bio": "Alain Chautard is a Google Developer Expert in Web Technologies / Angular. He started working with
Angular JS in 2011. Since then he has worked with all Angular versions on a daily basis, both as a developer and as
a technical trainer. He is the organizer of the Sacramento Angular Meetup group, co-organizer of the Google
Developer Group chapter in Sacramento, California, and published author of the Packt video course 'Getting Started
with Angular'",
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"coryrylan": {
 "name": "Cory Rylan",
 "picture": "cory-rylan.jpg",
 "twitter": "coryrylan",
 "website": "https://coryrylan.com",
 "bio": "Cory is a full time front end web developer. He works full time building responsive web applications and
progressive web apps. When not building web apps he is busy teaching Angular and other web technologies in
workshops and conferences. He loves the web and is optimistic of the places it can take us.",
  "groups": ["GDE"]
},
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 "name": "Mike Hartington",
 "picture": "mhartington.png",
 "twitter": "mhartington",
 "website": "https://mhartington.io",
 "bio": "Mike is a Developer Advocate for the Ionic Framework and a GDE in Angular. He spends most of his time
making fast PWAs and exploring emerging web standards. When not behind a keyboard, you'll probably find him
with a guitar and beer.",
  "groups": ["GDE"]
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 "name": "Juri Strumpflohner",
 "picture": "juristr.jpg",
 "twitter": "juristr",
 "website": "https://juristr.com",
 "bio": "Juri is a software engineer and freelance trainer and consultant currently mostly focusing on the frontend
side using JavaScript, TypeScript and Angular. He has a passion for teaching and sharing his knowledge and
experiences with others. This mostly happens by writing tech articles for his personal blog, by creating video
courses for Egghead.io, during on-site workshops at companies or by speaking at conferences. In his free time he
enjoys practicing Yoseikan Budo, a martial art where he currently owns the 3rd DAN black belt.",
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 "bio": "Mashhood is the principal technical consultant at Recurship and a Google Developer Expert. He works
with different startups in US and EU to helps them crawl through the technical maze and quickly build amazing
products focused around the problems they are trying to solve. He specializes in using the latest web technologies
available to execute the best possible solutions.",
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 "name": "Kim Maida",
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 "twitter": "KimMaida",
 "website": "https://kmaida.io/",
 "bio": "Kim is an an Angular consultant, developer, speaker, writer, and Google Developer Expert. She is
passionate about learning from and sharing knowledge with other developers through blogging, speaking,
workshops, and open source.",
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},
"elanaolson": {
 "name": "Elana Olson",
 "picture": "elanaolson.jpg",
 "twitter": "elanathellama",
 "bio": "Elana is a Developer Relations intern on the Angular team at Google. She is working on migration paths
from AngularJS to Angular and would love to chat about your experience with upgrading.",
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 "lead": "stephenfluin"
},
"kevinyang": {
 "name": "Kevin Yang",
 "picture": "kevinyang.jpg",
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 "website": "https://blog.kevinyang.net/",
 "bio": "Kevin is a Angular Taiwan, Angular Girls Taiwan community organzier. He loves sharing knowledge with
other developers through blogging, speaking, workshops.",
  "groups": ["GDE"]
},
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 "picture": "sajee.jpg",
  "twitter": "kokkisajee",
 "website": "https://sajeetharan.herokuapp.com/",
 "bio": "Sajeetharan is a Developer, Top contributor on stackoverflow for #Angular, ng-SriLanka organizer. He
makes use of his extensive knowledge over the past years to contribute to community to make the world a better
place.",
  "groups": ["GDE"]
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"twitter": "laco2net",
 "website": "https://lacolaco.net",
 "bio": "Suguru is a community-loving Frontend developer and a lead of Angular Japan User Group. He organizes
the largest Angular event in Japan (ng-japan). And he is a contributor to Angular by sending patches, writing,
speaking, and localizing resources in Japanese.",
 "groups": ["GDE"]
},
"katerina": {
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 "bio": "Katerina is a front end software engineer, a conference speaker and AngularAthens meetup organizer. She
is obsessed with sharing knowledge about things she loves. She is also trying to support diversity in the community.
She lives with her cat in Athens.",
 "groups": ["GDE"]
},
"blove": {
 "name": "Brian Love",
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 "website": "https://brianflove.com",
 "bio": "Brian is a software engineer and GDE in Angular with a passion for learning, writing, speaking, teaching
and mentoring. Brian has been building web applications for over 20 years and has long been a fanboy of JavaScript.
When not in front of his Macbook Pro Brian is in the Rocky Mountains skiing or hiking.",
  "groups": ["GDE"]
},
"jeffbcross": {
 "name": "Jeff Cross",
 "picture": "jeff-cross.jpg",
 "twitter": "jeffbcross",
 "website": "https://nrwl.io/",
 "bio": "Jeff is an Angular Consultant at nrwl.io where he helps enterprise teams succeed with Angular. Prior to
founding Nrwl, Jeff was one of the earliest members of the Angular Core Team at Google, and contributed to many
of the early state management and performance efforts of AngularJS and Angular.",
  "groups": ["GDE"]
},
"keilla": {
 "name": "Keilla Menezes Fernandes",
 "picture": "keilla.jpg",
 "twitter": "keillamenezes_",
 "bio": "I am Senior Software Development Consultant in ThoughtWorks and GDE in Angular. Graduated in
```

Computer Science from Federal University of Bahia, I have been worked with software development for more than 11 years. Since 2017, I started with Angular Framework and I went deep into front-end ecosystem and became more specialized in this area. I participate in a computer science community, Campinas Front-end, that promotes events in this area. In the end of 2016, I started to do technical talks. The passion for science is the engine that drives me to seek answers to the problems that computing aims to solve. Besides that, sharing knowledge and experiences is the path I choose to democratize the technology for all.",

