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1.39 methods 1.1.2 1.1.2

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1.51 chalk 2.4.2 2.4.2

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1.52 ecdsa-sig-formatter 1.0.11 1.0.11

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1.53 unist-util-stringify-position 2.0.3 2.0.3

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1.55 oauth-sign 0.9.0 0.9.0

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1.61 caseless 0.12.0 0.12.0

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1.96 @mapbox/whoots-js 3.1.0 3.1.0

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1.99 lodash-es 4.17.21 4.17.21

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1.100 random-bytes 1.0.0 1.0.0

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1.101 quickselect 2.0.0 2.0.0

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1.102 types-unist 2.0.6 2.0.6

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1.104 ua-parser-js 0.7.31 0.7.31

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1.105 backbone.radio 2.0.0 2.0.0

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1.106 react-motion 0.4.8 0.4.8

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1.108 amqplib 0.7.1 0.7.1

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1.109 ms 2.1.2 2.1.2

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1.110 grid-index 1.1.0 1.1.0

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1.111 d3-time-format 3.0.0 3.0.0

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1.113 @babel/runtime 7.17.2 7.17.2

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1.115 response-time 2.3.2 2.3.2

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1.126 socket.io-parser 3.3.2 3.3.2

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1.127 sprintf-js 1.0.3 1.0.3

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1.128 raw-body 2.4.0 2.4.0

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1.129 cron-converter 0.0.12 0.0.12

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1.130 regexp-clone 0.0.1 0.0.1

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1.131 geojson-rewind 0.3.1 0.3.1

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1.132 base64-js 1.5.1 1.5.1

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1.133 assert-plus 1.0.0 1.0.0

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1.134 bitsyntax 0.1.0 0.1.0

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1.135 babylon 5.8.38 5.8.38

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1.136 shimmer 1.2.1 1.2.1

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*/

// Original can be found at:

- // https://bitbucket.org/lindenlab/llsd
- // Modifications by Joshua Bell inexorabletash@gmail.com
- // https://github.com/inexorabletash/polyfill

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

- // Ref: http://www.khronos.org/registry/typedarray/specs/latest/
- // Date: 2011-02-01
- //

```
// Variations:
```

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

1.139 request 2.88.2 2.88.2

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1.142 asn1 0.2.6 0.2.6

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1.143 datatables.net-scroller 1.4.2 1.4.2

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1.144 d3-scale-chromatic 2.0.0 2.0.0

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1.147 json5 2.2.0 2.2.0

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1.148 pbf 3.2.1 3.2.1

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1.185 microseconds 0.2.0 0.2.0

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1.188 lodash.camelcase 4.3.0 4.3.0

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1.195 component-inherit 0.0.3 0.0.3

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1.205 js-base64 2.6.4 2.6.4

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1.239 value-equal 1.0.1 1.0.1

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1.244 geojson-vt 3.2.1 3.2.1

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1.248 prop-types 15.7.2 15.7.2

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1.256 htmlparser2 7.2.0 7.2.0

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1.257 ast-types 0.10.1 0.10.1

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1.258 rw 1.3.3 1.3.3

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1.259 react-measure 1.4.7 1.4.7

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1.260 requires-port 1.0.0 1.0.0

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1.261 base-64 0.1.0 0.1.0

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1.262 mdast-util-to-string 2.0.0 2.0.0

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1.263 engine.io-client 3.5.2 3.5.2

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1.265 mdast-util-from-markdown 0.8.5 0.8.5

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1.269 jquery 3.6.0 3.6.0

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1.270 text 2.0.14 2.0.14

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1.283 stack-chain 1.3.7 1.3.7

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1.284 react-dom 17.0.2 17.0.2

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1.285 bson 1.0.9 1.0.9

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1.286 types-cookie 0.4.1 0.4.1

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1.287 js-tokens 4.0.0 4.0.0

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1.288 d3-hierarchy 1.1.9 1.1.9

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1.289 kareem 1.5.0 1.5.0

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1.311 schema-utils 0.4.7 0.4.7

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1.312 sort-desc 0.1.1 0.1.1

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1.313 lodash.once 4.1.1 4.1.1

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1.314 tiny-warning 1.0.3 1.0.3

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1.315 promise 7.3.1 7.3.1

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1.316 react-dom 15.7.0 15.7.0

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1.317 python-certifi 2021.10.08

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

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

1.318 amcharts3-animate 1.1.2 1.1.2

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1.320 tunnel-agent 0.6.0 0.6.0

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1.322 react-router-dom 5.3.0 5.3.0

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dom.min.js", "sources":["../../node_modules/@babel/runtime/helpers/esm/setPrototypeOf.js", "../../node_modules/@b abel/runtime/helpers/esm/inheritsLoose.js","../../node modules/react-is/cjs/reactis.production.min.js","../../node_modules/react-is/index.js","../../node_modules/objectassign/index.js","../../node_modules/prop-types/factoryWithTypeCheckers.js","../../node_modules/proptypes/factoryWithThrowingShims.js","../../node modules/prop-types/index.js","../../node modules/proptypes/lib/ReactPropTypesSecret.js","../../node_modules/@babel/runtime/helpers/esm/extends.js","../../node_modules /resolve-pathname/index.js","../../node_modules/value-equal/index.js","../../node_modules/tiny-invariant/dist/tinyinvariant.esm.js","../../node modules/history/esm/history.js","../../node modules/mini-create-reactcontext/dist/esm/index.js","../../node_modules/path-to-regexp/index.js","../../node_modules/path-toregexp/node modules/isarray/index.js","../../node modules/@babel/runtime/helpers/esm/objectWithoutPropertiesLo ose.js","../../node modules/hoist-non-react-statics/dist/hoist-non-react-statics.cjs.js","../../react-router/esm/reactrouter.js","../modules/utils/locationUtils.js","../modules/Link.js","../modules/BrowserRouter.js","../modules/HashRo uter.js","../modules/NavLink.js"],"sourcesContent":["export default function setPrototypeOf(o, p) {\n _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) { $n o_{proto_{proto_{proto_{proto_{proto}}}} = p; n return o; n$ };\n\n return _setPrototypeOf(o, p);\n}","import setPrototypeOf from \"@babel/runtime/helpers/esm/setPrototypeOf\";\nexport default function inheritsLoose(subClass, superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n setPrototypeOf(subClass, superClass);\n}","/** @license React v16.9.0\n * react-is.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the n * LICENSE file in the root directory of this source tree. n */(n) use strict';Object.defineProperty(exports,\" esModule\",{value:!0});\nvar b=\"function\"===typeof Symbol&&Symbol.for(\"react.element\"):60103,d=b?Symbol.for(\"react.portal\"):60106,e=b?Symbol.for(\"react.element\"):60103,d=b?Symbol.for(\"react.element\"):60104,d=b ol.for(\"react.fragment\"):60107,f=b?Symbol.for(\"react.strict_mode\"):60108,g=b?Symbol.for(\"react.profiler\"):60 114,h=b?Symbol.for(\"react.provider\"):60109,k=b?Symbol.for(\"react.context\"):60110,l=b?Symbol.for(\"react.asy nc mode\"):60111,m=b?Symbol.for(\"react.concurrent mode\"):60111,n=b?Symbol.for(\"react.forward ref\"):6011 2,p=b?Symbol.for(\"react.suspense\"):60113,q=b?Symbol.for(\"react.suspense list\"):\n60120,r=b?Symbol.for(\"react.suspense lis ct.memo\"):60115,t=b?Symbol.for(\"react.lazy\"):60116,v=b?Symbol.for(\"react.fundamental\"):60117,w=b?Symbo $1.for(\"react.responder\"):60118; function x(a){if(\"object\"===typeof a&&null!==a){var}$ u=a.\$\$typeof;switch(u){case c:switch(a=a.type,a){case l:case m:case e:case g:case f:case p:return a;default:switch(a=a&&a.\$\$typeof,a){case k:case n:case h:return a;default:return u}}case t:case r:case d:return u}}function y(a){return x(a) == m exports.typeOf = x; exports.AsyncMode = 1; nexports.ConcurrentMode = m; exports.ContextConsumer = k; exports.concurrentMode = m; exports.contextConsumer = k; exports.contex; exports.contextorts.ContextProvider=h;exports.Element=c;exports.ForwardRef=n;exports.Fragment=e;exports.Lazy=t;exports.Me $mo=r;exports.Portal=d;exports.Profiler=g;exports.StrictMode=f;exports.Suspense=p;\nexports.isValidElementType$ =function(a){return\"string\"===typeof a||\"function\"===typeof a||a===e||a===m||a===g||a===f||a===p||a===q||"object"===typeofa&&null!==a&&(a.\$typeof===t||a.\$typeof===r||a.\$typeof===h||a.\$typeof===k||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof===h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.\$typeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h||a.stypeof==h|||a.stypeof==h|||a.stypeof==h|||a.stypeof===v||a.\$\$typeof===w)};exports.isAsyncMode=function(a){return y(a)||x(a)==1; exports.isConcurrentMode=y; exports.isContextConsumer=function(a) {return x(a) = = k;exports.isContextProvider=function(a){return}

x(a) ===h;\nexports.isElement=function(a){return\"object\"===typeof $a\&\&null!==a\&\&a.$typeof===c};exports.isForwardRef=function(a){return}$ x(a) === n; exports.isFragment=function(a){return x(a) === e}; exports.isLazy=function(a){return x(a) == t;exports.isMemo=function(a){return x(a) == r};exports.isPortal=function(a){return x(a) ===d; exports.isProfiler=function(a){return x(a) ===g; exports.isStrictMode=function(a){return x(a) === f;exports.isSuspense=function(a){return x(a) === p};\n","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-is.production.min.js');\n} else {\n module.exports = $require('./cjs/react-is.development.js'); \n \n","/* \nobject-assign(n(c) Sindre Sorhus(n@license MIT(n*/n/n'use)); \n \n","/* \nobject-assign(n(c) Sindre Sorhus(n)); \n \n","/* \n","/* \nobject-assign(n(c) Sindre Sorhus(n)); \n \n","/* \n","/* \nobject-assign(n(c) Sindre Sorhus(n)); \n \n","/* \$ strict';\n/* eslint-disable no-unused-vars */nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val) {\n\tif (val === null || val === undefined) {\n\t\throw new TypeError('Object.assign cannot be called with null or undefined');\n\t}\n\n\treturn $Object(val); n \ (n \ val); n \ (n$ Detect buggy property enumeration order in older V8 versions.\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=4118\n\t\tvar test1 = new String('abc'); // eslint-disable-line nonew-wrappers $\left[15\right] = 'de'; \left[15\right] = 'de'; \left[15\right]$ $false; n/t/t \ n-t/t// https://bugs.chromium.org/p/v8/issues/detail?id=3056/n/t/tvar test2 = {}; n/t/tfor (var i = 0; i < 0.5)$ 10; i++) $\left(\frac{1}{t}\right) = i;\frac{1}{t} = i;\frac{1$ $Object.getOwnPropertyNames(test2).map(function (n) {nt\t\treturn test2[n]:\n\t\t});nt\tif (order2.join(") !==$ '0123456789') {\n\t\treturn false;\n\t\t}\n\n\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test3 = { }: $\t(t)$ (Object.keys(Object.assign({}, test3)).join(") !==\n\t\t\t\t\t'abcdefghijklmnopqrst') {\n\t\t\treturn false; $\frac{1}{\sqrt{t}} = \frac{1}{\sqrt{t}} + \frac{1}{\sqrt{t}}$ $safe_n(t) = shouldUseNative() ? Object.assign : function (target, source)$ $\frac{\pi + 1}{\pi + 1} = 0$ = Object(arguments[s]);n/tt(t) (var key in from) {n/tt(t) (hasOwnProperty.call(from, key)) {n/tt(t)getOwnPropertySymbols(from); $nttttr (var i = 0; i < symbols.length; i++) {nttttr$ (propIsEnumerable.call(from, symbols[i])) {\n\t\t\t\t\tto[symbols[i]] = Inc.h * h * This source code is licensed under the MIT license found in the h * LICENSE file in the root directory assign');\n\nvar ReactPropTypesSecret = require('./lib/ReactPropTypesSecret');\nvar checkPropTypes = require('./checkPropTypes');\n\nvar has = Function.call.bind(Object.prototype.hasOwnProperty);\nvar printWarning = function() { };\n\nif (process.env.NODE_ENV !== 'production') {\n printWarning = function(text) {\n var console.error(message);n n try nmessage = 'Warning: ' + text;\n if (typeof console !== 'undefined') {\n // --- Welcome to debugging React ---\n // This error was thrown as a convenience so that you can use this stack\n // to find the callsite that caused this warning to fire.\n $;|n|\n\mu() ||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\mu()||n|\n\m$ function(isValidElement, throwOnDirectAccess) {\n /* global Symbol */\n var ITERATOR_SYMBOL = typeof Symbol === 'function' && Symbol.iterator;\n var FAUX_ITERATOR_SYMBOL = '@@iterator'; // Before Symbol spec.n/n / ** n * Returns the iterator method function contained on the iterable object. n * n * Be sure to invokethe function with the iterable as context:n *n * var iteratorFn = getIteratorFn(myIterable);n * if (iteratorFn) {n *var iterator = iteratorFn.call(myIterable); n * ... n * $n * n * @param {?object}$ maybeIterablen *@return {?function}n */n function getIteratorFn(maybeIterable) {n var iteratorFn =maybeIterable && (ITERATOR_SYMBOL && maybeIterable[ITERATOR_SYMBOL] || maybeIterable[FAUX_ITERATOR_SYMBOL]); n if (typeof iteratorFn === 'function') {\n return iteratorFn; \n $\ln \sqrt{\pi \pi \pi} \approx C$ of methods that allow declaration and validation of props that are $\pi \approx 0$

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

'You may be seeing this warning due to a third-party PropTypes ' +\n

'library. See

package. ' + n

https://fb.me/react-warning-dont-call-proptypes ' + 'for details.'\n);\n manualPropTypeCallCache[cacheKey] = true;\n manualPropTypeWarningCount++;\n }\n }\n }\n if $(props[propName] == null) \{ \ n \}$ if (isRequired) {\n if (props[propName] === null) {\n return new PropTypeError('The ' + location + ' ` ' + propFullName + ` is marked as required ' + ('in ` ' + componentName + '`, but its value is `null`.'));\n return new PropTypeError('The ' + location + ' ` ' + }\n propFullName + `` is marked as required in ' + (`` + componentName + ``, but its value is `undefined`.'));\n }\n return validate(props, propName, componentName, location, propFullName);\n return null;\n $else \{ n \}$ n = n = checkType.bind(null, false); chainedCheckType.isRequired = checkType.bind(null, true); $n\$ return chainedCheckType; $n \$ createPrimitiveTypeChecker(expectedType) {\n function validate(props, propName, componentName, location, propFullName, secret) {\n var propValue = props[propName];\n var propType = getPropType(propValue);\n if (propType !== expectedType) {\n //`propValue` being instance of, say, date/regexp, pass the 'object'\n // check, but we can offer a more precise error message here rather than\n // 'of type `object`'.\n var preciseType = getPreciseType(propValue);\n\n return new PropTypeError('Invalid ' + location + ' `' + propFullName + \circ of type ' + (\circ + preciseType + \circ supplied to \circ + componentName + \circ , expected ') + (\circ + expectedType+'.'); n = n = 1.2 n =function createAnyTypeChecker() {\n return createChainableTypeChecker(emptyFunctionThatReturnsNull);\n \n\n function createArrayOfTypeChecker(typeChecker) {\n function validate(props, propName, componentName, location, propFullName) {\n if (typeof typeChecker !== 'function') {\n return new PropTypeError('Property `' + propFullName + `` of component `' + componentName + `` has invalid PropType notation inside arrayOf.');nvar propValue = props[propName];\n if (!Array.isArray(propValue)) {\n var propType = getPropType(propValue);\n return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + " of type ' + (" + propType + " supplied to " + componentName + ", expected an array.'));\n }\n for (var i = 0; i < propValue.length; i++) {\n var error = typeChecker(propValue, i, componentName, location, propFullName + '[' + i + ']', ReactPropTypesSecret);\n if (error instance of Error) {\n return n return null;n n return createChainableTypeChecker(validate);n n functionerror:\n }\n createElementTypeChecker() {\n function validate(props, propName, componentName, location, propFullName) var propValue = props[propName];\n if (!isValidElement(propValue)) {\n {\n var propType = return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type ' + getPropType(propValue);\n (`' + propType + `` supplied to `' + componentName + ``, expected a single ReactElement.'));\n }\n return null; null; n n = null; return createChainableTypeChecker(validate); n n = null; null; null; n n = null; nu {\n function validate(props, propName, componentName, location, propFullName) {\n var propValue = props[propName];\n if (!ReactIs.isValidElementType(propValue)) {\n var propType = return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` of type ' + getPropType(propValue);\n ("' + propType + " supplied to `' + componentName + ", expected a single ReactElement type.')); n }\n return null;n |n return createChainableTypeChecker(validate);n |n/n function createInstanceTypeChecker(expectedClass) {\n function validate(props, propName, componentName, location, propFullName) {\n if (!(props[propName] instanceof expectedClass)) {\n var expectedClassName = expectedClass.name || ANONYMOUS;\n var actualClassName = getClassName(props[propName]);\n return new PropTypeError('Invalid ' + location + '`' + propFullName + '` of type ' + (`' + actualClassName + '` supplied to `' + componentName + `, expected ') + ('instance of `' + expectedClassName + `.'));\n }\n return null;n |n return createChainableTypeChecker(validate);n |n/n function createEnumTypeChecker(expectedValues) {\n if (!Array.isArray(expectedValues)) {\n if (process.env.NODE_ENV !== 'production') {\n if (arguments.length > 1) {\n printWarning(\n Invalid arguments supplied to oneOf, expected an array, got ' + arguments.length + ' arguments. ' +n'A common mistake is to write oneOf(x, y, z) instead of oneOf([x, y, z]).'\n);\n } else {nprintWarning('Invalid argument supplied to oneOf, expected an array.');\n }\n }\n return emptyFunctionThatReturnsNull;\n }\n\n function validate(props, propName, componentName, location,

propFullName) {\n var propValue = props[propName];\n for (var i = 0; $i < expected Values.length; i++) {\n$ if (is(propValue, expectedValues[i])) {\n return null;\n }\n }\n\n var valuesString = JSON.stringify(expectedValues, function replacer(key, value) {\n var type = getPreciseType(value);\n if (type === 'symbol') $\{\n$ return String(value);\n }\n return value;\n });\n return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + ` of value ` ' + String(propValue) + ` ' + ('supplied to ` ' + componentName + '', expected one of ' + valuesString + '.'));\n }\n return validate(props, propName, componentName, location, propFullName) {\n if (typeof typeChecker !== 'function') {\n return new PropTypeError('Property `' + propFullName + '` of component `' + componentName + '` has invalid PropType notation inside objectOf.');\n var propValue = props[propName];\n }∖n var propTvpe = getPropType(propValue);\n if (propType !== 'object') {\n return new PropTypeError('Invalid ' + location + ' ' + propFullName + ' of type ' + ('' + propType + '' supplied to '' + componentName + '', expected an object.'));\n }\n for (var key in propValue) $\{\n$ if (has(propValue, key)) {\n var error = typeChecker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n if (error instance of Error) $n return null; n \n return$ {\n return error;\n }\n }\n (!Array.isArray(arrayOfTypeCheckers)) {\n process.env.NODE_ENV !== 'production' ? printWarning('Invalid argument supplied to oneOfType, expected an instance of array.') : void 0;\n return emptyFunctionThatReturnsNull;n hn for (var i = 0; i < arrayOfTypeCheckers.length; i++) {n var checker = arrayOfTypeCheckers[i];\n if (typeof checker !== 'function') {\n printWarning(\n 'Invalid argument supplied to oneOfType. Expected an array of check functions, but ' + n'received '+ getPostfixForTypeWarning(checker) + ' at index ' + i + '.'\n);\n return emptyFunctionThatReturnsNull;\n $n \geq n \$ function validate(props, propName, componentName, location, propFullName) {\n for (var i = 0; i < 0arrayOfTypeCheckers.length; i++) {\n var checker = arrayOfTypeCheckers[i];\n if (checker(props, propName, componentName, location, propFullName, ReactPropTypesSecret) == null) {\n return null;\n return new PropTypeError('Invalid ' + location + ' `' + propFullName + `` supplied to ' + ('` + }\n }\n\n componentName + '.'); n = return createChainableTypeChecker(validate); n <math>n = 1createNodeChecker() {\n function validate(props, propName, componentName, location, propFullName) {\n if return new PropTypeError('Invalid '+ location + '`' + propFullName + '` (!isNode(props[propName])) {\n supplied to ' + ('`' + componentName + '`, expected a ReactNode.'));\n }\n return null;n return createChainableTypeChecker(validate);\n }\n\n function createShapeTypeChecker(shapeTypes) {\n function validate(props, propName, componentName, location, propFullName) { $\ var propValue = props[propName]; \ var propValue = propS[propValue = prop$ var propType = getPropType(propValue);\n if (propType !== 'object') {\n return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + ` of type ` ' + propType + ` ' + ('supplied to ` ' + componentName + '`, expected `object`.'));\n }\n for (var key in shapeTypes) $\{\n$ var checker = shapeTypes[key];\n if (!checker) $\{\n$ continue;\n }\n var error = checker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n if (error) $\{ n \}$ return error;\n }\n $\ln return null; \ \ n return createChainableTypeChecker(validate); \ \ n null; \ n return createChainableTypeChecker(validate); \ n null; \ n nul$ createStrictShapeTypeChecker(shapeTypes) {\n function validate(props, propName, componentName, location, propFullName) {\n var propValue = props[propName];\n var propType = getPropType(propValue);\n if (propType !== 'object') {\n return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + '` of type ` ' + propType + ' ' + ('supplied to ' + componentName + ', expected `object`.'));\n }\n // We need to check all keys in case some are required but missing from\n // props.\n var allKeys = assign({}, props[propName], shapeTypes);\n for (var key in allKeys) $\{\n$ var checker = shapeTypes[key];\n if (!checker) $\{\n$ 'Invalid ' + location + ' `' + propFullName + '` key `' + key + '` supplied to `' + return new PropTypeError(\n componentName + '`.' +\n "\\nBad object: '+ JSON.stringify(props[propName], null, ' ') +\n '\\nValid keys: '+ JSON.stringify(Object.keys(shapeTypes), null, ' ')\n);\n }\n var error = checker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n if (error) {\n return

error;\n }\n }\n isNode(propValue) {\n switch (typeof propValue) {\n case 'number':\n case 'string':\n case 'undefined':\n return true;\n case 'boolean':\n return !propValue;\n case 'object':\n if (Array.isArray(propValue)) if (propValue === null || isValidElement(propValue)) {\n {\n return propValue.every(isNode);\n }\n var iteratorFn = getIteratorFn(propValue);\n return true;\n }\n\n if (iteratorFn) $\{\n$ var iterator = iteratorFn.call(propValue);\n var step;\n if (iteratorFn !== propValue.entries) {\n while (!(step =iterator.next()).done) {\n if (!isNode(step.value)) {\n return false;\n }\n }\n } while (!(step = else $\{n\}$ // Iterator will provide entry [k,v] tuples rather than values.\n iterator.next()).done) {\n var entry = step.value;\n if (entry) $\{ n \}$ if (!isNode(entry[1])) {\n return false:\n }\n }\n }\n }\n $else \{ n \}$ return false:\n }\n\n return true;\n default:\n Symbol.\n if (propType === 'symbol') {\n return true; \n }\n\n // falsy value can't be a Symbol\n if return false;\n }\n\n // 19.4.3.5 Symbol.prototype[@@toStringTag] === 'Symbol'\n if (!propValue) {\n $(propValue['@@toStringTag'] === 'Symbol') {\n return true; \n }\n\n // Fallback for non-spec compliant$ Symbols which are polyfilled.n if (typeof Symbol === 'function' && propValue instanceof Symbol) {nreturn true;n n return false;n n (Puivalent of type of but with special handling for array and regexp. function getPropType(propValue) { $\ var propType = typeof propValue; n if (Array.isArray(propValue)) {n }$ return 'array';\n }\n if (propValue instanceof RegExp) {\n // Old webkits (at least until Android 4.0) return 'function' rather than\n // 'object' for typeof a RegExp. We'll normalize this here so that /bla/\n // passes PropTypes.object.\n return 'object';\n }\n if (isSymbol(propType, propValue)) {\n return 'symbol';nreturn propType; $h = \frac{1}{10}$ return propType; $h = \frac{1}{10}$ createPrimitiveTypeChecker. \n function getPreciseType(propValue) {\n if (typeof propValue === 'undefined' || return " + propValue; $n \ n \ var propType = getPropType(propValue); n \ if$ propValue === null) { \n $(propType === 'object') \{ \ n \}$ if (propValue instance of Date) {\n return 'date';\n } else if (propValue instanceof RegExp) {\n return 'regexp';\n postfixed to a warning about an invalid type.\n // For example, \"undefined\" or \"of type array\"\n function getPostfixForTypeWarning(value) {\n var type = getPreciseType(value);\n switch (type) {\n $(x,y) \in \mathbb{R}^{n}$ case 'array':\n case 'object':\n return 'an ' + type;\n case 'boolean':\n case 'date':\n case 'regexp':\n return 'a ' + type;\n default:\n return type; $n \geq n \leq n \in \mathbb{N}$ returns class name of the object, if any.n function getClassName(propValue) {\n if (!propValue.constructor || !propValue.constructor.name) {\n return ANONYMOUS;n |n return propValue.constructor.name;n |n/n ReactPropTypes.checkPropTypes = checkPropTypes;\n ReactPropTypes.resetWarningCache = checkPropTypes.resetWarningCache;\n ReactPropTypes.PropTypes = ReactPropTypes;\n\, return ReactPropTypes;\n};\n","/**\n * Copyright (c) 2013present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in require('./lib/ReactPropTypesSecret');\n\nfunction emptyFunction() { }\nfunction emptyFunctionWithReset() {}\nemptyFunctionWithReset.resetWarningCache = emptyFunction;\n\module.exports = function() {\n function shim(props, propName, componentName, location, propFullName, secret) {\n if (secret === ReactPropTypesSecret) {\n // It is still safe when called from React.\n return;\n }\n var err = new Error(\n 'Calling PropTypes validators directly is not supported by the `prop-types` package. ' +\n 'Use PropTypes.checkPropTypes() to call them. ' + n'Read more at http://fb.me/use-check-prop-types'\n);\n err.name ='Invariant Violation';\n throw err;\n ;\n shim.isRequired = shim;\n function getShim() {\n return shim;\n };\n // Important!\n // Keep this list in sync with production version in `./factoryWithTypeCheckers.js`.\n string: shim,\n symbol: shim,\n\n any: shim,\n arrayOf: getShim,\n element: shim,\n elementType: shim,\n instanceOf: getShim,\n node: shim,\n objectOf: getShim,\n oneOf: getShim,\n oneOfType: getShim,\n shape: getShim,\n exact: getShim,\n/n checkPropTypes: emptyFunctionWithReset,\n resetWarningCache: emptyFunction\n };\n\n ReactPropTypes.PropTypes = ReactPropTypes;\n\n return ReactPropTypes;\n};\n","/**\n

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

'SECRET_DO_NOT_PASS_THIS_OR_YOU_WILL_BE_FIRED';\n\nmodule.exports =

ReactPropTypesSecret;n,","export default function _extends() { $n _extends = Object.assign \parallel function (target) {<math>n _extends = Object.assign \parallel function (target) {}$ for (var i = 1; i < arguments.length; i++) {n var source = arguments[i];n for (var key in source) {nif (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key]; n}\n $n \geq n n$ return target;\n };\n\n return _extends.apply(this, arguments);\n}","function isAbsolute(pathname) {\n return pathname.charAt(0) === $\frac{1}{3} \ln \frac{1}{5} \ln \frac{1}{5}$ spliceOne(list, index) {\n for (var i = index, k = i + 1, $n = list.length; k < n; i + 1, k + 1) {\n list[i] = list[k]; n}$ $\ln \ln 1$ (ist.pop();\n\\/ This implementation is based heavily on node's url.parse\nfunction resolvePathname(to) $\ln x = arguments[1] : :: \ln x = to & arguments[1] : :: h = to & arguments[1$ to.split('/') $\| [];\n var from Parts = from \&\& from.split('/') \| [];\n var isToAbs = to \&\& isAbsolute(to);\n var isToAbsolute(to);\n var isToAbs = to \&\& isAbsolute(to);\n var isToAbsolute(to);\n var isToAbs = to \&\& isAbsolute(to);\n var isToAbsolute(to);\n var isToAbs$ isFromAbs = from && isAbsolute(from);\n var mustEndAbs = isToAbs || isFromAbs;\n\n if (to && isAbsolute(to)) $\left(\frac{1}{\sqrt{10^{10} \text{ to is absolute}}}\right)$ from Parts = to Parts; $\frac{1}{\sqrt{10^{10} \text{ cm}}}$ else if (to Parts.length) $\left(\frac{1}{\sqrt{10^{10} \text{ cm}}}\right)$ the filename $\ fromParts.pop();\ fromParts = fromParts.concat(toParts);\ \/n if (!fromParts.length) return$ ''; \n\n var has Trailing Slash = void 0; \n if (from Parts.length) {\n var last = from Parts[from Parts.length - 1]; \n hasTrailingSlash = last === '.' || last === ':.' || last === ";\n } else {\n hasTrailingSlash = false;\n }\n\n var up = 0;\n for (var i = fromParts.length; i >= 0; i--) {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n if (part === '.') {\n var part = fromParts[i];\n\n var part = fromParts[i];\n\n if (part ==== '.') {\n var part = fromParts[i];\n\n var part = fromParts[i];\n\n var part = fromParts[i];\n\n if (part ==== '.') {\n var part = fromParts[i];\n\n var part spliceOne(fromParts, i);n } else if (part === '..') {n spliceOne(fromParts, i);n up++;n } else if (up) {nspliceOne(fromParts, i);\n up--; $n \geq n \in (:mustEndAbs)$ for (; up--; up) { $n \quad fromParts.unshift('..');$ }if (mustEndAbs && fromParts[0] !== " && (!fromParts[0] || !isAbsolute(fromParts[0]))) fromParts.unshift(");\n\n var result = fromParts.join('/'); $n\$ if (hasTrailingSlash && result.substr(-1) !== '/') result += '/'; $n\$ return result;\n}\n\nexport default resolvePathname;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; (n, n) = 0 for a set of the se (Array.isArray(a)) {\n return Array.isArray(b) && a.length === b.length && a.every(function (item, index) {\n return valueEqual(item, b[index]);n}n var aType = typeof a === 'undefined' ? 'undefined' : _typeof(a);nvar bType = typeof b === 'undefined' ? 'undefined' : _typeof(b);\n\n if (aType !== bType) return false;\n\n if $(aType === 'object') \{ n var aValue = a.valueOf(); n var bValue = b.valueOf(); n if (aValue !== a || bValue != a || bValue$!== b) return valueEqual(aValue, bValue);\n\n var aKeys = Object.keys(a);\n var bKeys = Object.keys(b);\n\n if (aKeys.length !== bKeys.length) return false; $n\$ return aKeys.every(function (key) {nreturn valueEqual(a[key], b[key]);n};n}nreturn false;n}n export default valueEqual;","var isProduction = process.env.NODE_ENV === 'production';\nvar prefix = 'Invariant failed';\nfunction invariant(condition, message) $\ln if (condition) \ln return; \ \ \ if (isProduction) \ \ throw new Error(prefix); \ \ else \ \ throw new$ $Error(prefix + ": " + (message || ")); h \n export default invariant; n", "import _extends from$ '@babel/runtime/helpers/esm/extends';\nimport resolvePathname from 'resolve-pathname';\nimport valueEqual from 'value-equal';\nimport warning from 'tiny-warning';\nimport invariant from 'tiny-invariant';\n\nfunction addLeadingSlash(path) {\n return path.charAt(0) === '/' ? path : '/' + path;\n}\nfunction stripLeadingSlash(path) {\n return path.charAt(0) === $\frac{1}{2}$ path.substr(1) : path;\n}\nfunction hasBasename(path, prefix) {\n return new

hasBasename(path, prefix) ? path.substr(prefix.length) : path;n/nfunction stripTrailingSlash(path) {\n return path.charAt(path.length - 1) == $\frac{1}{2}$ path.slice(0, -1) : path;\n}\nfunction parsePath(path) {\n var pathname = path || '';\n var search = ";\n var hash = ";\n var hashIndex = pathname.indexOf('#');\n\n if (hashIndex !== -1) {\n hash = pathname.substr(hashIndex);\n pathname = pathname.substr(0, hashIndex);\n }\n\n var searchIndex = pathname.indexOf('?');n if (searchIndex !== -1) {n search = pathname.substr(searchIndex); n pathname =pathname.substr(0, searchIndex);\n }\n\n return {\n pathname: pathname,\n search: search === '?' ? " : search,\n hash: hash === #'? ": hash\n };\n}\nfunction createPath(location) {\n var pathname = location.pathname.\n search = location.search, h hash = location.hash; n var path = pathname || ''; if (search && search !== '?') path += search.charAt(0) === '?' ? search : "?" + search; n if (hash && hash !== '#') path += hash.charAt(0) === '#' ?hash: $|#|" + hash; n return path; h] n createLocation(path, state, key, currentLocation) {n var$ location.state = state;\n } else {\n // One-arg form: push(location)\n location = _extends({}, path);\n if $(location.pathname === undefined) location.pathname = "; n/n if (location.search) {/n}$ if $(location.search.charAt(0) !== '?') location.search = '?' + location.search; n } else {n location.search = ''; n location.se$ $\ln \pi if (location.hash) \{ n if (location.hash.charAt(0) !== '#') location.hash = '#' + location.hash; n \} else \{ n if (location.hash) \} else \{ n if (location.hash) \} else \{ n if (location.hash) \} else \} e$

location.hash = ":n |n/n if (state !== undefined && location.state === undefined) location.state = state; $\ln try \{\ln \text{ location.pathname} = \text{decodeURI}(\text{location.pathname}); \ \} \text{ catch (e) } \{\ln \text{ if (e instance of URIError}) \}$ throw new URIError('Pathname \"' + location.pathname + '\" could not be decoded. ' + 'This is likely caused {\n by an invalid percent-encoding.'); $h = \frac{1}{n} + \frac{1}{$ (currentLocation) {\n // Resolve incomplete/relative pathname relative to current location.\n if (!location.pathname) {\n location.pathname = currentLocation.pathname;\n } else if $(location.pathname.charAt(0) !== '/') \{ \ location.pathname = resolvePathname(location.pathname, location.pathname) \}$ $\ln if (!location.pathname) \{ location.pathname = '/: \n \\n \\n \\n return location: \n \\nfunction$ locationsAreEqual(a, b) {n = b.ach a.e =&& a.key === b.key && valueEqual(a.state, b.state);n\n/nfunction createTransitionManager() {\n var prompt = null;n function setPrompt(nextPrompt) {\n process.env.NODE ENV !== \"production\" ? warning(prompt == null, 'A history supports only one prompt at a time') : void 0;\n prompt = nextPrompt;\n return function () {\n if (prompt === nextPrompt) prompt = null;n};n}n function confirmTransitionTo(location, action, getUserConfirmation, callback) {\n // TODO: If another transition starts while we're still confirming\n // the previous one, we may end up in a weird state. Figure out the\n // best way to handle this.\n if (prompt != null) {\n var result = typeof prompt === 'function' ? prompt(location, action) : prompt;nnif (typeof result === 'string') $\{ \ n \$ if (typeof getUserConfirmation === 'function') {ngetUserConfirmation(result, callback);\n process.env.NODE ENV !== "production"? warning(false, 'A history needs a } else {ngetUserConfirmation function in order to use a prompt message') : void 0;\n callback(true);\n }\n } else {\n // Return false from a transition hook to cancel the transition.\n callback(result !== false);\n }\n } $callback(true); n } n var listeners = []; n/n function appendListener(fn) {n var isActive = }$ else $\{ n \}$ true; \ln function listener() {\n if (isActive) fn.apply(void 0, arguments);\n }\n\n listeners.push(listener);\n isActive = false;\n listeners = listeners.filter(function (item) {\n return function () {\n return item !== listener:\n);n; n function notifyListeners() (n for (var len = arguments.length, args = new Array(_len), _key = 0; _key < _len; _key++) {nlisteners.forEach(function (listener) $\ln \text{ return listener.apply(void 0, args);} }); n }); n }/n return {\n$ setPrompt: setPrompt,\n confirmTransitionTo: confirmTransitionTo,\n appendListener: appendListener,\n notifyListeners: notifyListeners $\ \$; $\$ notifyListeners $\$ }; $\$; $\$ notifyListeners $\$ }; $\$ $\$; $\$ notifyListeners $\$ }; $\$ notifyListeners $\$ }; $\$; $\$ }; $\$; $\$ notifyListeners $\$ }; $\$; $\$; $\$; $\$; $\$; $\$ }; $\$; $\$ window.document && window.document.createElement);\nfunction getConfirmation(message, callback) {\n callback(window.confirm(message)); // eslint-disable-line no-alert\n \n/**\n * Returns true if the HTML5 history API is supported. Taken from Modernizr.\n *\n * https://github.com/Modernizr/Modernizr/blob/master/LICENSE\n * https://github.com/Modernizr/Modernizr/blob/master/feature-detects/history.js\n * changed to avoid false