```
"groups": ["GDE"]
},
"mira": {
 "name": "Stanimira Vlaeva",
 "picture": "mira.jpg",
 "twitter": "StanimiraVlaeva",
 "website": "https://github.com/sis0k0",
 "bio": "Software engineer on the NativeScript team at Progress, focused on NativeScript Angular, NativeScript
schematics, and integrating webpack in the {N} build system. Co-organizing the Angular Sofia meetup. Speaking
about Angular things at conferences here and there.",
  "groups": ["GDE"]
},
"sharondio": {
 "name": "Sharon DiOrio",
 "picture": "sharon.jpg",
 "twitter": "sharondio",
 "website": "https://medium.com/@sharondio",
 "bio": "Sharon is a mother to four teenagers, wife of a USMC veteran/police officer, and lead front-end engineer
for an educational non-profit in Boston. In her spare time, she is the \"Head Instigator\" of the Angular-Boston
Meetup and an active member of the Boston meetups community. She occasionally speaks on Angular and related
topics at technology conferences across the country. She has a Bachelor of Fine Arts from SMU and a Masters with
honors from RTFM.",
  "groups": ["GDE"]
},
"leonardozizzamia": {
 "name": "Leonardo Zizzamia",
 "picture": "leonardo.jpg",
  "twitter": "zizzamia",
 "website": "https://medium.com/@zizzamia",
 "bio": "Leonardo is a Senior Software Engineer at Coinbase. He is deeply passionate about web performance and
most recently developed Perfume.js to help companies prioritize roadmaps and business, through performance
analytics. From 2018, co-organizer of the Angular San Francisco Meetup group and NGRome Conference.",
 "groups": ["GDE"]
},
"tomastrajan": {
 "name": "Tomas Trajan",
 "picture": "tomastrajan.jpg",
 "twitter": "tomastrajan",
  "website": "https://medium.com/@tomastrajan",
 "bio": "Tomas is a Senior Software Engineer with passion for frontend and especially Angular. He always strives
to provide lots of value and to empower teams he is working with by sharing know-how, introducing best practices
and automating mundane task to enable full focus on creating value for the users! He likes to share his Angular
know-how by blogging, speaking and recording video content. He is a co-organizer of Angular Meetup Zurich.",
 "groups": ["GDE"]
},
"samjulien": {
 "name": "Sam Julien",
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```