negatives for Windows Phones: https://github.com/reactjs/react-router/issues/586\n */\n\nfunction supportsHistory() {\n var ua = window.navigator.userAgent;\n if ((ua.indexOf('Android 2.') !== -1 || ua.indexOf('Android 4.0') !== -1) && ua.indexOf('Mobile Safari') !== -1 && ua.indexOf('Chrome') === -1 && ua.indexOf('Windows Phone') === -1) return false;\n return window.history && 'pushState' in window.history;\n}\n/**\n * Returns true if browser fires popstate on hash change. n * IE10 and IE11 do not. n */n (nuction supports PopStateOnHashChange() {n return window.navigator.userAgent.indexOf('Trident') === $-1; n \in \mathbb{Z}, n \in \mathbb{Z}$ history causes a full page reload. $\ ^{\wedge}\$ n function supports GoWithout Reload Using Hash() {\n return window.navigator.userAgent.indexOf('Firefox') === -1;\n}\n/**\n * Returns true if a given popstate event is an extraneous WebKit event.\n * Accounts for the fact that Chrome on iOS fires real popstate events\n * containing undefined state when pressing the back button.n */n, function is Extraneous Popstate Event(event) {/n event.state === undefined && navigator.userAgent.indexOf('CriOS') === -1;\n\n\nvar PopStateEvent = 'popstate';\nvar HashChangeEvent = 'hashchange'; $n = \frac{1}{2} \left(\frac{1}{2} \right)^{-1}$ catch (e) {\n // IE 11 sometimes throws when accessing window.history.state\n // See the HTML5 history API including n * pushState, replaceState, and the popstate event. n */n n ncreateBrowserHistory(props) {\n if (props === void 0) {\n props = {};\n }\n\n !canUseDOM ? process.env.NODE_ENV !== \"production\" ? invariant(false, 'Browser history needs a DOM') : invariant(false) : void 0;\n var globalHistory = window.history;\n var canUseHistory = supportsHistory();\n var needsHashChangeListener = !supportsPopStateOnHashChange();\n var _props = props,\n props\$forceRefresh = _props.forceRefresh,\n forceRefresh = _props\$forceRefresh === void 0 ? false : _props\$forceRefresh,\n props\$getUserConfirm = props.getUserConfirmation,\n getUserConfirmation = props\$getUserConfirm === void 0 ? getConfirmation : _props\$getUserConfirm,\n _props\$keyLength = _props.keyLength,\n keyLength = _props\$keyLength === void 0 ? 6 : _props\$keyLength;\n var basename = props.basename ? $stripTrailingSlash(addLeadingSlash(props.basename)): "; n function getDOMLocation(historyState) {n var$ $_{ref} = historyState || \{ \}, \$ $key = _ref.key, \n$ state = _ref.state;\n\n var _window\$location = pathname = window\$location.pathname,\n window.location,\n search = window location.search, nhash = window\$location.hash;\n var path = pathname + search + hash;\n process.env.NODE ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin '+ 'with the basename. Expected path '' + path + '' to begin with <math>''' + path + ''' to begin with ''' + path + '''' to begin with ''' + path + ''' to begin with ''' + path + '''' to begin with ''' + path + ''basename + '.''.'): void 0;\n if (basename) path = stripBasename(path, basename);\n return createLocation(path, state, key);\n }\n\n function createKey() {\n return Math.random().toString(36).substr(2, keyLength);\n }\n\n var transitionManager = createTransitionManager(); $n\n$ function setState(nextState) { $n _extends(history, n)$ nextState); n = globalHistory.length; n = transitionManager.notifyListeners(history.location, nextState); n = nextState);history.action);\n }\n\n function handlePopState(event) {\n // Ignore extraneous popstate events in WebKit.\n if (isExtraneousPopstateEvent(event)) return;\n handlePop(getDOMLocation(event.state));\n }\n\n function handleHashChange() {\n handlePop(getDOMLocation(getHistoryState()));\n }\n\n var forceNextPop = false;\n\n function handlePop(location) {\n if (forceNextPop) {\n forceNextPop = false;\n setState();\n } else {\n } var action = 'POP';\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (ok) $\{ n \}$ setState({\n action: action,\n location: location\n });\n $else \{ n \}$ revertPop(location);\n }\n });n n in function revertPop(fromLocation) (n var toLocation = history.location; // TODO: We could probably make this more reliable by/n // keeping a list of keys we've seen in sessionStorage.\n // Instead, we just default to 0 for keys we don't know.\n\n var toIndex = allKeys.indexOf(toLocation.key); n = if(toIndex = = -1) toIndex = 0; n = var fromIndex = 0allKeys.indexOf(fromLocation.key);\n if (fromIndex === -1) fromIndex = 0;\n var delta = toIndex fromIndex; $n\n$ if (delta) {nforceNextPop = true; ngo(delta);n n war initialLocation = getDOMLocation(getHistoryState());\n var allKeys = [initialLocation.key]; // Public interface\n\n function createHref(location) { $n \text{ return basename + createPath(location);} }/n \text{ nuction push(path, state) }/n$ process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined &&

state !== undefined), 'You should avoid providing a 2nd state argument to push when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n var action = 'PUSH';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n var href = createHref(location);\n var key = location.key,\n state = location.state; $n\$ if (canUseHistory) {nglobalHistory.pushState({\n key: key,\n state: state\n }, null, href); $n\n$ if (forceRefresh) {\n window.location.href = href;\n var prevIndex = allKeys.indexOf(history.location.key);\n var nextKeys = allKeys.slice(0, } else {nprevIndex == -1 ? 0 : prevIndex + 1);nextKeys.push(location.key);\n allKeys = nextKeys;\n setState({\n action: action,\n location: location\n });\n }\n } else {nprocess.env.NODE ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot push state in browsers that do not support HTML5 history') : void 0;\n window.location.href = href;\n n);nn/nfunction replace(path, state) {\n process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n var action = 'REPLACE';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n var href = createHref(location);\n var key = location.key,\n state = location.state;n/nif

(canUseHistory) {\n globalHistory.replaceState({\n key: key,\n state: state\n }, null, href); $n\n$ var prevIndex = if (forceRefresh) {\n window.location.replace(href);\n $else \{ n \}$ allKeys.indexOf(history.location.key);\n if (prevIndex !== -1) allKeys[prevIndex] = location.key;\n setState({\n action: action,\n location: location\n });\n }\n } else {nprocess.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot replace state in browsers that do not support HTML5 history') : void 0;\n window.location.replace(href);\n $n });n }/n n$ function $go(n) \left\{ n g(-1); n \right\} \left(n g(-1); n \right) \right\}$ $\ln g(1); \ \ln var listenerCount = 0; \ n \ function checkDOMListeners(delta) \ \ listenerCount +=$ delta; $\ln n$ if (listenerCount === 1 && delta === 1) {\n window.addEventListener(PopStateEvent, handlePopState);\n if (needsHashChangeListener) window.addEventListener(HashChangeEvent, handleHashChange); $n \}$ else if (listenerCount === 0) {n window.removeEventListener(PopStateEvent,)handlePopState);\n if (needsHashChangeListener) window.removeEventListener(HashChangeEvent, $prompt = false; n \ n \ var unblock = transitionManager.setPrompt(prompt); n \ if (!isBlocked) {n \ var unblock = transitionManager.setPrompt(prompt); n \ var unblock = transitionManager.setPrompt(prompt($ {\n checkDOMListeners(1);\n isBlocked = false;\n checkDOMListeners(-1);\n }\n\n return unblock();n;n;n, function listen(listener) {nvar unlisten = transitionManager.appendListener(listener); $\ checkDOMListeners(1); \ return function () {\n}$ checkDOMListeners(-1);\n unlisten();n }n var history = {n length: globalHistory.length, action: 'POP', n location: initialLocation, n createHref: createHref, n push: push, n replace: replace, n go: go, n goBack: goBack,\n goForward: goForward,\n block: block,\n listen: listen\n };\n return history;\n}\n\var HashChangeEvent = 'hashchange';\nvar HashPathCoders = {\n hashbang: {\n encodePath: function return path.charAt(0) === '!' ? path : '!/' + stripLeadingSlash(path);\n },\n decodePath: encodePath(path) {\n function decodePath(path) {\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.ch encodePath: stripLeadingSlash, n = 1 decodePath: addLeadingSlash, n = 1 encodePath: addLeadingSlash, h decodePath: addLeadingSlash, h, h; h (h // We can't use window.location.hash here because it's not/n // consistent across browsers - Firefox will pre-decode it!/n var href = window.location.href;\n var hashIndex = href.indexOf('#);\n return hashIndex === -1 ? ": href.substring(hashIndex + 1);n/n/nfunction pushHashPath(path) {\n window.location.hash = path;n/n/nfunction replaceHashPath(path) { $\ \ var hashIndex = window.location.href.indexOf('#');$ window.location.replace(window.location.href.slice(0, hashIndex >= 0? hashIndex : 0) + '#' + path);\n}\n/nfunction createHashHistory(props) {\n if (props === void 0) {\n props = {};\n }\n\n !canUseDOM ?

process.env.NODE ENV !== \"production\" ? invariant(false, 'Hash history needs a DOM') : invariant(false) : void 0; var globalHistory = window.history; var canGoWithoutReload = supportsGoWithoutReloadUsingHash(); var canGoWithoutReloadUsingHash(); var canGoWithoutRe _props\$getUserConfirm = _props.getUserConfirmation,\n var props = props, ngetUserConfirmation = _props\$getUserConfirm === void 0 ? getConfirmation : _props\$getUserConfirm,\n props\$hashType = _props.hashType,\n hashType = _props\$hashType === void 0 ? 'slash' : _props\$hashType;\n var basename = props.basename ? stripTrailingSlash(addLeadingSlash(props.basename)) : ";\n var _HashPathCoders\$hashT = encodePath = HashPathCoders\$hashT.encodePath,\n HashPathCoders[hashType],\n decodePath =_HashPathCodershashT.decodePath;n/n function getDOMLocation() {/n var path = decodePath(getHashPath()); process.env.NODE_ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin '+ = stripBasename(path, basename); n return createLocation(path); $\lambda = \lambda = 0$ createTransitionManager(); \ln function setState(nextState) {\n extends(history, nextState); \ln history.length = globalHistory.length;\n transitionManager.notifyListeners(history.location, history.action);\n }\n\n var forceNextPop = false; var ignorePath = null; n/n function handleHashChange() {\n var path = getHashPath(); n/n function handleHashPath(); n/n function handleHashPath(); n/n function handleHashPath(); n/n function handleHashPath(); n/n function h encoded hash.\n replaceHashPath(encodedPath);n } else {nvar location = getDOMLocation();\n var if (!forceNextPop && locationsAreEqual(prevLocation, location)) return; // A prevLocation = history.location;\n hashchange doesn't always == location change.n if (ignorePath === createPath(location)) return; // Ignore this change; we already setState in push/replace. $\n\$ handlePop(location);n nfunction handlePop(location) { \n if (forceNextPop) { \n forceNextPop = false; nsetState(); $n \}$ else {nvar action = 'POP';\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function setState($\{\n$ location: location\n (ok) {\n if (ok) $\{ n \}$ action: action,\n });\n } else {\n

revertPop(location);\n }\n history.location; // TODO: We could probably make this more reliable by\n // keeping a list of paths we've seen in sessionStorage.\n // Instead, we just default to 0 for paths we don't know.\nn var toIndex = allPaths.lastIndexOf(createPath(toLocation)); n if (toIndex === -1) toIndex = 0; n var fromIndex = allPaths.lastIndexOf(createPath(fromLocation)); n if (fromIndex === -1) fromIndex = 0; n var delta = toIndex fromIndex; $n\n$ if (delta) {nforceNextPop = true;\n go(delta); $n \geq // Ensure the hash is encoded$ properly before doing anything else. $n\$ var path = getHashPath(); var encodePath = encodePath(path); if (path !== encodedPath) replaceHashPath(encodedPath);\n var initialLocation = getDOMLocation();\n var allPaths = [createPath(initialLocation)]; // Public interface $n\$ function createHref(location) {n return '#' + encodePath(basename + createPath(location)); $\ \$ hn function push(path, state) {n process.env.NODE ENV !== \"production\" ? warning(state === undefined, 'Hash history cannot push state; it is ignored') : void 0;\n var action = 'PUSH';\n var location = createLocation(path, undefined, undefined, history.location);\n

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

var path = createPath(location);nvar encodedPath = encodePath(basename + path); n var hashChanged =// We cannot tell if a hashchange was caused by a getHashPath() !== encodedPath; $n\$ if (hashChanged) {nREPLACE, so we'd\n // rather setState here and ignore the hashchange. The caveat here\n // is that other hash histories in the page will consider it a POP.\n ignorePath = path; nreplaceHashPath(encodedPath);\n }\n\n var prevIndex = allPaths.indexOf(createPath(history.location));\n if (prevIndex !== -1) allPaths[prevIndex] = path; nsetState({\n action: action,\n location: locationn);(n));(n))(n)function $go(n) \{n \text{ process.env.NODE ENV } = \ production ? warning(canGoWithoutReload, 'Hash history) \}$ go(n) causes a full page reload in this browser'): void 0;\n globalHistory.go(n);\n \n function goBack() {\n $go(-1);\ln n = contended on go(-1);\ln n = contended on go(-1); n = conte$ checkDOMListeners(delta) {\n listenerCount += delta;\n\n if (listenerCount === 1 && delta === 1) {\n window.addEventListener(HashChangeEvent\$1, handleHashChange); $\ \$ } else if (listenerCount === 0) {\n function block(prompt) {\n if (prompt === void 0) {\n $}$ prompt = false; $\n \$ $\n \$ transitionManager.setPrompt(prompt);\n\n if (!isBlocked) {\n checkDOMListeners(1);\n isBlocked = true;n $n = \frac{(i \in Blocked)}{n}$ isBlocked = false;ncheckDOMListeners(-1);\n }\n\n return unblock();n;n;n, n function listen(listener) {n var unlisten = transitionManager.appendListener(listener);\n checkDOMListeners(1);\n return function () {\n unlisten();n }n var history = {n length: globalHistory.length, action: checkDOMListeners(-1);\n 'POP', n location: initialLocation, n createHref: createHref, n push: push, n replace: replace, n go: go, n goBack: goBack,\n goForward: goForward,\n block: block,\n listen: listen\n };\n return history;\n}\n\nfunction clamp(n, lowerBound, upperBound) {\n return Math.min(Math.max(n, lowerBound), upperBound); $n^* n \approx Creates a history object that stores locations in memory. <math>n^{n} n = 0$ createMemoryHistory(props) {\n if (props === void 0) {\n props = {};\n }\n\n var _props = props,\n getUserConfirmation = _props.getUserConfirmation,\n _props\$initialEntries = _props.initialEntries,\n initialEntries = _props\$initialEntries === void 0 ? ['/'] : _props\$initialEntries,\n _props\$initialIndex = props.initialIndex,n initialIndex = propsinitialIndex = void 0?0: props<math>initialIndexpropskeyLength = propskeyLength,\n keyLength = propskeyLength === void 0 ? 6 : propskeyLength;\n var transitionManager = createTransitionManager(); $n = \frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = $\frac{1}{2}$ (h) = \frac{1}{2} (h) = nextState; n = history.entries.length; n = transitionManager.notifyListeners(history.location, nextState); n = history.entries.length; n =history.action); $\ \$ history.action); $\$ history.action); history var index = clamp(initialIndex, 0, initialEntries.length - 1); n var entries = initialEntries.map(function (entry) {nreturn typeof entry === 'string' ? createLocation(entry, undefined, createKey()) : createLocation(entry, undefined, entry.key || createKey()); $|\rangle$ }); // Public interface/n/n var createHref = createPath;|n| function push(path, state) {/n process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to push when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n var action = 'PUSH';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n var prevIndex = history.index;\n var var nextEntries = history.entries.slice(0);\n\n if (nextEntries.length > nextIndex) nextIndex = prevIndex + 1; n{\n nextEntries.splice(nextIndex, nextEntries.length - nextIndex, location);\n } else {nnextEntries.push(location);\n }\n\n setState({\n action: action,\n location: location,\n index: nextIndex.\n entries: nextEntries\n $);\n });\n }(n k),\n k)$ process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n var action = 'REPLACE';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n history.entries[history.index] = location; \n setState({\n action: action.\n location: location\n });n });n }n function go(n) {n var nextIndex =

clamp(history.index + n, 0, history.entries.length - 1); n var action = 'POP'; n var location = 'POPhistory.entries[nextIndex];\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (ok) $\{ n \}$ setState({\n action: action,\n location: location,\n index: // Mimic the behavior of DOM histories by\n // causing a render after a nextIndex n});\n } else {ncancelled POP.\n setState();\n n);\n }\n\n function goBack() {\n go(-1);\n }\n\n function goForward() { $n g_{1};n$ }n = 1, n ≥ 0 & nextIndex < history.entries.length;\n }\n\n function block(prompt) {\n if (prompt === void 0) {\n 'POP',\n location: entries[index],\n index: index,\n entries: entries,\n createHref: createHref,\n push: push.\n replace: replace,\n go: go,\n goBack: goBack,\n goForward: goForward,\n canGo: canGo,\n block: block,\n listen: listen\n };\n return history;\n}\n\nexport { createBrowserHistory, createHashHistory, createMemoryHistory, createLocation, locationsAreEqual, parsePath, createPath };\n","import React, { Component } from 'react';\nimport _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport PropTypes from 'prop-types';\nimport warning from 'tiny-warning';\n\nvar MAX_SIGNED_31_BIT_INT = 1073741823;\nvar commonisGlobal = typeof globalThis !== 'undefined' ? globalThis : typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : { };\n\nfunction getUniqueId() {\n var key = '__global_unique_id__';\n return commonisGlobal[key] = (commonisGlobal[key] $\parallel 0$) + 1;\n}\n/nfunction objectIs(x, y) {\n if (x === y) {\n return x !== 0 || 1 / x === 1 / y;\n } else {\n return x !== x && y !== y;\n }\n}\n\nfunction handlers.push(handler);n},noff: function off(handler) {nhandlers = handlers.filter(function (h) {nreturn h !== handler;\n $); n }, n get: function get() { n return value; n }, n set: function set(newValue,$ handlers.forEach(function (handler) {\n changedBits) {\n value = newValue;nreturn handler(value, changedBits);\n $\left(\frac{1}{n} \right) = \left(\frac{1}{n} \right) = \left(\frac{1}{n} \right) = \frac{1}{n} = \frac{1}{n$ $children[0]: children; h]n/nfunction createReactContext(defaultValue, calculateChangedBits) {n var$ Provider\$childContex, Consumer\$contextType;\n\n var contextProp = ' create-react-context-' + getUniqueId() + '__';\n\n var Provider = /*#__PURE__*/function (_Component) {\n __inheritsLoose(Provider, _Component);\n\n function Provider() {\n var _this;\n\n _this = _Component.apply(this, arguments) \parallel this;\n _this.emitter = createEventEmitter(this.props.value);\n return _this; $n \ n \ var _proto = Provider.prototype; n/n$ _proto.getChildContext = function getChildContext() {\n var ref;\n\n return ref = $\{\}$, ref[contextProp] = this.emitter, _ref;\n };\n\n _proto.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n if (this.props.value !== nextProps.value) {\n var oldValue = this.props.value;\n var newValue = nextProps.value;\n var changedBits; $n\n$ if (objectIs(oldValue, changedBits = typeof calculateChangedBits === newValue)) {\n changedBits = 0;\n $else \{ n \}$ 'function' ? calculateChangedBits(oldValue, newValue) : MAX_SIGNED_31_BIT_INT;\n\n if (process.env.NODE_ENV !== 'production') {\n warning((changedBits & MAX_SIGNED_31_BIT_INT) === changedBits, 'calculateChangedBits: Expected the return value to be a ' + '31-bit integer. Instead received: ' + changedBits);\n $\left(n \right)$ changedBits |= 0; n nif (changedBits !== 0) {\n this.emitter.set(nextProps.value, changedBits);\n }\n }\n n; n proto.render = function return this.props.children;n;n/n return Provider;n(Component);n/nrender() {\n Provider.childContextTypes = (_Provider\$childContex = { }, _Provider\$childContex[contextProp] = PropTypes.object.isRequired, _Provider\$childContex);\n\n var Consumer = /*# _PURE _*/function (_Component2) {\n __inheritsLoose(Consumer, _Component2);\n\n _ function Consumer() {\n __var _this2;\n\n _this2 = _Component2.apply(this, arguments) || this; \n _this2.state = $\{\n$ value: _this2.getValue()\n ; n n_this2.onUpdate = function (newValue, changedBits) {\n var observedBits = this2.observedBits $| 0; n \in \mathbb{N}$ if ((observedBits & changedBits) !== 0) {\n _this2.setState($\{\n$ value: _this2.getValue()\n });\n }\n };\n\n return _this2;\n $\n var _proto2 = Consumer.prototype; n/n$ $_{proto2.componentWillReceiveProps} = function componentWillReceiveProps(nextProps) {\n var observedBits = }$

nextProps.observedBits;\n this.observedBits = observedBits === undefined || observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n };\n\n _proto2.componentDidMount = function componentDidMount() {\n if (this.context[contextProp]) {\n this.context[contextProp].on(this.onUpdate);\n var observedBits = this.props.observedBits;\n this.observedBits = observedBits === undefined || }\n\n observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n };\n\n _proto2.componentWillUnmount = function componentWillUnmount() {\n if (this.context[contextProp]) {\n this.context[contextProp].off(this.onUpdate);\n n; n proto2.getValue = function getValue() { if (this.context[contextProp]) {\n return this.context[contextProp].get();\n $else \{ n \}$ return defaultValue;\n n; n _proto2.render = function render() { return onlyChild(this.props.children)(this.state.value);\n (component): Component): $n consumer.contextTypes = (consumer.scontextType = {},$ _Consumer\$contextType[contextProp] = PropTypes.object, _Consumer\$contextType);\n return {\n Provider:

 $compile \ module.exports.tokensToFunction = tokensToFunction \ module.exports.tokensToRegExp = tokensToRegExp \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \ n < \$

 $PATH_REGEXP = new \ RegExp([\n // Match escaped characters that would otherwise appear in future matches.\n // This allows the user to escape special characters that won't transform.\n '(\\\\\\.)',\n // Match Express-style parameters and un-named parameters with a prefix\n // and optional suffixes. Matches appear as:\n //\n // \\''/test(\\\\d+)?\" => [\"/\", \"test\", \"\\d+\", undefined, \"?\", undefined]\n // \"/route(\\\\d+)\" => [undefined, undefined, undefined, \"?\", undefined]\n // \\"/w\" => [\"/\", undefined, undefined, undefined, \"\\d+\", undefined]\n // \\"/*\" => [\"/\", undefined, undefined, undefined, undefined, \"*\"]\n$

 $([((//.])?(?:(?:///.(//.)+)?:///(((?://///.)+)///))?///(((?://////.[^//////.]+)///))([+*?])?((//*))^n].join(')$ $|'\rangle$, 'g') $n^* n * Parse a string for the raw tokens. <math>n * n * @param { string } str n * @param { Object= } options n *$ $(e^{1})^{n} = (1 + 1)^{n} + (1 + 1)^{n} +$ "\n var defaultDelimiter = options && options.delimiter || '/\n var res\n\n while ((res = PATH REGEXP.exec(str)) != null) {\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n path += str.slice(index, offset)\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var escaped = res[1]\n var offset = res.index\n var m = res[0]\n var escaped = res[1]\n var escaped = res[1]\n var offset = res.index\n var m = res[1]\n var escaped = res[1]\n var e index = offset + m.lengthn // Ignore already escaped sequences.n if (escaped) {n path += escaped[1]ncontinue\n $\frac{\pi}{\pi} = \frac{1}{\pi} \frac{1}{\pi}$ var group = res[5]\n var modifier = res[6]\n var asterisk = res[7]\n\n // Push the current path onto the tokens.\n if (path) {\n tokens.push(path)\n path = "\n }\n\n var partial = prefix != null && next != null & next != null prefix\n var repeat = modifier === '+' || modifier === '*'\n var optional = modifier === '?' || modifier === '*'\n var delimiter = $res[2] \parallel defaultDelimiter \setminus n$ var pattern = capture $\parallel group \setminus n$ tokens.push($\{ n \}$ name: name || prefix: prefix || ",\n delimiter: delimiter,\n optional: optional,\n key++,\n repeat: repeat,\n partial: partial,\n asterisk: !!asterisk,\n pattern: pattern? escapeGroup(pattern) : (asterisk?'.*': '[^' + escapeString(delimiter) + ']+?')\n }\n // Match any characters still remaining.\n if (index < str.length) {\n path += str.substr(index)\n $\$ // If the path exists, push it onto the end.\n if (path) {\n tokens.push(path)\n $\ln n = \frac{1}{n^{n}} - \frac{1}{n^{$ str\n * @param {Object=} options\n * @return {!function(Object=, Object=)}\n */\nfunction compile (str, *\n * @param {string}\n * @return {string}\n */nfunction encodeURIComponentPretty (str) {\n return $encodeURI(str).replace(/[\/?#]/g, function (c) {\n return '%' + c.charCodeAt(0).toString(16).toUpperCase()\n (c) {\n return '%' + c.charCodeAt(0).toString(16).to$ $\left(\frac{n}{n}\right)^{n}^{n} \in \mathbb{R}^{n}$ $\operatorname{ereturn} \operatorname{string}^n \times \operatorname{nfunction} \operatorname{encodeAsterisk} (\operatorname{str}) {n return encodeURI(\operatorname{str}).replace(/[?#]/g, function (c) {n return encodeURI(str).replace(/[?#]/g, function$ return $\frac{1}{1} + c.charCodeAt(0).toString(16).toUpperCase() \ })\$ var matches = new Array(tokens.length)n/n // Compile all the patterns before compilation. for (var i = 0; i < tokens.length; i++ {\n if (typeof tokens[i] === 'object') {\n matches[i] = new RegExp('^(?:' + tokens[i].pattern

+ ') $^{(n)} = \frac{1}{n} + \frac$ var encode = options.pretty ? encodeURIComponentPretty : encodeURIComponent \ln for (var i = 0; i < tokens.length; i++) {\n var token = tokens[i]nif (typeof token === 'string') $\{$ path += tokenncontinue\n var value = data[token.name]\n $\lambda n n$ var segmentnif (value == null) $\{ n \}$ if (token.optional) {\n // Prepend partial segment prefixes.\n if (token.partial) $\{ n \}$ path += token.prefix\n }\n\n continue\n } else {nthrow new TypeError('Expected \''' + token.name + '' to be defined')\n if (isarray(value)) {\n }\n }\n\n if (!token.repeat) { \n throw new TypeError('Expected \"' + token.name + '\" to not repeat, but received `' + JSON.stringify(value) + `')\n }\n\n if (value.length === 0) { \n if (token.optional) {\n continue\n } else {nthrow new TypeError('Expected '' + token.name + ''' to not be empty')}\n }\n\n for (var i = 0; i < 0) value.length; j++) {\n segment = encode(value[j])\n\n if (!matches[i].test(segment)) {\n throw new TypeError('Expected all \"' + token.name + '\" to match \"' + token.pattern + '\", but received `' + JSON.stringify(segment) + '`')\n path += (j === 0 ? token.prefix : token.delimiter) + segment\n }\n\n $\lambda n n$ continue\n }\n\n segment = token.asterisk ? encodeAsterisk(value) : encode(value)\n\n if throw new TypeError('Expected \"' + token.name + "\" to match \"' + (!matches[i].test(segment)) {\n token.pattern + '\", but received '' + segment + ''')}\n\n path += token.prefix + segmentn n return path $n \left(\frac{n}{n} \right) = \frac{1}{n} - \frac{1}{n} + \frac{$ */nfunction escapeString (str) {\n return str.replace(/([.+*?=^!: ${O(|||)/||)/||)/|||)/n}, ||||^* Escape the$ */\nfunction escapeGroup (group) {\n return group.replace(/([=!: $\)/(0))/g, \)\\\1)n}\n\/*\n * Attach the keys as a$ property of the regexp. $n *\n * @param {!RegExp} re\n * @param {Array} keys\n * @return {!RegExp}\n *$ */\nfunction attachKeys (re, keys) {\n re.keys = keys\n return re\n}\n\n/**\n * Get the flags for a regexp from the options.\n *\n * @param {Object} options\n * @return {string}\n */nfunction flags (options) {\n return {!Array} keys\n * @return {!RegExp}\n */\nfunction regexpToRegexp (path, keys) {\n // Use a negative lookahead to match only capturing groups. $n = path.source.match(/((?!/?)/g))n/n if (groups) {n for$ (var i = 0; i < groups.length; i++) {\n keys.push($\{\n$ name: i,\n prefix: null,\n delimiter: null,\n optional: false,\n partial: false,\n asterisk: false,\n repeat: false,\n pattern: null\n $) n } n } n$ return attachKeys(path, keys)\n $\/\ \pi \$ Transform an array into a regexp.\n $\ \pi \$ @param {Array} keys\n * @param {!Object} options\n * @return {!RegExp}\n */nfunction arrayToRegexp (path, keys, options) {\n var parts = []\n\n for (var i = 0; i < path.length; i++) {\n flags(options))/n/n return attachKeys(regexp, keys)/n /n/**/n * Create a path regexp from string input./n */n *@param {string} path\n * @param {!Array} keys\n * @param {!Object} options\n * @return {!RegExp}\n */nfunction stringToRegexp (path, keys, options) {\n return tokensToRegExp(parse(path, options), keys, options) $\n\$ a RegExp. $\ \$ tokens\n * @param {(Array|Object)=} keys\n * @param {Object=} $options \ * @return \{ !RegExp \} \$ */\nfunction tokensToRegExp (tokens, keys, options) {\n if (!isarray(keys)) {\n options = /** @type {!Object} */ $(keys \parallel options) n keys = [] n] n options = options \parallel { } n var strict = options.strict n var end = options.end$!== false\n var route = "\n\n // Iterate over the tokens and create our regexp string.\n for (var i = 0; i < tokens.length; i++ {\n var token = tokens[i]\n\n if (typeof token === 'string') {\n route += escapeString(token)n } else {nvar prefix = escapeString(token.prefix)\n var capture = '(?:' + token.pattern+ ')'\n\n keys.push(token)nif (token.repeat) {\n capture $+= '(?:' + prefix + capture + ')*' \setminus n$ $\left(n \right)$ if (token.optional) {\n if (!token.partial) $\{\n$ capture = $'(?:' + prefix + '(' + capture + '))?' \setminus n$ } else {ncapture = prefix + '(' + capture + ')?'\n }\n } else {ncapture = prefix + '(' + capture + ')'n}\n\n route += capture $\ln \frac{1}{n} = \exp(\frac{1}{n} - \frac{1}{n})$ route.slice(-delimiter.length) === delimitern / 1 In non-strict mode we allow a slash at the end of match. If the path to\n // match already ends with a slash, we remove it for consistency. The slash\n // is valid at the end of a path

match, not in the middle. This is important/n // in non-ending mode, where "/test/" shouldn't match ''test/route''. n if (!strict) {\n route = (endsWithDelimiter ? route.slice(0, -delimiter.length) : route) + '(?:' + delimiter + '(?=))?'\n }\n\n if (end) {\n route += '\$'\n } else {\n // In non-ending mode, we need the capturing groups to match as much as\n // possible by using a positive lookahead to the end or next path segment.\n route += strict && endsWithDelimiter ? ": '(?=' + delimiter + '|\$)\n }\n\n return attachKeys(new RegExp('^' + route, flags(options)), keys) $n^{x^n * n * Normalize}$ the given path string, returning a regular expression.n * n * Anempty array can be passed in for the keys, which will hold the n * placeholder key descriptions. For example, using '/user/:id', `keys` will\n * contain `[{ name: 'id', delimiter: '/', optional: false, repeat: false }]`.\n *\n * @param {(string|RegExp|Array)} path\n * @param {(Array|Object)=} keys\n * @param {Object=} options\n * $(e^{1})^{n} = (e^{1})^{n} + (e^{1})^{n} = (e^{1})^{n} = (e^{1})^{n} + (e^{1})^{n} = (e^{1})^{n} =$ @type { !Object } */ (keys || options) \n keys = []\n }\n\n options = options || { }\n\n if (path instance of RegExp) {\n return regexpToRegexp(path, /** @type {!Array} */ (keys))\n }\n\n if (isarray(path)) {\n return arrayToRegexp(/** @type {!Array} */ (path), /** @type {!Array} */ (keys), options)\n }\n\n return stringToRegexp(/** @type {string} */ (path), /** @type {!Array} */ (keys), options)\n}\n","module.exports = Array.isArray || function (arr) {\n return Object.prototype.toString.call(arr) == '[object Array]';\n};\n","export default function objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = $\{\}$; n var sourceKeys = Object.keys(source); n var key, i; n for (i = 0; i < sourceKeys.length; i++) {n key = sourceKeys[i];\n if (excluded.indexOf(key) >= 0) continue;\n target[key] = source[key];\n \n target;\n}","'use strict';\n/n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms. $\ */$ nvar ReactIs = require('react-is'); $\$ nvar REACT STATICS = { $\ \ contextTypes: true, \ \ context$ defaultProps: true,\n displayName: true,\n getDefaultProps: true,\n getDerivedStateFromError: true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\n\nvar KNOWN STATICS = { \n name: true, \n length: true, \n prototype: true, \n caller: true, \n callee: true, \n arguments: true, $n = \frac{1}{2} + \frac{1$ defaultProps: true, n displayName: true, n propTypes: true, λ ; n/nvar MEMO STATICS = {/n '\$\$typeof: true,\n compare: true,\n defaultProps: true,\n displayName: true,\n propTypes: true,\n type: true\n};\n\nvar TYPE_STATICS = { };\nTYPE_STATICS[ReactIs.ForwardRef] = FORWARD_REF_STATICS;\n\nfunction getStatics(component) {\n if (ReactIs.isMemo(component)) {\n return MEMO STATICS;\n }\n return TYPE STATICS[component['\$\$typeof']] || REACT STATICS;\n \n\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames = Object.getOwnPropertyNames;\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nvar getPrototypeOf = Object.getPrototypeOf;\nvar objectPrototype = Object.prototype;\n\nfunction hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n // don't hoist over string (html) components\n\n if (objectPrototype) $\{\n$ var inheritedComponent = getPrototypeOf(sourceComponent);\n if (inheritedComponent && inheritedComponent !== objectPrototype) {\n hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n }\n }\n\n var keys = getOwnPropertyNames(sourceComponent);\n\n if (getOwnPropertySymbols) {\n keys =

getStatics(targetComponent);\n var sourceStatics = getStatics(sourceComponent);\n\n for (var i = 0; i < 0keys.length; ++i) {\n var key = keys[i];nif (!KNOWN_STATICS[key] && !(blacklist && blacklist[key]) && !(sourceStatics && sourceStatics[key]) && !(targetStatics && targetStatics[key])) {\n var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n try {\n // Avoid failures from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) { }\n }\n }\n\n hoistNonReactStatics;\n","import _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport React from 'react';\nimport PropTypes from 'prop-types';\nimport { createMemoryHistory, createLocation,

locationsAreEqual, createPath } from 'history';\nimport warning from 'tiny-warning';\nimport createContext from
'mini-create-react-context';\nimport invariant from 'tiny-invariant';\nimport _extends from
'@babel/runtime/helpers/esm/extends';\nimport pathToRegexp from 'path-to-regexp';\nimport { isValidElementType
} from 'react-is';\nimport _objectWithoutPropertiesLoose from

'@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';\nimport hoistStatics from 'hoist-non-reactstatics';\n\n// TODO: Replace with React.createContext once we can assume React 16+\n\nvar createNamedContext = function createNamedContext(name) {\n var context = createContext();\n context.displayName = name;\n return context;\n};\n\nvar historyContext = /*#_PURE_*/createNamedContext(\"Router-History\");\n\nvar context = /*#_PURE_*/createNamedContext(\"Router\");\n\n/**\n * The public API for putting history on context.\n */\n\nvar Router = /*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(Router,

 $React(component);\n\ Router.computeRootMatch = function computeRootMatch(pathname) {\n return {\n$ url: "/", nparams: {},\n isExact: pathname === $\left(\sqrt{n} \right)$;\n };\n\n function Router(props) path: "/", n $\ln var this; \ln this = React Component.call(this, props) || this; how this.state = {\n$ location: props.history.locationn; // This is a bit of a hack. We have to start listening for locationn // changes here in the constructor in case there are any <Redirect>s\n // on the initial render. If there are, they will replace/push when $\ln //$ they mount and since cDM fires in children before parents, we may $\ln //$ get a new location before the <Router> is mounted.\n\n _this._isMounted = false;\n _this._pendingLocation = null;\n\n if this.unlisten = props.history.listen(function (location) $\{\$ (!props.staticContext) {\n if (this. isMounted) {\n this.setState({\n location: location\n });\n } else {\n this. pendingLocation = $);\n \n eturn this;\n \n eturn proto = Router.prototype;\n\n$ location;\n }\n proto.componentDidMount = function componentDidMount() {n this. isMounted = true;nn if (this. pendingLocation) {\n this.setState({\n location: this._pendingLocation\n $); n } n }; n n$ _proto.componentWillUnmount = function componentWillUnmount() {n if (this.unlisten) {nthis.unlisten();\n

this. is Mounted = false; nthis. pendingLocation = null;n }n;n proto.render = function render() {nreturn /*#__PURE__*/React.createElement(context.Provider, {\n value: {\n history: this.props.history,\n location: this.state.location,\n match: Router.computeRootMatch(this.state.location.pathname),\n }\n }, /*# PURE */React.createElement(historyContext.Provider, staticContext: this.props.staticContext\n children: this.props.children || null,n value: this.props.historyn }));n ;n/n return {\n Router; $\n\}$ (React.Component); \n if (process.env.NODE ENV !== \"production\") {\n Router.propTypes = {\n children: PropTypes.node, n history: PropTypes.object.isRequired, n staticContext: PropTypes.object(n; n/n Router.prototype.componentDidUpdate = function (prevProps) {\n process.env.NODE_ENV !== \"production\" ? warning(prevProps.history === this.props.history, \"You cannot change <Router history>\") : void 0;\n (n) n/** n * The public API for a < Router> that stores location in memory. <math>n * n = 0/*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(MemoryRouter, _React\$Component);\n\n function MemoryRouter() {n var this; for (var len = arguments.length, args = new Array(len), key = 0; $key < len; key++) {\n args[key] = arguments[key];\n }\n\n this =$ _React\$Component.call.apply(_React\$Component, [this].concat(args)) || this;\n _this.history =

createMemoryHistory(_this.props);\n return _this;\n }\n\n var _proto = MemoryRouter.prototype;\n\n _proto.render = function render() {\n return /*#_PURE_*/React.createElement(Router, {\n history: this.history,\n children: this.props.children\n });\n };\n\n return MemoryRouter;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n MemoryRouter.propTypes = {\n initialEntries: PropTypes.array,\n initialIndex: PropTypes.number,\n getUserConfirmation: PropTypes.func,\n keyLength: PropTypes.number,\n children: PropTypes.node\n };\n\n MemoryRouter.prototype.componentDidMount = function () {\n process.env.NODE_ENV !== \"production\" ? warning(!this.props.history, \"<MemoryRouter> ignores the history prop. To use a custom history, \" + \"use `import { Router }` instead of `import { MemoryRouter as Router }`.\") : void 0;\n };\n\n\nvar Lifecycle = /*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(Lifecycle, _React\$Component);\n\n function Lifecycle() {\n return _React\$Component.apply(this, arguments) || this;\n }\n\n var _proto = Lifecycle.prototype;\n\n _proto.componentDidMount = function componentDidMount() {\n if (this.props.onMount) this.props.onMount.call(this, this);\n };\n _proto.componentDidUpdate = function componentDidUpdate(prevProps) {\n if (this.props.onUpdate) this.props.onUpdate.call(this, this, prevProps);\n };\n\n _proto.componentWillUnmount = function $componentWillUnmount() \{n if (this.props.onUnmount) this.props.onUnmount.call(this, this); n }; n \in \mathbb{N}$ _proto.render = function render() {\n return null;\n };\n\n return Lifecycle;\n}(React.Component);\n\n/**\n * The public API for prompting the user before navigating away from a screen.n */n, function Prompt(_ref) {\n var ref\$when = ref.when,\n when = ref\$ when === void 0 ? true : ref\$ when;\n message = ref.message, \n return /*#_PURE_*/React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Prompt> outside a <Router>\"): invariant(false): void 0;\n if (!when || context.staticContext) return null;\n var method = context.history.block;\n return /*#_PURE_*/React.createElement(Lifecycle, {\n onMount: function onMount(self) $\{ n \}$ self.release = method(message);\n },\n onUpdate: function onUpdate(self, prevProps) {\n if (prevProps.message !== message) {\n self.release();\n self.release = method(message);\n }\n },\n onUnmount: function onUnmount(self) {\n self.release();\n },\n message: message\n });\n });\n}\n/nif (process.env.NODE_ENV !== \"production\") {\n var messageType = $PropTypes.oneOfType([PropTypes.func, PropTypes.string]); n Prompt.propTypes = {n when: PropTypes.bool, n$

message: messageType.isRequired\n ;\n\n\nvar cache = {};\nvar cacheLimit = 10000;\nvar cacheCount = $0:\ln[path] \in [path]$ (cache[path]) return cache[path]: var generator = pathToRegexp.compile(path);n/n if (cacheCount < cacheLimit) {n cache[path] = generator; ncacheCount++;n }n return generator;h?n**n * Public API for generating a URL pathname from a path and parameters. $h^{n} = void 0$ {\n parameters. $h^{n} = void 0$ {\n path = $\frac{n}{n}$ path = $\frac{n}{n}$ $(params === void 0) \{ n params = \{ \}; n \} (n return path === \"/\" ? path : compilePath(path)(params, \{ n params = \{ \}; n \}) (n params = \{ \}; n params = \{ \}; n \} (n params = \{ \}; n params$ pretty: true $n \}$; n/n/** n * The public API for navigating programmatically with a component. n */(n)Redirect(ref) $\{n \text{ var computedMatch} = \text{ ref.computedMatch}, n \text{ to} = \text{ ref.to}, n \text{ ref} = \text{ ref.push}, n \text$ push = _ref\$push === void 0 ? false : _ref\$push;\n return /*#_PURE_*/React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE ENV !== \"production\" ? invariant(false, \"You should not use <Redirect> outside a <Router>\"): invariant(false): void 0;\n var history = context.history.\n staticContext = context.staticContext; var method = push ? history.push : history.replace;\n var location = createLocation(computedMatch? typeof to === "string"? generatePath(to, computedMatch.params): extends({}, to, $\{ n \}$ pathname: generatePath(to.pathname, computedMatch.params)\n }): to); // When rendering in a static $context, n // set the new location immediately. n/n if (staticContext) {\n method(location); n$ return null;\n }\n\n return /*# PURE */React.createElement(Lifecycle, {\n onMount: function onMount() $\{\n$ method(location);\n },\n onUpdate: function onUpdate(self, prevProps) {\n var prevLocation = createLocation(prevProps.to);\n\n if (!locationsAreEqual(prevLocation, extends({}, location, {\n key: prevLocation.key\n }))) {\n method(location);\n }\n },\n to: to $\langle n \rangle$; $\langle n \rangle$; $\langle n \rangle$; $\langle n \rangle$ $(process.env.NODE_ENV !== \row on the interval in the interval in the interval interval in the interval interval in the interval interval interval in the interval interval$ PropTypes.string, \n to: PropTypes.oneOfType([PropTypes.string, PropTypes.object]).isRequired\n };\n}\n\var cache1 =;\nvar cacheLimit1 = 10000;\nvar cacheCount1 = 0;\n\nfunction compilePath1(path, options) {\n var cacheKey = $\left| \right| = \left| -\frac{1}{2} \right|$ $(cache\$1[cacheKey] = \{\});$ if (pathCache[path]) return pathCache[path]; var keys = []; var regexp =pathToRegexp(path, keys, options); n var result = { $n regexp: regexp, keys: keys, }; n/n if (cacheCount$1 <$ 0) $\ln options =$ $\ln \ln (type of options == \"string" || Array.isArray(options))$ path: optionsn;n/n var _options = options,n $path = _options.path, n$ _options\$exact = _options.exact,\n exact = _options\$exact === void 0 ? false : _options\$exact,\n _options\$strict = _options.strict,\n strict = _options\$strict === void 0 ? false : _options\$strict,\n _options\$sensitive = _options.sensitive,\n sensitive = _options\$sensitive === void 0 ? false : _options\$sensitive;\n var paths =

[].concat(path);\n return paths.reduce(function (matched, path) {\n if (!path && path !== \"\") return null;\n if (matched) return matched; $n\ var _compilePath = compilePath$1(path, {\n$ end: exact, \n strict: strict.\n $regexp = _compilePath.regexp, n$ keys = compilePath.keys; $\n\$ var match = sensitive: sensitive\n }),\n regexp.exec(pathname); n if (!match) return null; n var url = match[0], nvalues = match.slice(1);n var isExact = pathname === url;\n if (exact && !isExact) return null;\n return {\n path: path, // the path used url: path === "/" && url === "/" ? "/" : url, $\ //$ the matched portion of the URL $\$ to match\n isExact: // whether or not we matched exactly params: keys.reduce(function (memo, key, index) $\{$ isExact,\n memo[key.name] = values[index];return memo; n, {})n; n, null); n/nfunction $isEmptyChildren(children) \{ n return React.Children.count(children) === 0; n \} (n) function$ evalChildrenDev(children, props, path) {\n var value = children(props);\n process.env.NODE ENV !== \"production\" ? warning(value !== undefined, \"You returned `undefined` from the `children` function of \" + ((=Route) + (path ?) + path + (()) + (()or `null`\"): void 0;\n return value \parallel null;\n}\n/**\n * The public API for matching a single path and rendering.\n */\n\nvar Route = /*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(Route, $[React$Component]; n\ function Route() {\n return _React$Component.apply(this, arguments) || this; n } n^{n} (h) = 0$ var proto = Route.prototype; $\ln n$ proto.render = function render() {\n var this = this; $\ln n$ return /*#_PURE_*/React.createElement(context.Consumer, null, function (context\$1) {\n !context\$1 ? process.env.NODE ENV !== \"production\" ? invariant(false, \"You should not use <Route> outside a <Route>(") : invariant(false) : void 0;\n var location = this.props.location || context\$1.location;\n var match = _this.props.computedMatch ? _this.props.computedMatch // <Switch> already computed the match for us\n : this.props.path ? matchPath(location.pathname, this.props) : context\$1.match;\n\n var props = $extends(\{\},$ context $1, \{ n \}$ location: location,\n match: match \n });\n\n var _this\$props = _this.props,\n component = _this\$props.component,\n children = _this\$props.children,\n render = _this\$props.render; // Preact uses an empty array as children by/n // default, so use null if that's the case./n/n if }\n\n (Array.isArray(children) && isEmptyChildren(children)) {\n children = null;\n return /*# PURE */React.createElement(context.Provider, {\n value: props\n }, props.match ? children ? typeof children === \"function\" ? process.env.NODE_ENV !== \"production\" ? evalChildrenDev(children, props, _this.props.path) : children(props) : children : component ? /*#_PURE_*/React.createElement(component, props) : render ? render(props) : null : typeof children === \"function\" ? process.env.NODE ENV !== \"production\" ? evalChildrenDev(children, props, this.props.path) : children(props) : null);\n };\n return Route; $\h)$ (React.Component); $\n)$ if (process.env.NODE_ENV !== \"production\") {\n Route.propTypes = {\n children: PropTypes.oneOfType([PropTypes.func, PropTypes.node]),\n component: function component(props, propName) {\n if (props[propName] && !isValidElementType(props[propName])) {\n return new Error(\"Invalid prop 'component' supplied to 'Route': the prop is not a valid React component\");\n nexact: PropTypes.bool,\n location: PropTypes.object,\n path: PropTypes.oneOfType([PropTypes.string, PropTypes.arrayOf(PropTypes.string)]),\n render: PropTypes.func,\n sensitive: PropTypes.bool,\n strict: PropTypes.bool/n };\n/n Route.prototype.componentDidMount = function () {/n process.env.NODE ENV !== \"production\" ? warning(!(this.props.children && !isEmptyChildren(this.props.children) && this.props.component), \"You should not use <Route component> and <Route children> in the same route; <Route component> will be ignored\") : void 0;\n process.env.NODE_ENV !== \"production\" ? warning(!(this.props.children && !isEmptyChildren(this.props.children) && this.props.render), \"You should not use <Route render> and <Route children> in the same route; <Route render> will be ignored\") : void 0;\n process.env.NODE_ENV !== \"production\" ? warning(!(this.props.component && this.props.render), \"You should not use <Route component> and <Route render> in the same route; <Route render> will be ignored\") : void 0;\n };\n\n Route.prototype.componentDidUpdate = function (prevProps) {\n process.env.NODE_ENV !== \"production\" ? warning(!(this.props.location && !prevProps.location), '<Route> elements should not change from uncontrolled to controlled (or vice versa). You initially used no \"location\" prop and then provided one on a subsequent render.') : void 0;\n process.env.NODE_ENV !== \"production\" ? warning(!(!this.props.location &&

prevProps.location), '<Route> elements should not change from controlled to uncontrolled (or vice versa). You provided a $\low 0; n \; n \$ addLeadingSlash(path) {\n return path.charAt(0) === $\"\"? path : \"/" + path; n}\)n$ function addBasename(basename, location) {\n if (!basename) return location;\n return _extends({}, location, {\n pathname: addLeadingSlash(basename) + location.pathname\n });\n}\n\nfunction stripBasename(basename, location) { \n if (!basename) return location; \n var base = addLeadingSlash(basename); \n if (location.pathname.indexOf(base) !== 0) return location; n return extends({}, location, {n pathname: $location.pathname.substr(base.length) \ }; \); \ hnumber of location createURL(location) {\n return type of location === }$ $\" string \" ? location : createPath(location); h \n/nfunction staticHandler(methodName) {\n return function () {\n return function ()$ process.env.NODE ENV !== \"production\" ? invariant(false, \"You cannot %s with <StaticRouter>\", methodName) : invariant(false) ;n;n/n/nfunction noop() {}/n/**/n * The public top-level API for a ''static'' <Router>, so-called because it/n * can't actually change the current location. Instead, it just records/n * location changes in a context object. Useful mainly in testing and n * server-rendering scenarios. n */n h var Static Router = /*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(StaticRouter, _React\$Component);\n\n function StaticRouter() {\n var _this;\n\n for (var _len = arguments.length, $args = new Array(_len), _key = 0; _key < 0$ len; key++) {nargs[key] = arguments[key]; n his =

_React\$Component.call.apply(_React\$Component, [this].concat(args)) || this;\n\n _this.handlePush = function return this.navigateTo(location, \"PUSH\");\n };\n this.handleReplace = function (location) (location) $\{ n \}$ {\n return _this.navigateTo(location, $\REPLACE); n }; n/n _this.handleListen = function () {n return$ noop; }; n/n _this.handleBlock = function () {\n return noop; \n }; n/n return _this; n }/n var _proto = StaticRouter.prototype: $\ln p$ proto.navigateTo = function navigateTo(location, action) {\n var this\$props = this.props,\n _this\$props\$basename = _this\$props.basename,\n basename = _this\$props\$basename === _this\$props\$context = _this\$props.context,\n void 0 ? \"\" : _this\$props\$basename,\n context = thispropscontext === void 0? {}: thispropscontext;\n context.action = action;\n context.location = addBasename(basename, createLocation(location)); n = createURL(context.location); n ; n/nproto.render = function render() {\n var thisprops2 = this.props.\n this\$props2\$basename = this\$props2.basename,\n basename = thisprops2basename === void 0 ? \"\": thisprops2basename,\n _this\$props2\$context = _this\$props2.context,\n context = _this\$props2\$context === void 0 ? {} : this\$props2\$context,\n _this\$props2\$location = _this\$props2.location,\n location = this\$props2\$location == void 0 ? \"/\": this\$props2\$location,\n rest = objectWithoutPropertiesLoose(this\$props2, ["basename", "context", "location"]); n/n var history = {\n createHref: function createHref(path) {\n } return addLeadingSlash(basename + createURL(path));n },n action: \"POP\",nlocation: stripBasename(basename, createLocation(location)),\n push: this.handlePush,\n replace: this.handleReplace,\n

go: staticHandler(\"go\"),\n goBack: staticHandler(\"goBack\"),\n goForward: staticHandler(\"goForward\"),\n listen: this.handleListen,\n block: this.handleBlock\n };\n return /*#_PURE_*/React.createElement(Router, _extends({ }, rest, {\n history: history, n staticContext: context\n }));\n };\n\n return StaticRouter;\n}(React.Component);\n\nif (process.env.NODE ENV !== \"production\") {\n StaticRouter.propTypes = $\{$ basename: PropTypes.string, context: PropTypes.object, location: PropTypes.oneOfType([PropTypes.string, PropTypes.object])\n };\n\n StaticRouter.prototype.componentDidMount = function () {\n process.env.NODE_ENV !== \"production\" ? warning(!this.props.history, \"<StaticRouter> ignores the history prop. To use a custom history, \" + \"use `import { Router }` instead of `import { StaticRouter as Router }`.\") : void 0;n };n\nn/** The public API for rendering the first <Route> that matches.\n */\n\nvar Switch = /*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(Switch, _React\$Component);\n\n function Switch() {\n return _React\$Component.apply(this, arguments) || this; $\ \$ arguments) || this; $\ \$ arguments) || this; $\$ arguments) || this; $\$ arguments) || this; $\$ arguments) || this; $\$ arguments) || this; $\$ this;\n\n return /*#_PURE_*/React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Switch> outside a <Router>\") : invariant(false) : void 0; n var location = _this.props.location || context.location; n var element, match; // We

use React.Children.forEach instead of React.Children.toArray().find()\n // here because toArray adds keys to all child elements and we do not want\n // to trigger an unmount/remount for two <Route>s that render the same\n // component at different URLs.\n\n React.Children.forEach(_this.props.children, function (child) {\n if (match == null && /*#_PURE_*/React.isValidElement(child)) {\n element = child;\n var path =child.props.path || child.props.from;\n match = path ? matchPath(location.pathname, _extends({}, child.props, })) : context.match;\n {\n path: pathn}\n });\n return match? /*# PURE */React.cloneElement(element, {\n location: location,\n computedMatch: match\n }): null;\n });\n };\n\n return Switch;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n Switch.propTypes = $\{\n children: PropTypes.node,\n location: PropTypes.object\n };\n\n$ Switch.prototype.componentDidUpdate = function (prevProps) {\n process.env.NODE ENV !== \"production\"? warning(!(this.props.location && !prevProps.location), '<Switch> elements should not change from uncontrolled to controlled (or vice versa). You initially used no \"location\" prop and then provided one on a subsequent render.') : void 0;\n process.env.NODE ENV !== \"production\" ? warning(!(!this.props.location && prevProps.location), '<Switch> elements should not change from controlled to uncontrolled (or vice versa). You provided a \"location\" prop initially but omitted it on a subsequent render.') : void $0;\ln \frac{1}{n} = 0$ to access the imperative API $\ */n\$ function with Router (Component) {\n var displayName = \"with Router (\" + (Component.displayName || Component.name) + \")\"; $n var C = function C(props) \{ n var$ wrappedComponentRef = props.wrappedComponentRef,\n remainingProps = _objectWithoutPropertiesLoose(props, [\"wrappedComponentRef\"]);\n\n return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE ENV !== \"production\" ? invariant(false, \"You should not use <\" + displayName + \" /> outside a <Router>\") : invariant(false) : void 0;\n return /*#__PURE__*/React.createElement(Component, _extends({}, remainingProps, context, {\n ref: wrappedComponentRef\n $));\n });\n };\n$ C.displayName = displayName;\n C.WrappedComponent = Component;\n\n if (process.env.NODE ENV !== \"production\") {\n C.propTypes = {\n wrappedComponentRef: PropTypes.oneOfType([PropTypes.string, $PropTypes.func, PropTypes.object]) \\ n \\ h n return hoistStatics(C, Component); \\ h n var useContext =$ React.useContext; nfunction useHistory() if (process.env.NODE_ENV !== "production") (vpeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useHistory()\") : invariant(false) : void 0;\n }\n\n return useContext(historyContext); $\]$!(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React ≥ 16.8 in order to use useLocation()\") : invariant(false) : void 0;\n λ useContext(context).location; $\n\$ nfunction useParams() {\n if (process.env.NODE_ENV !== \"production\") {\n if (process.env.NOEENV !== \"production\") {\n if (process.env.NOENV !== \"production\") {\n !(typeof useContext === \"function\") ? process.env.NODE ENV !== \"production\" ? invariant(false, \"You must use React ≥ 16.8 in order to use useParams()\") : invariant(false) : void 0;\n λ n var match = useContext(context).match;\n return match ? match.params : { };\n}\nfunction useRouteMatch(path) {\n if (process.env.NODE_ENV !== \"production\") {\n !(typeof useContext === \"function\") ? process.env.NODE_ENV != "production"? invariant(false, "You must use React >= 16.8 in order to use useRouteMatch()): invariant(false): void 0;\n }\n\n var location = useLocation();\n var match = useContext(context).match;\n return path ? matchPath(location.pathname, path) : match;\n }\n\nif $(process.env.NODE_ENV !== \production) {\n if (typeof window !== \undefined) {\n var global = } }$ window; $n var key = \"_react_router_build_\"; n var buildNames = { <math>cjs: \"CommonJS\", n$ esm: \"ES modules\",\n var initialBuildName = buildNames[global[key]];\n var secondaryBuildName = buildNames[\"esm\"]; // TODO: Add link to article that explains in detail how to avoid\n // loading 2 different builds.\n\n throw new Error(\"You are loading the " + secondaryBuildName + " build of React Router " + (" on a page that is already running the <math>" +initialBuildName + $|| \rangle$ + || uild, so things won't work right. || n = || uild|\n\nnexport { MemoryRouter, Prompt, Redirect, Route, Router, StaticRouter, Switch, historyContext as