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"twitter": "samjulien",
 "website": "http://www.samjulien.com/",
 "bio": "Sam Julien builds software, articles, video courses, and campfires. A developer, speaker, writer, and GDE
in the Pacific Northwest, Sam's favorite thing in the world is changing someone's life by teaching them to code.",
 "groups": ["Collaborators", "GDE"],
 "mentor": "gkalpak"
},
"JiaLiPassion": {
 "name": "JiaLi Passion",
 "groups": ["Collaborators"],
 "mentor": "mhevery",
 "picture": "JiaLiPassion.jpg",
 "bio": "A programmer with passion, angular/zone.js guy! Web frontend engineer @sylabs"
},
"cexbrayat": {
 "name": "Cdric Exbrayat",
 "mentor": "petebacondarwin",
 "groups": ["Collaborators"],
 "picture": "cexbrayat.jpg",
 "bio": "Author of `Become a ninja with Angular (2+)` https://books.ninja-squad.com/angular - Angular trainer and
@Ninja-Squad co-founder"
},
"CaerusKaru": {
 "name": "Adam Plumer",
 "groups": ["Collaborators"],
 "mentor": "vikerman",
 "picture": "CaerusKaru.jpg"
},
"ibedard": {
 "name": "Jason Bedard",
 "groups": ["Collaborators"],
 "mentor": "kyliau",
 "picture": "jbedard.jpg"
},
"JoostK": {
 "name": "Joost Koehoorn",
 "groups": ["Collaborators"],
 "mentor": "alxhub",
 "picture": "joostk.jpg",
 "twitter": "devjoost",
 "bio": "Joost is a Software Engineer from the Netherlands with an interest in open source software who likes to
learn something new every day. He works at Blueriq during the day and contributes to Angular in his spare time, by
working on the Angular compiler and runtime. He may review your PR even if you never asked for it ;)"
},
"jschwarty": {
 "name": "Justin Schwartzenberger",
 "picture": "justinschwartzenberger.jpg",
 "twitter": "schwarty",
```

```
"website": "https://schwarty.com",
```

"bio": "Justin (aka Schwarty) is a Google Developer Expert in Web Technologies and Angular, the host and maintainer of the weekly AngularAir live video broadcast, educator, writer and content creator. He has Angular courses available on LinkedIn Learning and Pluralsight and loves passing on years of full stack development knowledge to help empower others to find their inner awesomeness!",

```
"groups": ["GDE"]
},

"brandonroberts": {

"name": "Brandon Roberts",

"picture": "brandonroberts.jpg",

"twitter": "brandontroberts",

"website": "https://brandonroberts.dev",
```

"bio": "Brandon is a developer and technical writer working on guides, tutorials, application development, and infrastructure for the Angular docs. He is also a maintainer of the NgRx project, building reactive libraries for Angular.",

```
"groups": ["Angular"],
"lead": "dennispbrown"
},
"chembu": {
"name": "Sreevani Sreejith",
"picture": "sreevani.jpg",
```

"bio": "Sreevani is a tech writer with prior programming experience. She writes documentation for the Angular framework team. Outside of work, she likes practicing yoga, honing her skills on classical dance forms, and baking cakes.",

```
"groups": ["Angular"],
"lead": "dennispbrown"
},
"dennispbrown": {
"name": "Denny Brown",
"picture": "denny.jpg",
```

"bio": "Denny is founder of Expert Support, a professional services firm specializing in technical communication, and leads the Angular technical writing team. His lifelong passion has been to reduce the time and effort required to understand complex technical information. Early on, he was Associate Chairman of the Computer Science Department at Stanford, where he taught introductory courses in programming. He also plays old-timers baseball in local leagues and national tournaments.",

```
"groups": ["Angular"],

"lead": "bradlygreen"
},

"jbogarthyde": {

"name": "Judy Bogart",

"picture": "judy.png",

"groups": ["Angular"],

"lead": "dennispbrown"
},

"jenniferfell": {

"name": "Jennifer Fell",

"picture": "jennifer.jpg",

"website": "http://silverpath.org",
```

```
"bio": "Jennifer is a technical content strategist, architect, designer, and writer. As lead of the Angular docs team,
she's always interested in learning more about how developers learn and use Angular. Her offline persona is a
horsewoman in Idaho.",
 "groups": ["Angular"],
 "lead": "dennispbrown"
"kapunahelewong": {
 "name": "Kapunahele Wong",
 "picture": "kapunahele.jpg",
 "twitter": "kapunahele",
 "bio": "Kapunahele is a developer and Angular fan who works on the Angular docs writing guides and developing
example apps. She also enjoys Native Hawaiian practices, textile arts, and marveling at little, inconspicuous plants
growing in forgotten places outdoors.",
 "groups": ["Angular"],
 "lead": "dennispbrown"
},
"luixaviles": {
 "name": "Luis Aviles",
 "picture": "luixaviles.jpg",
 "twitter": "luixaviles",
 "website": "https://luixaviles.com",
 "bio": "Luis is an enthusiast of Open Source software and communities, as well as being a public speaker, a
technology trainer and an author of courses and technical articles. He is the organizer of the Angular Bolivia
community and NG Bolivia conference. When he's not coding, Luis is reading about Astronomy or nerding about
outer space, photography or even doing Astrophotography.",
  "groups": ["GDE"]
},
"siddajmera": {
 "name": "Siddharth Ajmera",
 "picture": "sidd-ajmera.jpg",
 "twitter": "SiddAjmera",
 "website": "https://webstackup.com/",
  "bio": "Siddharth is a Full Stack JavaScript Developer and a GDE in Angular. He's passionate about sharing his
knowledge on Angular, Firebase and the Web in general. He's the organizer of WebStack, a local community of
developers focused on Web, Mobile, Voice and Server related technologies in general. WebStack hosts free monthly
meetups every 2nd or 3rd Saturday of the month. Siddharth is also an avid photographer and loves traveling. Find
him anywhere on the Web with `SiddAjmera`.",
 "groups": ["GDE"]
},
"bbrennan": {
 "name": "Bonnie Brennan",
 "twitter": "bonnster75",
 "groups": ["GDE"],
 "picture": "bonnie.jpg",
  "bio": "Bonnie has been specializing in Angular since 2013. She is the founder of ngHouston Angular Meetup and
a regular panelist on Angular Air. She is also the very proud parent component of @thelittlestdev!"
},
"globegitter": {
```