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

API for a <Router> that uses window.location.hash.n */nclass HashRouter extends React.Component {\n history = createHistory(this.props);\n\n render() {\n return <Router history={this.history} children={this.props.children} $>:\n}\n} = \{n \text{ basename: PropTypes.string}, n \text{ children:} \}$ PropTypes.node,\n getUserConfirmation: PropTypes.func,\n hashType: PropTypes.oneOf([\"hashbang\", \"noslash\", \"slash\"])\n };\n\n HashRouter.prototype.componentDidMount = function() {\n warning(\n !this.props.history,n = - +n\"use `import { Router }` instead of `import { HashRouter as Router }`.\"\n);\n };\n };\n }\n\nexport default HashRouter;\n","import React from \"react\";\nimport { __RouterContext as RouterContext, matchPath } from \"react-router\";\nimport PropTypes from \"prop-types\";\nimport invariant from \"tiny-invariant\";\nimport Link from \"./Link.js\";\nimport {\n resolveToLocation,\n normalizeToLocation\n} from \"./utils/locationUtils.js\";\n\n// React 15 compat\nconst forwardRefShim = $C \Rightarrow C$; het { forwardRef } = React; hif (typeof forwardRef === \"undefined\") {\n forwardRef = forwardRefShim; $h\n)\n(\n) = ionClassnames(...classnames) {\n return classnames.filter(i => i).join(\"$ $":, h, n, *, n \in A < Link>$ wrapper that knows if it's "active" or not. n < n = forwardRef((n (n (n (n + 1))))){\n \"aria-current\": ariaCurrent = \"page\",\n activeClassName = \"active\", // TODO: deprecate\n className: classNameProp,\n activeStyle, // TODO: deprecate\n exact,\n isActive: isActiveProp,\n location: locationProp,\n sensitive,\n strict,\n style: styleProp,\n to,∖n innerRef, // TODO: deprecate\n \dots restn},n forwardedRefn) => {n return (n<RouterContext.Consumer>\n $\{\text{context} => \{ \mid n \} \}$ invariant(context, \"You should not use <NavLink> outside a <Router>\");\n\n const currentLocation =

resolveToLocation(to, locationProp || context.location;\n const toLocation = normalizeToLocation(\n currentLocation),\n const { pathname: path } = toLocation;\n currentLocation\n);\n // Regex taken from: https://github.com/pillarjs/path-to-regexp/blob/master/index.js#L202\n const escapedPath = \n path && path.replace(/([.+*?=^!:\${ }()[\\]|/\\\\])/g, \"\\\\\$1\");\n\n $const match = escapedPath \n$? matchPath(currentLocation.pathname, {\n exact,\n path: escapedPath,\n sensitive,\n strict\n })\n : null;\n const isActive = !!(isActiveProp\n ? isActiveProp(match, currentLocation)\n : match); $n\n$ let className = \n typeof classNameProp === "function"? classNameProp(isActive)\n : classNameProp;\n\n let style = \n typeof styleProp === \"function\" ? styleProp(isActive) : styleProp;\n\n if (isActive) {\n className = joinClassnames(className, activeClassName);\n style = { ...style, ...activeStyle };\n $\lambda n n$ const props = $\{ n \}$ \"aria-current\": (isActive && ariaCurrent) || null,\n className,\n style,\n to:

toLocation,\n ...rest\n $;\n\n$ // React 15 compat\n if (forwardRefShim !== forwardRef) {\n props.ref = forwardedRef || innerRef;\n props.innerRef = innerRef; n} else {\n $\lambda n n$ return <Link {...props} />;\n }}\n </RouterContext.Consumer>\n);\n }\n);\n\nif (__DEV__) {\n $NavLink.displayName = \NavLink\; n\n const ariaCurrentType = PropTypes.oneOf([\n \"page\, n \"step\", n \)$...Link.propTypes,\n \"aria-current\": ariaCurrentType,\n activeClassName: PropTypes.string,\n activeStyle: PropTypes.object,\n className: PropTypes.oneOfType([PropTypes.string, PropTypes.func]),\n exact: PropTypes.bool,\n isActive: PropTypes.func,\n location: PropTypes.object,\n sensitive: PropTypes.bool,\n strict: PropTypes.bool,\n style: PropTypes.oneOfType([PropTypes.object, PropTypes.func])\n };\n \n\nexport default

NavLink;\n"],"names":["_setPrototypeOf","o","p","Object","setPrototypeOf","__proto__","_inheritsLoose","subCla ss","superClass","prototype","create","constructor","defineProperty","exports","value","b","Symbol","for","c","d"," e","f","g","h","k","l","m","n","q","r","t","v","w","x","a","u","\$\$typeof","type","y","module","require\$\$0","getOwn PropertySymbols","hasOwnProperty","propIsEnumerable","propertyIsEnumerable","assign","test1","String","getO wnPropertyNames","test2","i","fromCharCode","map","join","test3","split","forEach","letter","keys","err","should UseNative","Function","call","bind","emptyFunction","emptyFunctionWithReset","resetWarningCache","shim","pr ops","propName","componentName","location","propFullName","secret","Error","name","getShim","ReactPropTy pes","array","isRequired","bool","func","number","object","string","symbol","any","arrayOf","element","elementTy pe","instanceOf","node","objectOf","oneOfT,"propFul","shape","exact","checkPropTypes","PropTypes","require

\$\$2"," extends","target","arguments","length","source","key","apply","this","isAbsolute","pathname","charAt","spl iceOne","list","index","pop","_typeof","iterator","obj","prefix","invariant","condition","addLeadingSlash","path","st ripLeadingSlash", "substr", "stripBasename", "RegExp", "test", "hasBasename", "stripTrailingSlash", "slice", "createPath ","search","hash","createLocation","state","currentLocation","hashIndex","indexOf","searchIndex","parsePath","un defined","decodeURI","URIError","to","from","toParts","fromParts","isToAbs","isFromAbs","mustEndAbs","conc at", "hasTrailingSlash", "last", "up", "part", "unshift", "resolvePathname", "locationsAreEqual", "valueEqual", "A rray","isArray","every","item","aType","aValue","valueOf","bValue","aKeys","bKeys","createTransitionManager", "prompt","listeners","setPrompt","nextPrompt","confirmTransitionTo","action","getUserConfirmation","callback"," appendListener","fn","isActive","listener","push","filter","notifyListeners","_len","args","_key","canUseDOM","wi ndow","document","createElement","getConfirmation","message","confirm","PopStateEvent","HashChangeEvent", "getHistoryState","history","createBrowserHistory","globalHistory","canUseHistory","ua","navigator","userAgent", "supportsHistory","needsHashChangeListener","_props","_props\$forceRefresh","forceRefresh","_props\$getUserCo nfirm"," props\$keyLength","keyLength","basename","getDOMLocation","historyState"," ref"," window\$location" ,"createKey","Math","random","toString","transitionManager","setState","nextState","handlePopState","event","isE xtraneousPopstateEvent", "handlePop", "handleHashChange", "forceNextPop", "ok", "fromLocation", "toLocation", "toI ndex","allKeys","fromIndex","delta","go","revertPop","initialLocation","createHref","listenerCount","checkDOMLi steners","addEventListener","removeEventListener","isBlocked","href","pushState","prevIndex","nextKeys","replac e","replaceState","goBack","goForward","block","unblock","listen","unlisten","HashChangeEvent\$1","HashPathCo ders", "hashbang", "encodePath", "decodePath", "noslash", "slash", "getHashPath", "substring", "replaceHashPath", "creat eHashHistory", "_props\$hashType", "hashType", "_HashPathCoders\$hashT", "ignorePath", "encodedPath", "prevLocati on","allPaths","lastIndexOf","pushHashPath","nextPaths","clamp","lowerBound","upperBound","min","max","MA X_SIGNED_31_BIT_INT", "commonjsGlobal", "globalThis", "global", "str", "options", "tokensToFunction", "parse", " React", "createContext", "defaultValue", "calculateChangedBits", "_Provider\$childContex", "_Consumer\$contextType ","contextProp","getUniqueId","Provider"," Component"," this","emitter","handlers","on","handler","off","get","se 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uter","HashRouter","forwardRef","LinkAnchor","forwardedRef","innerRef","navigate","onClick","rest","ex","preve ntDefault","defaultPrevented","button","metaKey","altKey","ctrlKey","shiftKey","isModifiedEvent","ref","Link"," RouterContext","isDuplicateNavigation","NavLink","ariaCurrent","activeClassName","activeStyle","classNamePro p","className","isActiveProp","locationProp","styleProp","style","escapedPath","matchPath","classnames","joinCl assnames"], "mappings": "8QAAe, SAASA, EAAgBC, EAAGC, GAMzC, OALAF, EAAkBG, OAAOC, gBAAkB, SAAy BH,EAAGC,GAErE,OADAD,EAAEI,UAAYH,EACPD,IAGcA,EAAGC,GCLb,SAASI,EAAeC,EAAUC,GAC/CD ,EAASE,UAAYN,OAAOO,OAAOF,EAAWC,WAE9CL,EADAG,EAASE,UAAUE,YAAcJ,EACRC,0LCKdL,OA AOS,eAAeC,EAAQ,aAAa,CAACC,OAAM,IAC/D,IAAIC,EAAE,mBAAoBC,QAAQA,OAAOC,IAAIC,EAAEH,

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BF,SAAgB5E,GACd,IAAI6E,EAAWpC,EAAkB5C,eAAeG,GAEhD,OADA8D,EAAkB,GACX,WACLA,GAAmB ,GACnBe,OAiBJ,OAAO5D,EAGT,IAAI6D,EAAoB,aACpBC,EAAiB,CACnBC,SAAU,CACRC,WAAY,SAAoB9 I,GAC9B,MAA0B,MAAnBA,EAAKZ,OAAO,GAAaY,EAAO,KAAOC,EAAkBD,IAEIE+I,WAAY,SAAoB/I,GA C9B,MAA0B,MAAnBA,EAAKZ,OAAO,GAAaY,EAAKE,OAAO,GAAKF,IAGrDgJ,QAAS,CACPF,WAAY7I,E ACZ8I,WAAYhJ,GAEdkJ,MAAO,CACLH,WAAY/I,EACZgJ,WAAYhJ,IAIhB,SAASmJ,IAGP,IAAInB,EAAO1 D,OAAOxH,SAASkL,KACvBhH,EAAYgH,EAAK/G,QAAQ,KAC7B,OAAsB,IAAfD,EAAmB,GAAKgH,EAAK oB,UAAUpI,EAAY,GAO5D,SAASqI,EAAgBpJ,GACvB,IAAIe,EAAYsD,OAAOxH,SAASkL,KAAK/G,QAAQ,K AC7CqD,OAAOxH,SAASsL,QAAQ9D,OAAOxH,SAASkL,KAAKvH,MAAM,EAAgB,GAAbO,EAAiBA,EAAY, GAAK,IAAMf,GAGhG,SAASqJ,EAAkB3M,QACX,IAAVA,IACFA,EAAQ,IAGT0H,GAAmGvE,GAAU,GAC9G ,IAAImF,EAAgBX,OAAOS,QAEvBS,GA/TGIB,OAAOc,UAAUC,UAAUpE,QAAQ,WA+T7BtE,GACTgJ,EAAw BH,EAAO/B,oBAC/BA,OAAgD,IAA1BkC,EAAmClB,EAAkBkB,EAC3E4D,EAAkB/D,EAAOgE,SACzBA,OA A+B,IAApBD,EAA6B,QAAUA,EAClDzD,EAAWnJ,EAAMmJ,SAAWtF,EAAmBR,EAAgBrD,EAAMmJ,WAAa, GACIF2D,EAAwBZ,EAAeW,GACvCT,EAAaU,EAAsBV,WACnCC,EAAaS,EAAsBT,WAEvC,SAASjD,IACP,I AAI9F,EAAO+I,EAAWG,KAGtB,OADIrD,IAAU7F,EAAOG,EAAcH,EAAM6F,IAClCjF,EAAeZ,GAGxB,IAAIs G,EAAoBrD,IAExB,SAASsD,EAASC,GAChB9H,EAASoG,EAAS0B,GAElB1B,EAAQjG,OAASmG,EAAcnG,O AC/ByH,EAAkBtC,gBAAgBc,EAAQjI,SAAUiI,EAAQvB,QAG9D,IAAIuD,GAAe,EACf2C,EAAa,KAEjB,SAAS 5C,IACP,IAAI7G,EAAOkJ,IACPQ,EAAcZ,EAAW9I,GAE7B,GAAIA,IAAS0J,EAEXN,EAAgBM,OACX,CACL, IAAI7M,EAAWiJ,IACX6D,EAAe7E,EAAQjI,SAC3B,IAAKiK,GAAgBzE,EAAkBsH,EAAc9M,GAAW,OAEhE, GAAI4M,IAAehJ,EAAW5D,GAAW,OAEzC4M,EAAa,KAKjB,SAAmB5M,GACjB,GAAIiK,EACFA,GAAe,EAC fP,QACK,CAELD,EAAkBhD,oBAAoBzG,EADzB,MAC2C2G,EAAqB,SAAUuD,GACjFA,EACFR,EAAS,CACP hD,OAJO,MAKP1G,SAAUA,IASpB,SAAmBmK,GACjB,IAAIC,EAAanC,EAAQjI,SAIrBqK,EAAU0C,EAASC, YAAYpJ,EAAWwG,KAC7B,IAAbC,IAAgBA,EAAU,GAC9B,IAAIE,EAAYwC,EAASC,YAAYpJ,EAAWuG,KA C7B,IAAfI,IAAkBA,EAAY,GACIC,IAAIC,EAAQH,EAAUE,EAEIBC,IACFP,GAAe,EACfQ,EAAGD,IAnBCE,C AAU1K,MAjBd+J,CAAU/J,IAyCd,IAAImD,EAAOkJ,IACPQ,EAAcZ,EAAW9I,GACzBA,IAAS0J,GAAaN,EAA gBM,GAC1C,IAAIIC,EAAkB1B,IACIB8D,EAAW,CAACnJ,EAAW+G,IAgE3B,SAASF,EAAGrN,GAEV+K,EA AcsC,GAAGrN,GAWnB,IAAIyN,EAAgB,EAEpB,SAASC,EAAkBN,GAGH,KAFtBK,GAAiBL,IAEoB,IAAVA,E ACzBhD,OAAOuD,iBAAiBe,EAAmB9B,GAChB,IAAlBa,GACTrD,OAAOwD,oBAAoBc,EAAmB9B,GAIID,IA AIiB,GAAY,EAiChB,IAAIhD,EAAU,CACZjG,OAAQmG,EAAcnG,OACtB0E,OAAQ,MACR1G,SAAU2K,EAC VC,WA5HF,SAAoB5K,GACIB,MAAO,IAAMiM,EAAWjD,EAAWpF,EAAW5D,KA4H9CiH,KAzHF,SAAc9D,E AAMa,GAElB,IAClhE,EAAW+D,EAAeZ,OAAMmB,OAAWA,EAAW2D,EAAQjI,UAClEyJ,EAAkBhD,oBAAo BzG,EAFzB,OAE2C2G,EAAqB,SAAUuD,GACrF,GAAKA,EAAL,CACA,IAAI/G,EAAOS,EAAW5D,GAClB6M ,EAAcZ,EAAWjD,EAAW7F,GAGxC,GAFkBkJ,MAAkBQ,EAEnB,CAIfD,EAAazJ,EA9HrB,SAAsBA,GACpBqE ,OAAOxH,SAAS8D,KAAOX,EA8HjB8J,CAAaJ,GACb,IAAIzB,EAAY2B,EAASC,YAAYpJ,EAAWqE,EAAQjI, WACpDkN,EAAYH,EAASpJ,MAAM,GAAkB,IAAfyH,EAAmB,EAAIA,EAAY,GACrE8B,EAAUjG,KAAK9D, GACf4J,EAAWG,EACXxD,EAAS,CACPhD,OAnBO,OAoBP1G,SAAUA,SAIZ0J,QAgGJ4B,QA3FF,SAAiBnI,E AAMa,GAErB,IAAI0C,EAAS,UACT1G,EAAW+D,EAAeZ,OAAMmB,OAAWA,EAAW2D,EAAQjI,UAClEyJ,E AAkBhD,oBAAoBzG,EAAU0G,EAAQC,EAAqB,SAAUuD,GACrF,GAAKA,EAAL,CACA,IAAI/G,EAAOS,EA AW5D,GACIB6M,EAAcZ,EAAWjD,EAAW7F,GACtBkJ,MAAkBQ,IAMICD,EAAazJ,EACboJ,EAAgBM,IAGIB ,IAAIzB,EAAY2B,EAAS5I,QAAQP,EAAWqE,EAAQjI,YACjC,IAAfoL,IAAkB2B,EAAS3B,GAAajI,GAC5CuG, EAAS,CACPhD,OAAQA,EACR1G,SAAUA,QAsEdyK,GAAIA,EACJe,OA7DF,WACEf,GAAI,IA6DJgB,UA1DF ,WACEhB,EAAG,IA0DHiB,MAzCF,SAAerF,QACE,IAAXA,IACFA,GAAS,GAGX,IAAIsF,EAAUIC,EAAkBID, UAAUF,GAO1C,OALK4E,IACHH,EAAkB,GACIBG,GAAY,GAGP,WAML,OALIA,IACFA,GAAY,EACZH,GA AmB,IAGda,MAwBTC,OApBF,SAAgB5E,GACd,IAAI6E,EAAWpC,EAAkB5C,eAAeG,GAEhD,OADA8D,EAA kB,GACX,WACLA,GAAmB,GACnBe,OAiBJ,OAAO5D,EAGT,SAASkF,EAAM/P,EAAGgQ,EAAYC,GAC5B,O AAO/D,KAAKgE,IAAIhE,KAAKiE,IAAInQ,EAAGgQ,GAAaC,GCpvB3C,IAAIG,EAAwB,WACxBC,EAAuC,o BAAfC,WAA6BA,WAA+B,oBAAXIG,OAAyBA,OAA2B,oBAAXmG,OAAyBA,OAAS,GCuGxJ,WAAkBC,EA AKC,GACrB,OAAOC,GAAiBC,EAAMH,EAAKC,ID+DrC,IAAInL,EAAQsL,EAAMC,eA7HIB,SAA4BC,EAAc C,GACxC,IAAIC,EAAuBC,EAEvBC,EAAc,0BA3CpB,WACE,IAAIpM,EAAM,uBACV,OAAOuL,EAAevL,IAA

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subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n setPrototypeOf(subClass, superClass);\n}","/** @license React v16.9.0\n * react-is.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */n\n'use

 $strict';Object.defineProperty(exports, "__esModule\", {value:!0}); \nvar b=\"function\"===typeof Symbol.for,c=b?Symbol.for(\"react.element\"):60103,d=b?Symbol.for(\"react.portal\"):60106,e=b?Symbol.for(\"react.fragment\"):60107,f=b?Symbol.for(\"react.strict_mode\"):60108,g=b?Symbol.for(\"react.profiler\"):60 114,h=b?Symbol.for(\"react.provider\"):60109,k=b?Symbol.for(\"react.context\"):60110,l=b?Symbol.for(\"react.asy nc_mode\"):60111,m=b?Symbol.for(\"react.concurrent_mode\"):60111,n=b?Symbol.for(\"react.forward_ref\"):6011 2,p=b?Symbol.for(\"react.suspense\"):60113,q=b?Symbol.for(\"react.suspense_list\"):\n60120,r=b?Symbol.for(\"react.forward_ref\"):60116,v=b?Symbol.for(\"react.fundamental\"):60117,w=b?Symbol.for(\"react.fundamental\"):60117,w=b?Symbol.for(\"react.responder\"):60118;function x(a){if(\"object\"===typeof a&&null!==a){var}}$

u=a.\$\$typeof;switch(u){case c:switch(a=a.type,a){case l:case m:case e:case g:case f:case p:return

a;default:switch(a=a&&a.\$\$typeof,a){case k:case n:case h:return a;default:return u}}case t:case r:case d:return u}}function y(a){return

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

 $a||a===e||a===m||a===g||a===p||a===q||\setminus object ===typeof$

a&&null!==a&&(a.\$typeof===t||a.\$typeof===r||a.\$typeof===h||a.\$typeof===h||a.\$typeof===k||a.\$typeof===n||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof===w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.\$typeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.stypeof==w||a.styp

y(a)||x(a) = = 1; exports.isConcurrentMode=y; exports.isContextConsumer=function(a){return}

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

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

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

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

 $x(a) ===t \ exports. is Memo=function(a) \ eturn \ x(a) ===r \ exports. is Portal=function(a) \ eturn \ x(a) ==r \ etar(a) \$

x(a) ===d; exports. is Profiler=function(a) {return x(a) ===g}; exports. is StrictMode=function(a) {return } a = a = b = a = b

x(a) == f; exports.isSuspense=function(a){return x(a) == p; \n", "/** @license React v16.9.0\n * react-

 $is.development.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the source code is lic$

the MIT license found in the \n LICENSE file in the root directory of this source tree. \n $^/\n\superint license found in the$ $\n \n\n\superint license found in the$ $\n \n\n\superint license found in the$ $\n \n\superint license found in the$ $\n \n\superint license found in the \n \superint license found in the \n\superint licens$

 $(process.env.NODE_ENV !== \"production") \ \ (function() \ \ (n'use \ strict'; \ n'nObject.defineProperty(exports, n'nObject.defineProperty($

 $\label{eq:solution} $$ '_esModule', { value: true }); \n/n// The Symbol used to tag the ReactElement-like types. If there is no native the reactElement-like types of the reactElement-like types of the reactElement-like types. If there is no native types of the reactElement-like types of the reactElement-like types. If there is no native types of the reactElement-like types of the reactElement-like types of the reactElement-like types. If there is no native types of the reactElement-like types of the reactElement-like types of the reactElement-like types of the reactElement-like types. If there is no native types of the reactElement-like type of the reactElement-like types of the reactElement-like type of the reactElement-lik$

Symbol\n// nor polyfill, then a plain number is used for performance.\nvar hasSymbol = typeof Symbol ====

'function' && Symbol.for;\n\nvar REACT_ELEMENT_TYPE = hasSymbol ? Symbol.for('react.element') :

0xeac7;\nvar REACT_PORTAL_TYPE = hasSymbol ? Symbol.for('react.portal') : 0xeaca;\nvar

REACT_FRAGMENT_TYPE = hasSymbol ? Symbol.for('react.fragment') : 0xeacb;\nvar

REACT_STRICT_MODE_TYPE = hasSymbol ? Symbol.for('react.strict_mode') : 0xeacc;\nvar

REACT_PROFILER_TYPE = hasSymbol ? Symbol.for('react.profiler') : 0xead2;\nvar REACT_PROVIDER_TYPE

= hasSymbol ? Symbol.for('react.provider') : 0xeacd;\nvar REACT_CONTEXT_TYPE = hasSymbol ?

Symbol.for('react.context') : 0xeace; n// TODO: We don't use AsyncMode or ConcurrentMode anymore. They were temporary n// (unstable) APIs that have been removed. Can we remove the symbols? Nvar

REACT_ASYNC_MODE_TYPE = hasSymbol ? Symbol.for('react.async_mode') : 0xeacf;\nvar

REACT_CONCURRENT_MODE_TYPE = hasSymbol ? Symbol.for('react.concurrent_mode') : 0xeacf;\nvar

REACT_FORWARD_REF_TYPE = hasSymbol ? Symbol.for('react.forward_ref') : 0xead0;\nvar

REACT_SUSPENSE_TYPE = hasSymbol ? Symbol.for('react.suspense') : 0xead1;\nvar

REACT_SUSPENSE_LIST_TYPE = hasSymbol ? Symbol.for('react.suspense_list') : 0xead8;\nvar

REACT MEMO TYPE = hasSymbol ? Symbol.for('react.memo') : 0xead3;\nvar REACT LAZY TYPE = hasSymbol ? Symbol.for('react.lazy') : 0xead4;\nvar REACT FUNDAMENTAL TYPE = hasSymbol ? Symbol.for('react.fundamental') : 0xead5;\nvar REACT_RESPONDER_TYPE = hasSymbol ? Symbol.for('react.responder') : 0xead6;\n\nfunction isValidElementType(type) {\n return typeof type === 'string' || type === 'function' || n // Note: its type of might be other than 'symbol' or 'number' if it's a polyfill. In type === REACT_FRAGMENT_TYPE || type === REACT_CONCURRENT_MODE_TYPE || type === REACT PROFILER TYPE || type === REACT STRICT MODE TYPE || type === REACT SUSPENSE TYPE || type === REACT_SUSPENSE_LIST_TYPE || typeof type === 'object' && type !== null && (type.\$\$typeof === REACT_LAZY_TYPE || type.\$\$typeof === REACT_MEMO_TYPE || type.\$\$typeof === REACT PROVIDER TYPE || type.\$\$typeof === REACT CONTEXT TYPE || type.\$\$typeof === REACT_FORWARD_REF_TYPE || type.\$\$typeof === REACT_FUNDAMENTAL_TYPE || type.\$\$typeof === https://github.com/facebook/fbjs/blob/e66ba20ad5be433eb54423f2b097d829324d9de6/packages/fbjs/src/ forks // warning.js/n */n * Only change is we use console.warn instead of console.error,/n * and do nothing when 'console' is not supported. h * This really simplifies the code. h * --- h * Similar to invariant but only logs a warning if the condition is not met.\n * This can be used to log issues in development environments in critical\n * paths. Removing the logging code for production environments will keep the n * same logic and follow the same code paths. */n/nvar lowPriorityWarning = function () { }; $n \in \mathbb{R}$ arguments.length, args = Array(len > 1? len - 1:0), key = 1; $key < len; key++) \{ n args[key - 1] = 1 \}$ return $\arg[\arg[ndex++];n]$; n if (typeof console !== 'undefined') {\n console.warn(message);\n }\n try $\left| \frac{1}{2} - \frac{1}{2} \right|$ welcome to debugging React --- $\frac{1}{2}$ // This error was thrown as a convenience so that you can use this stack\n // to find the callsite that caused this warning to fire.\n throw new Error(message); $n \} catch (x)$ $\{ n \}: n \in \mathbb{N}$ throw new Error('lowPriorityWarning(condition, format, ...args)' requires a warning ' + 'message argument');\n }\n if for (var len2 = arguments.length, args = Array(len2 > 2? len2 - 2:0), key2 = 2; key2 < (!condition) $\{\n$ args[key2 - 2] = arguments[key2]; nlen2; key2++) { \n $n = \frac{n}{n}$ printWarning.apply(undefined, [format].concat(args)); }\n }\n }\n \varning1 = lowPriorityWarning1 = lowPriorityWarning2 = lowPriorityWarn typeOf(object) {\n if (typeof object === 'object' && object !== null) {\n var $$typeof = object.$typeof;\n var $typeof = object.}$ switch (\$\$typeof) {\n case REACT ELEMENT TYPE:\n var type = object.type;nswitch (type) $\{ n \}$ case REACT_ASYNC_MODE_TYPE:\n case REACT_CONCURRENT_MODE_TYPE:\n case REACT FRAGMENT TYPE:\n case REACT PROFILER TYPE:\n case REACT STRICT MODE TYPE:\n case REACT SUSPENSE TYPE:\n return type;\n default:\n var \$\$typeofType = type && type.\$\$typeof;\n\n switch (\$\$typeofType) {\n case $case \ REACT_FORWARD_REF_TYPE: \ \ n$ REACT_CONTEXT_TYPE:\n case REACT PROVIDER TYPE:\n return \$\$typeofType;\n default:\n return \$\$typeof;\n case REACT LAZY TYPE:\n case REACT MEMO TYPE:\n }\n }\n case REACT PORTAL TYPE:\n return $t \in \frac{n}{n} \leq 1$ return undefined; $n \leq n/n//$ AsyncMode is deprecated along with isAsyncMode\nvar AsyncMode = REACT_ASYNC_MODE_TYPE;\nvar ConcurrentMode = REACT_CONCURRENT_MODE_TYPE;\nvar ContextConsumer = REACT_CONTEXT_TYPE;\nvar ContextProvider = REACT_PROVIDER_TYPE;\nvar Element = REACT_ELEMENT_TYPE;\nvar ForwardRef = REACT_FORWARD_REF_TYPE;\nvar Fragment = REACT_FRAGMENT_TYPE;\nvar Lazy = REACT_LAZY_TYPE;\nvar Memo = REACT_MEMO_TYPE;\nvar Portal = REACT_PORTAL_TYPE;\nvar Profiler = REACT_PROFILER_TYPE;\nvar StrictMode = REACT_STRICT_MODE_TYPE;\nvar Suspense = $REACT_SUSPENSE_TYPE;$ \n\nvar hasWarnedAboutDeprecatedIsAsyncMode = false;\n\n// AsyncMode should be deprecated $\frac{\phi}{\phi} = \frac{1}{2} \frac{1}{2}$ hasWarnedAboutDeprecatedIsAsyncMode = true;\n lowPriorityWarning\$1(false, 'The ReactIs.isAsyncMode() alias has been deprecated, '+ 'and will be removed in React 17+. Update your code to use '+

'ReactIs.isConcurrentMode() instead. It has the exact same API.'); $n \geq n$ return isConcurrentMode(object) typeOf(object) === REACT ASYNC MODE TYPE:\n \nfunction isConcurrentMode(object) {\n return typeOf(object) === REACT_CONCURRENT_MODE_TYPE;\n}\nfunction isContextConsumer(object) {\n return typeOf(object) === REACT CONTEXT TYPE;\n}\nfunction isContextProvider(object) {\n return typeOf(object) === REACT_PROVIDER_TYPE;\n}\nfunction isElement(object) {\n return typeof object === 'object' && object !== null && object.\$\$typeof === REACT_ELEMENT_TYPE;\n}\nfunction isForwardRef(object) {\n return $typeOf(object) === REACT FORWARD REF TYPE; h] n function is Fragment(object) {n return typeOf(object)}$ === REACT_FRAGMENT_TYPE;\n}\nfunction isLazy(object) {\n return typeOf(object) === REACT_LAZY_TYPE;\n}\nfunction isMemo(object) {\n return typeOf(object) === REACT MEMO TYPE;\n}\nfunction isPortal(object) {\n return typeOf(object) === REACT_PORTAL_TYPE;\n}\nfunction isProfiler(object) {\n return typeOf(object) === REACT_PROFILER_TYPE;\n}\nfunction isStrictMode(object) {\n return typeOf(object) === REACT STRICT MODE TYPE;\n}\nfunction isSuspense(object) {\n return typeOf(object) === REACT_SUSPENSE_TYPE;\n \\n\nexports.typeOf = typeOf;\nexports.AsyncMode = AsyncMode;\nexports.ConcurrentMode = ConcurrentMode;\nexports.ContextConsumer = ContextConsumer;\nexports.ContextProvider = ContextProvider;\nexports.Element = Element;\nexports.ForwardRef = ForwardRef;\nexports.Fragment = Fragment;\nexports.Lazy = Lazy;\nexports.Memo = Memo;\nexports.Portal = Portal;\nexports.Profiler = Profiler;\nexports.StrictMode = StrictMode;\nexports.Suspense = Suspense;\nexports.isValidElementType = isValidElementType;\nexports.isAsyncMode = isAsyncMode;\nexports.isConcurrentMode = isConcurrentMode;\nexports.isContextConsumer = isContextConsumer;\nexports.isContextProvider = $isContextProvider;\nexports.isElement = isElement;\nexports.isForwardRef = isForwardRef;\nexports.isFragment = isElement;\nexports.isFragment = isForwardRef;\nexports.isFragment = isElement;\nexports.isFragment = isForwardRef = isForwardRef;\nexports.isFragment = isElement;\nexports.isFragment = isForwardRef = isForwardRef;\nexports.isFragment = isForwardRef = isForwardRef;\nexports.isFragment = isForwardRef = isForwardRef;\nexports.isFragment = isForwardRef = isForwardRef = isForwardRef;\nexports.isFragment = isForwardRef;\nexports.isFragment$ isFragment;\nexports.isLazy = isLazy;\nexports.isMemo = isMemo;\nexports.isPortal = isPortal;\nexports.isProfiler = isProfiler;\nexports.isStrictMode = isStrictMode;\nexports.isSuspense = isSuspense;\n $)();\n\n,"'use$ strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/reactis.production.min.js');\n} else {\n module.exports = require('./cjs/react-is.development.js');\n}\n","/*\nobjectassign/n(c) Sindre Sorhus/n@license MIT/n*/n/use strict';/n/* eslint-disable no-unused-vars */nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val) { $\left(val === null \| val === undefined \right) {}(n) t) throw new TypeError('Object.assign cannot be called$ with null or undefined');\n\t}\n\nteturn Object(val);\n}\n\nfunction shouldUseNative() {\n\ttry {\n\t\fif (!Object.assign) {\n\t\t\treturn false;\n\t\t}\n\n\t\t// Detect buggy property enumeration order in older V8 versions.\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=4118\n\t\tvar test1 = new String('abc'); // eslintdisable-line no-new-wrappers/15] = 'de'; n/t/tif (Object.getOwnPropertyNames(test1)[0] === '5')Object.getOwnPropertyNames(test2).map(function (n) {\n\t\t\treturn test2[n];\n\t\t});\n\t\tif (order2.join(") !== (123456789') {n(t) }n(t)= { };h(t) abcdefghijklmnopqrst'.split(").forEach(function (letter) {h(t) [letter] = letter;h(t);h(t) $(Object.keys(Object.assign({}, test3)).join(") !== nt/t/t/t/abcdefghijklmnopqrst') {n/t/t/treturn}$ false; $\frac{1}{\sqrt{t}} = \frac{1}{\sqrt{t}} \frac{1}{\sqrt{t}}$ $safe_n(t)= shouldUseNative() ? Object.assign : function (target, source)$ $\frac{\pi}{s} = 1; s < arguments.length; s++)$ = Object(arguments[s]);n/tt(t) (var key in from) {n/tt(t) (hasOwnProperty.call(from, key)) {n/tt(t)getOwnPropertySymbols(from);ntttr i = 0; i < symbols.length; i++) {nttttr i(propIsEnumerable.call(from, symbols[i])) {\n\t\t\t\t\t\t\tto[symbols[i]] =

Inc.n * n * This source code is licensed under the MIT license found in the n * LICENSE file in the root directory of this source tree.n */nn'use strict';nnvar ReactPropTypesSecret =

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

'You may have forgotten to pass an argument to the type checker ' +\n 'creator (arrayOf, instanceOf, objectOf, oneOf, oneOfType, and ' $+\n$ 'shape all require an argument).'\n);\n }\n if (error instance of Error && !(error.message in loggedTypeFailures)) {\n // Only monitor this failure once because there tends to be a lot of the n// same error.\n loggedTypeFailures[error.message] = true;\n\n var stack = getStack ? getStack() : ";nprintWarning(\n 'Failed ' + location + ' type: ' + error.message + $\left(\frac{n}{n} \right) \in \left(\frac{n}{n} \right) \in \left(\frac{n}{n} \right)$ (stack != null ? stack : ")\n);\n }\n * @private\n */\ncheckPropTypes.resetWarningCache = function() {\n if (process.env.NODE_ENV !== 'production') {\n loggedTypeFailures = {};\n }\n}\n\nmodule.exports = checkPropTypes;\n","/**\n * Copyright (c) 2013-present, Facebook, Inc.n *n * This source code is licensed under the MIT license found in the n *LICENSE file in the root directory of this source tree. $\ ^{\wedge}\$ assign = require('object-assign');\n\nvar ReactPropTypesSecret = require('./lib/ReactPropTypesSecret');\nvar checkPropTypes = require('./checkPropTypes');\n\nvar has =

'function must return `null` or an `Error` but returned a ' + typeof error + '. ' +n

 $\label{eq:sense} Function.call.bind(Object.prototype.hasOwnProperty); |nvar printWarning = function() { }; |n| (process.env.NODE_ENV !== 'production') { n printWarning = function(text) { n var message = 'Warning: ' + text; n if (typeof console !== 'undefined') { n console.error(message); n } n try { n // --- Welcome to debugging React --- /n // This error was thrown as a convenience so that you can use this stack /n // to find the callsite that caused this warning to fire. (n throw new Error(message); n } catch (x) { } n ; n // n function emptyFunctionThatReturnsNull() { n return null; n // n var ITERATOR_SYMBOL = typeof Symbol === 'function' & () // *$

invalid; the type checker ' + \n

Symbol.iterator;\n var FAUX_ITERATOR_SYMBOL = '@@iterator'; // Before Symbol spec.\n\n /**\n * Returns the iterator method function contained on the iterable object.\n *\n * Be sure to invoke the function with the iterable as context:\n *\n * var iteratorFn = getIteratorFn(myIterable);\n * if (iteratorFn) {\n * var iterator = iteratorFn.call(myIterable);\n * ...\n * }\n *\n * @param {?object} maybeIterable\n * @return {?function}\n */\n function getIteratorFn(maybeIterable) {\n var iteratorFn = maybeIterable && (ITERATOR_SYMBOL && maybeIterable[ITERATOR_SYMBOL] ||

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

ReactPropTypes.{type}(.isRequired)?\n *\n * Each and every declaration produces a function with the same signature. This n * allows the creation of custom validation functions. For example: n * n * var MyLink =React.createClass($\{n * propTypes: \{n * // An optional string or URI prop named \"href\".\n *$ href: function(props, propName, componentName) {\n * var propValue = props[propName];\n * if (propValue != null && typeof propValue !== 'string' &&\n * !(propValue instance of URI)) {\n * return new 'Expected a string or an URI for '+ propName + ' in '+n * Error(\n * componentName\n * $n * ,n * ,n * render: function() {...} n * }); n * n * @internal * n var$);\n * ANONYMOUS = '<< anonymous>>';\n\n // Important!\n // Keep this list in sync with production version in ./factoryWithThrowingShims.js.\n var ReactPropTypes = {\n array: createPrimitiveTypeChecker('array'),\n bool: createPrimitiveTypeChecker('boolean'),\n func: createPrimitiveTypeChecker('function'),\n number: createPrimitiveTypeChecker('number'),\n object: createPrimitiveTypeChecker('object'),\n string: createPrimitiveTypeChecker('string'),\n symbol: createPrimitiveTypeChecker('symbol'),\n\n any: createAnyTypeChecker(),\n arrayOf: createArrayOfTypeChecker,\n element: createElementTypeChecker(),\n elementType: createElementTypeTypeChecker(),\n instanceOf: createInstanceTypeChecker,\n node: createNodeChecker(),\n objectOf: createObjectOfTypeChecker,\n oneOf: createEnumTypeChecker,\n oneOfType: createUnionTypeChecker,\n shape: createShapeTypeChecker,\n exact: createStrictShapeTypeChecker,\n };\n\n /**\n * inlined Object.is polyfill to avoid requiring consumers ship their own\n * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n */n /*eslint-disable no-self-compare*/n function is(x, y) {/n // SameValue algorithm/n if (x === y) {/n // Steps // Steps 6.b-6.e: +0 != -0\n return x !== 0 || 1 / x === 1 / y;\n } else {\n // Step 6.a: NaN == (x + 0) = -01-5, 7-10\n NaN∖n like object for backward compatibility as people may call/n * PropTypes directly and inspect their output. However, we don't use real\n * Errors anymore. We don't inspect their stack anyway, and creating them\n * is prohibitively expensive if they are created too often, such as what/n * happens in oneOfType() for any type before the one that matched.\n */n function PropTypeError(message) {\n this.message = message;\n this.stack = ";\n $\ln //$ Make `instance f Error` still work for returned errors. PropTypeError.prototype = Error.prototype; \ln function createChainableTypeChecker(validate) {\n if (process.env.NODE_ENV !== 'production') {\n $n = \frac{1}{2}$ var manualPropTypeCallCache = $\{ \}$;\n var manualPropTypeWarningCount = 0;\n $\}$ \n function checkType(isRequired, props, propName, componentName, location, propFullName, secret) {\n componentName = componentName || ANONYMOUS;\n propFullName = propFullName || propName;\n\n if (secret !== ReactPropTypesSecret) {\n if (throwOnDirectAccess) {\n // New behavior only for users of `prop-types` package\n var err = new Error(n'Calling PropTypes validators directly is not supported by the `prop-types` package. ' + n'Use `PropTypes.checkPropTypes()` to call them. ' +\n 'Read more at

http://fb.me/use-check-prop-types'\n);\n err.name = 'Invariant Violation';\n throw err;\n } else if (process.env.NODE ENV !== 'production' && typeof console !== 'undefined') {\n // Old behavior for people using React.PropTypes\n var cacheKey = componentName + ':' + propName;\n if (\n !manualPropTypeCallCache[cacheKey] &&\n // Avoid spamming the console because they are often not actionable except for lib authors\n manualPropTypeWarningCount $< 3 \ n$) {\n printWarning(\n