```
"name": "Markus Padourek",
 "groups": ["Collaborators"],
 "mentor": "gregmagolan",
 "picture": "globegitter.jpg"
},
"ahsanayaz": {
 "name": "Muhammad Ahsan Ayaz",
 "picture": "ahsanayaz.jpg",
 "twitter": "ahsan_ayz",
 "website": "https://medium.com/@ahsan.ayaz",
 "bio": "Muhammad Ahsan Ayaz is Software Architect at Modus Create. He is absolutely passionate about Angular
and Web Technologies. Uses Angular daily and talks about it everywhere. Runs NodeSchool Karachi and is a co-
organizer of NgPakistan",
 "groups": ["GDE"]
},
"andrewkushnir": {
 "name": "Andrew Kushnir",
 "picture": "andrew-kushnir.jpg",
 "bio": "Andrew is a software engineer at Google on the Angular Core team.",
 "groups": ["Angular"],
 "lead": "kara"
},
"kamilmysliwiec": {
 "name": "Kamil Mysliwiec",
 "picture": "kamilmysliwiec.jpg",
 "twitter": "kammysliwiec",
 "website": "https://github.com/kamilmysliwiec",
 "bio": "Kamil Mysliwiec is a software engineer truly passionate about Web Technologies. Creator of NestJS, Co-
Founder of Trilon.io, speaker, and trainer.",
 "groups": ["GDE"]
}
import { NgModule, Type } from '@angular/core';
import { CommonModule } from '@angular/common';
import { MatIconModule } from '@angular/material/icon';
import { ContributorListComponent } from './contributor-list.component';
import { ContributorService } from './contributor.service';
import { ContributorComponent } from './contributor.component';
import { WithCustomElementComponent } from '../element-registry';
@NgModule({
imports: [CommonModule, MatIconModule],
declarations: [ContributorListComponent, ContributorComponent],
entryComponents: [ ContributorListComponent ],
providers: [ ContributorService ]
})
export class ContributorListModule implements WithCustomElementComponent {
customElementComponent: Type<any> = ContributorListComponent;
```

```
#!/usr/bin/env node
// Imports
const {existsSync, readFileSync} = require('fs');
const {join, resolve} = require('path');
// Constants
const CONTENT_DIR = resolve(__dirname, '../../content');
const IMAGES DIR = join(CONTENT DIR, 'images/bios');
const CONTRIBUTORS_PATH = join(CONTENT_DIR, 'marketing/contributors.json');
// Run
_main();
// Functions - Definitions
function _main() {
const contributors = JSON.parse(readFileSync(CONTRIBUTORS PATH, 'utf8'));
const expectedImages = Object.keys(contributors)
   .filter(key => !!contributors[key].picture)
   .map(key => join(IMAGES DIR, contributors[key].picture));
const missingImages = expectedImages.filter(path => !existsSync(path));
if (missingImages.length > 0) {
 throw new Error(
    'The following pictures are referenced in \'contributors.json\' but do not exist:' +
    missingImages.map(path => `\n - ${path}`).join("));
}
The MIT License
Copyright (c) 2010-2019 Google LLC. http://angular.io/license
```

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@title

@description

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```
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```

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*

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*/

'use strict';

// THIS CHECK SHOULD BE THE FIRST THING IN THIS FILE

// This is to ensure that we catch env issues before we error while requiring other dependencies. const engines = require('./package.json').engines;

```
require('./tools/check-environment')({
requiredNodeVersion: engines.node,
requiredNpmVersion: engines.npm,
requiredYarnVersion: engines.yarn
});
const gulp = require('gulp');
// See `tools/gulp-tasks/README.md` for information about task loading.
function loadTask(fileName, taskName) {
const taskModule = require('./tools/gulp-tasks/' + fileName);
const task = taskName ? taskModule[taskName] : taskModule;
return task(gulp);
}
// Check source code for formatting errors in all source files.
gulp.task('format:enforce', loadTask('format', 'enforce'));
// Format all source files.
gulp.task('format:all', loadTask('format', 'format'));
// Format only untracked source code files.
gulp.task('format:untracked', loadTask('format', 'format-untracked'));
// Format only the changed, tracked source code files.
gulp.task('format:diff', loadTask('format', 'format-diff'));
// Format only changed lines based on the diff from the provided --branch
// argument (or `master` by default).
gulp.task('format:changed', ['format:untracked', 'format:diff']);
// Alias for `format:changed` that formerly formatted all files.
gulp.task('format', ['format:changed']);
gulp.task('lint', ['format:enforce', 'validate-commit-messages', 'tslint']);
gulp.task('tslint', ['tools:build'], loadTask('lint'));
gulp.task('validate-commit-messages', loadTask('validate-commit-message'));
gulp.task('source-map-test', loadTask('source-map-test'));
gulp.task('tools:build', loadTask('tools-build'));
gulp.task('check-cycle', loadTask('check-cycle'));
gulp.task('serve', loadTask('serve', 'default'));
gulp.task('changelog', loadTask('changelog'));
gulp.task('check-env', () => \{/* \text{ this is a noop because the env test ran already above } */\});
gulp.task('cldr:extract', loadTask('cldr', 'extract'));
gulp.task('cldr:download', loadTask('cldr', 'download'));
gulp.task('cldr:gen-closure-locale', loadTask('cldr', 'closure'));
import { Component, OnInit } from '@angular/core';
import { ContributorGroup } from './contributors.model';
```

```
import { ContributorService } from './contributor.service';
import { LocationService } from 'app/shared/location.service';
@Component({
selector: `aio-contributor-list`,
template: `
<div class="flex-center group-buttons">
 <a *ngFor="let name of groupNames"
   [class.selected]="name == selectedGroup.name"
   class="button mat-button filter-button"
   (click)="selectGroup(name)">{{name}}</a>
</div>
<section *ngIf="selectedGroup" class="grid-fluid">
 <div class="contributor-group">
   <aio-contributor *ngFor="let person of selectedGroup.contributors" [person]="person"></aio-contributor>
  </div>
</section>`
})
export class ContributorListComponent implements OnInit {
private groups: ContributorGroup[];
groupNames: string[];
selectedGroup: ContributorGroup;
constructor(
 private contributorService: ContributorService,
 private locationService: LocationService) { }
ngOnInit() {
 const groupName = this.locationService.search()['group'] || ";
 // no need to unsubscribe because `contributors` completes
 this.contributorService.contributors
   .subscribe(grps => \{
    this.groups = grps;
    this.groupNames = grps.map(g => g.name);
    this.selectGroup(groupName);
   });
}
selectGroup(name: string) {
 name = name.toLowerCase();
 this.selectedGroup = this.groups.find(g \Rightarrow g.name.toLowerCase() === name) \parallel this.groups[0];
 this.locationService.setSearch(", {group: this.selectedGroup.name});
}
* @license Angular v0.0.0-PLACEHOLDER
* (c) 2010-2019 Google LLC. https://angular.io/
* License: MIT
```

```
export interface ContributorGroup {
name: string;
order: number;
contributors: Contributor[];
export interface Contributor {
groups: string[];
name: string;
picture?: string;
website?: string;
twitter?: string;
bio?: string;
isFlipped?: boolean;
# Produces a GraphViz Dot file from the data in the contributors.json file.
# Documentation for this syntax at https://stedolan.github.io/jq/manual
to_entries
| map(select(
(.value.groups | index("Angular")) or
(.value.groups | index("Collaborators"))))
| map(.value |= {
name: .name,
lead: (.lead // .mentor // ""),
fillcolor: (if .groups | index("Collaborators") then "aquamarine" else "beige" end),
})
| map(
 "\(.key|tojson) [ label=\(.value.name|tojson) fillcolor=\(.value.fillcolor|tojson) style=filled ] ",
 (if .value.lead != "" then "\(.key|tojson) -> \(.value.lead|tojson)" else "" end)
)
П
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of this software and associated documentation files (the "Software"), to deal
in the Software without restriction, including without limitation the rights
to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
copies of the Software, and to permit persons to whom the Software is
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1.30 ejdb 1.2.12

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5. 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.

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

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- a) 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.)
- b) 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.
- c) 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.
- d) 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.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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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