'You are manually calling a React.PropTypes validation ' +\n 'function for the `' + propFullName + " prop on ' + componentName + '. This is deprecated ' +\n 'and will throw in the standalone `prop-types` package. ' + n'You may be seeing this warning due to a third-party PropTypes ' +\n 'library. See https://fb.me/react-warning-dont-call-proptypes ' + 'for details.'\n);\n manualPropTypeCallCache[cacheKey] = true;\n manualPropTypeWarningCount++;\n }\n }\n }\n if $(props[propName] == null) \{ \ n \}$ if (isRequired) {\n if (props[propName] === null) {\n return new PropTypeError('The ' + location + ' ` ' + propFullName + ` is marked as required ' + ('in ` ' + componentName + '`, but its value is `null`.'));\n return new PropTypeError('The ' + location + '`' + }\n propFullName + `` is marked as required in ' + (`` + componentName + ``, but its value is `undefined`.'));\n }\n return validate(props, propName, componentName, location, propFullName);\n return null;\n $else \{ n \}$ n = n = checkType.bind(null, false); chainedCheckType.isRequired = checkType.bind(null, true); $n\$ return chainedCheckType; $n \$ createPrimitiveTypeChecker(expectedType) {\n function validate(props, propName, componentName, location, propFullName, secret) { $\ var propValue = props[propName]; \ var propType = getPropType(propValue); \ var propType(propValue); \$ if (propType !== expectedType) {\n //`propValue` being instance of, say, date/regexp, pass the 'object'\n // check, but we can offer a more precise error message here rather than\n // 'of type `object`'.\n preciseType = getPreciseType(propValue);\n\n return new PropTypeError('Invalid ' + location + ' `' + propFullName + " of type ' + ("' + preciseType + " supplied to " + componentName + ", expected ') + ("' + expectedType+'.'); n = n = 1.2 n =function createAnyTypeChecker() {\n return createChainableTypeChecker(emptyFunctionThatReturnsNull);\n }\n\n function createArrayOfTypeChecker(typeChecker) {\n function validate(props, propName, componentName, location, propFullName) {\n if (typeof typeChecker !== 'function') {\n return new PropTypeError('Property `' + propFullName + `` of component `' + componentName + `` has invalid PropType notation inside arrayOf.');nvar propValue = props[propName];\n if (!Array.isArray(propValue)) {\n var propType = getPropType(propValue);\n return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + " of type ' + ("' + propType + " supplied to " + componentName + ", expected an array.'));\n }\n for (var i = 0; i < propValue.length; i++) {\n var error = typeChecker(propValue, i, componentName, location, propFullName + '[' + i + ']', ReactPropTypesSecret);\n if (error instance of Error) {\n return return null;n return createChainableTypeChecker(validate);n hn function error;\n }\n }\n createElementTypeChecker() {\n function validate(props, propName, componentName, location, propFullName) {\n var propValue = props[propName];\n if (!isValidElement(propValue)) {\n var propType = return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + '` of type ' + getPropType(propValue);\n ("' + propType + " supplied to `' + componentName + ", expected a single ReactElement.'));\n n return null; null; n n = null; return createChainableTypeChecker(validate); n n = null; null; null; n n = null; nu {\n function validate(props, propName, componentName, location, propFullName) {\n var propValue = props[propName];\n if (!ReactIs.isValidElementType(propValue)) {\n var propType = getPropType(propValue);\n return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + '` of type ' + ('`' + propType + '` supplied to `' + componentName + '`, expected a single ReactElement type.'));\n }\n return null;n |n return createChainableTypeChecker(validate);n |n/n function createInstanceTypeChecker(expectedClass) {\n function validate(props, propName, componentName, location, propFullName) {\n if (!(props[propName] instanceof expectedClass)) {\n var expectedClassName = expectedClass.name || ANONYMOUS;\n var actualClassName = getClassName(props[propName]);\n return new PropTypeError('Invalid ' + location + '`' + propFullName + '` of type ' + (`' + actualClassName + '`

supplied to `' + componentName + `, expected ') + ('instance of `' + expectedClassName + `.'));\n }\n return null;n return createChainableTypeChecker(validate);n (n/n function createEnumTypeChecker(expectedValues) {\n if (!Array.isArray(expectedValues)) {\n if (process.env.NODE_ENV !== 'production') {\n if (arguments.length > 1) { \n printWarning(\n 'Invalid arguments supplied to oneOf, expected an array, got ' + arguments.length + ' arguments. ' +'A common mistake is to write oneOf(x, y, z) instead of oneOf([x, y, z]).'\n);\n } else {\n printWarning('Invalid argument supplied to oneOf, expected an array.');\n }\n }\n return emptyFunctionThatReturnsNull;\n }\n\n function validate(props, propName, componentName, location, propFullName) {\n var propValue = props[propName]; n for (var i = 0; $i < expectedValues.length; i++) {n$ if (is(propValue, expectedValues[i])) {\n return null;\n }\n }\n\n var valuesString = JSON.stringify(expectedValues, function replacer(key, value) {\n var type = getPreciseType(value);\n if (type === 'symbol') { \n return String(value);\n }\n return value;\n });\n return new PropTypeError('Invalid ' + location + ' ` + propFullName + ` of value ` ' + String(propValue) + ` ' + ('supplied to `' + componentName + '`, expected one of ' + valuesString + '.')); $n \geq n$ return validate(props, propName, componentName, location, propFullName) {\n if (typeof typeChecker !== 'function') $\{ n \}$ return new PropTypeError('Property `' + propFullName + '` of component `' + componentName + '` has invalid PropType notation inside objectOf.');\n }∖n var propValue = props[propName];\n var propType = getPropType(propValue);\n if (propType !== 'object') {\n return new PropTypeError('Invalid ' + location + ' "+ propFullName + " of type ' + (' + propType + " supplied to " + componentName + ", expected an object."));\n }\n for (var key in propValue) $\{\n$ if (has(propValue, key)) {\n var error = typeChecker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n if (error instance of Error) {\n return error;\n }\n }\n }\n return null;n n return (!Array.isArray(arrayOfTypeCheckers)) {\n process.env.NODE_ENV !== 'production' ? printWarning('Invalid argument supplied to oneOfType, expected an instance of array.') : void 0;\n return emptyFunctionThatReturnsNull;n |n/n for (var i = 0; i < arrayOfTypeCheckers.length; i++) {/n var checker = arrayOfTypeCheckers[i];\n if (typeof checker !== 'function') {\n printWarning(\n 'Invalid argument supplied to oneOfType. Expected an array of check functions, but ' + n'received '+ getPostfixForTypeWarning(checker) + ' at index ' + i + '.'\n);\n return emptyFunctionThatReturnsNull;\n $n = n^{n-1}$ function validate(props, propName, componentName, location, propFullName) {n for (var i = 0; i < 0arrayOfTypeCheckers.length; i++) {\n var checker = arrayOfTypeCheckers[i];\n if (checker(props, propName, componentName, location, propFullName, ReactPropTypesSecret) == null) {nreturn null;\n return new PropTypeError('Invalid ' + location + ' ` ' + propFullName + " supplied to ' + (' ' + }\n $\lambda n n$ $componentName + '.'); n } n return createChainableTypeChecker(validate); n } n function$ createNodeChecker() {\n function validate(props, propName, componentName, location, propFullName) {\n if return new PropTypeError('Invalid ' + location + ' `' + propFullName + '` (!isNode(props[propName])) {\n supplied to ' + ('' + componentName + '', expected a ReactNode.'));n }nreturn null;n n return createChainableTypeChecker(validate);\n }\n\n function createShapeTypeChecker(shapeTypes) {\n function validate(props, propName, componentName, location, propFullName) {\n var propValue = props[propName];\n var propType = getPropType(propValue);\n if (propType !== 'object') {\n return new PropTypeError('Invalid ' + location + '`' + propFullName + '` of type `' + propType + '` ' + ('supplied to `' + componentName + '`, expected `object`.'));\n }\n for (var key in shapeTypes) $\{\n$ var checker = shapeTypes[key];\n if (!checker) $\{\n$ continue;\n }\n var error = checker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n if (error) $\{ n \}$ return error;\n return null;n return createChainableTypeChecker(validate);n (n/n function }\n }\n createStrictShapeTypeChecker(shapeTypes) {\n function validate(props, propName, componentName, location, propFullName) {\n var propValue = props[propName];\n var propType = getPropType(propValue);\n if

(propType !== 'object') {\n return new PropTypeError('Invalid '+ location + '`' + propFullName + '` of type `' + propType + ' + ('supplied to ' + componentName + ', expected `object`.'); n <math>n //We need to check allkeys in case some are required but missing from\n // props.\n var allKeys = assign({}, props[propName], for (var key in allKeys) $\{\n$ var checker = shapeTypes[key];\n shapeTypes);\n if (!checker) $\{ n \}$ 'Invalid '+ location + '`' + propFullName + '` key `' + key + '` supplied to `' + return new PropTypeError(\n componentName + ".' +\n "\\nBad object: ' + JSON.stringify(props[propName], null, ' ') +\n '\\nValid keys: '+ JSON.stringify(Object.keys(shapeTypes), null, ' ')\n);\n }\n var error = checker(propValue, key, componentName, location, propFullName + '.' + key, ReactPropTypesSecret);\n if (error) $\{ n \}$ return error;\n }\n }\n isNode(propValue) {\n switch (typeof propValue) {\n $}$ case 'number':\n case 'string':\n case 'undefined':\n return true;\n case 'boolean':\n return !propValue;\n case 'object':\n if (Array.isArray(propValue)) if (propValue === null || isValidElement(propValue)) {\n {\n return propValue.every(isNode);\n }\n var iteratorFn = getIteratorFn(propValue);\n return true;\n }\n\n if (iteratorFn) $\{\n$ var iterator = iteratorFn.call(propValue);\n var step;\n if (iteratorFn !== propValue.entries) {\n while (!(step = iterator.next()).done) {\n if (!isNode(step.value)) {\n return false;\n }\n }\n } else $\{n\}$ // Iterator will provide entry [k,v] tuples rather than values.\n while (!(step =iterator.next()).done) {\n var entry = step.value;\n if (entry) $\{ n \}$ if (!isNode(entry[1])) {\n return false;\n }\n }\n }\n }\n $else \{ n \}$ return false;\n $\lambda n n$ return true;\n default:\n return false; $n \geq n \leq n$ return false; $n \geq n$ return function is Symbol(propType, propValue) n // Native Symbol.\n if (propType === 'symbol') {\n return true;\n }\n\n // falsy value can't be a Symbol\n if return false;\n }\n\n // 19.4.3.5 Symbol.prototype[@@toStringTag] === 'Symbol'\n if $(!propValue) \{ \$ $(propValue['@@toStringTag'] === 'Symbol') {\n return true; \n }\n\n // Fallback for non-spec compliant$ Symbols which are polyfilled.\n if (typeof Symbol === 'function' && propValue instanceof Symbol) {\n return true;n n return false;n n // Equivalent of `typeof` but with special handling for array and regexp. function getPropType(propValue) { $\ var propType = typeof propValue; n if (Array.isArray(propValue)) {n}$ return 'array'; $h = \frac{1}{2} - \frac{1}$ 'function' rather than\n // 'object' for typeof a RegExp. We'll normalize this here so that /bla/\n // passes PropTypes.object.\n return 'object';\n }\n if (isSymbol(propType, propValue)) {\n return 'symbol';\n }\n return propType; $h = \frac{1}{2} n / This handles more types than `getPropType`. Only used for error messages. / // See$ createPrimitiveTypeChecker`.\n function getPreciseType(propValue) {\n if (typeof propValue === 'undefined' || $propValue == null) \{ n return "+ propValue; n \} n var propType = getPropType(propValue); n if$ $(propType === 'object') \{ \ if (propValue instance of Date) \} \}$ return 'date';\n } else if (propValue instanceof RegExp) {\n return 'regexp';\n postfixed to a warning about an invalid type.\n // For example, \"undefined\" or \"of type array\"\n function getPostfixForTypeWarning(value) { $n \quad var type = getPreciseType(value); n \quad switch (type) {}$ case 'array':\n case 'object':\n return 'an ' + type;\n case 'boolean':\n case 'date':\n case 'regexp':\n return 'a ' + return type;n n n returns class name of the object, if any.n function type;\n default:\n getClassName(propValue) { $n if (!propValue.constructor || !propValue.constructor.name) {<math>n$ return ANONYMOUS; $\n \$ return propValue.constructor.name; $\n \$ hon ReactPropTypes.checkPropTypes = checkPropTypes;\n ReactPropTypes.resetWarningCache = checkPropTypes.resetWarningCache;\n ReactPropTypes.PropTypes = ReactPropTypes;\n\n return ReactPropTypes;\n};\n","/**\n * Copyright (c) 2013present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.n */n (process.env.NODE_ENV !== 'production') {/n var ReactIs = require('react-is');\n\n // By explicitly using `prop-types` you are opting into new development behavior.\n // http://fb.me/prop-types-in-prod\n var throwOnDirectAccess = true;\n module.exports = require('./factoryWithTypeCheckers')(ReactIs.isElement, throwOnDirectAccess);\n} else $\{n // By explicitly using$ prop-types' you are opting into new production behavior.n // http://fb.me/prop-types-in-prod/n module.exports =require('./factoryWithThrowingShims')();\n}\n","export default function _extends() {\n _extends = Object.assign ||

function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) $\{ \ n \}$ if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key]; n $n \leq n/n$ return target; $\ ; n/n$ return _extends.apply(this, arguments); $\ ; n/n$ }\n isAbsolute(pathname) {\n return pathname.charAt(0) === $\frac{1}{3} \ln \frac{1}{2} \ln$ Array#splice()\nfunction spliceOne(list, index) {\n for (var i = index, k = i + 1, n = list.length; k < n; i + = 1, k + = 1) $\ln \text{list}[i] = \text{list}[k]; n \ \ln \text{list}[i] = \text{list}[k]; n \ \ln n \ \text{list}[i] = \text{list}[k]; n \ \text{lis$ resolvePathname(to) {\n var from = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : ";\n\n var toParts = to && to.split('/') $\|$ []; n var fromParts = from && from.split('/') $\|$ []; n/n var isToAbs = to && isAbsolute(to);\n var isFromAbs = from && isAbsolute(from);\n var mustEndAbs = isToAbs || isFromAbs;\n\n if (to && isAbsolute(to)) { $n // to is absolute n from Parts = to Parts; n } else if (to Parts.length) {<math>n // to is$ relative, drop the filename $\ln \text{fromParts.pop}();\ln \text{fromParts} = \text{fromParts.concat}(\text{toParts});\ln \n if$ (!fromParts.length) return '/'; n/n var hasTrailingSlash = void 0; n if (fromParts.length) {/n var last = fromParts[fromParts.length - 1];n = hasTrailingSlash = last === '.' || last ==== '.' || last === '.' || last == '.' || last ==hasTrailingSlash = false; $\lambda = 0$; n = 0; nfromParts[i]; $n\$ if (part === '.') {\n spliceOne(fromParts, i);\n } else if (part === '..') {\n spliceOne(fromParts, i); $n up++;n \}$ else if (up) {nspliceOne(fromParts, i);n up--;n n n if(!mustEndAbs) for (; up--; up) {\n fromParts.unshift('..');\n }if (mustEndAbs && fromParts[0] !== " && (!fromParts[0] || !isAbsolute(fromParts[0]))) fromParts.unshift(");\n\n var result = fromParts.join('/');\n\n if $(hasTrailingSlash \&\& result.substr(-1) !== '/') result += '/'; n/n return result; n}n/nexport default$ resolvePathname;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nfunction valueEqual(a, b) { $n \text{ if } (a == b) \text{ return true;} n/n \text{ if } (a == null || b == null) \text{ return false;} n/n \text{ if } (Array.isArray(a)) {<math>n \text{ return}}$ Array.isArray(b) && a.length == b.length && a.every(function (item, index) {\n return valueEqual(item, b[index]); }); h }); h var aType = typeof a === 'undefined' ? 'undefined' : _typeof(a); h var bType = typeof b === 'undefined' ? 'undefined': typeof(b);\n\n if (aType !== bType) return false;\n\n if (aType === 'object') {\n var aValue = a.valueOf();\n var bValue = b.valueOf();\n\n if (aValue $!== a \parallel bValue !== b$) return valueEqual(aValue, bValue); $n\$ var aKeys = Object.keys(a);n var bKeys = Object.keys(b);n if (aKeys.length !== bKeys.length) return false;n/n return aKeys.every(function (key) {nreturn valueEqual(a[key], b[key]);n};n}nreturn false;n/n/nexport default valueEqual;","var isProduction = process.env.NODE_ENV === 'production';\nfunction warning(condition, message) {\n if (!isProduction) {\n if return;n}n var text = "Warning: " + message;<math>nn if (typeof console !== 'undefined') (condition) $\{\n$ {\n console.warn(text);n n try nthrow Error(text); $n \}$ catch (x) {} $n \$ warning;\n","var isProduction = process.env.NODE ENV === 'production';\nvar prefix = 'Invariant failed'; $nfunction invariant(condition, message) \{ n if (condition) \{ n return; n \} n if (isProduction) \{ n throw non-condition, new second second$ new Error(prefix); $h \in \left(\frac{n}{n} \right) = e^{n} + \frac{n}{n} + \frac{n}{n}$ invariant;\n","import _extends from '@babel/runtime/helpers/esm/extends';\nimport resolvePathname from 'resolvepathname';\nimport valueEqual from 'value-equal';\nimport warning from 'tiny-warning';\nimport invariant from stripLeadingSlash(path) {\n return path.charAt(0) === $\frac{1}{2}$ path.substr(1) : path;\n}\nfunction hasBasename(path, prefix) {\n return new RegExp(' $^{+}$ + prefix + '(\\\/\\\\/\\\\?|#\$)', 'i').test(path);\n}\nfunction stripBasename(path, prefix) $\ln return hasBasename(path, prefix) ? path.substr(prefix.length) : path;\n}\nfunction stripTrailingSlash(path) {\n$ return path.charAt(path.length - 1) === $\frac{1}{2}$ path.slice(0, -1) : path;\n}\nfunction parsePath(path) {\n var pathname = path $||''; n var search = "; n var hash = "; n var hashIndex = pathname.indexOf('#'); n if (hashIndex !== -1) {n$ hash = pathname.substr(hashIndex); pathname = pathname.substr(0, hashIndex); N n var searchIndex =pathname.indexOf('?');n if (searchIndex !== -1) {n search = pathname.substr(searchIndex); pathname =pathname.substr(0, searchIndex); $\ \n$ return \n pathname: pathname, search: search === '?'? ": search, n hash: hash === #'? ": hash\n };\n}\nfunction createPath(location) {\n var pathname = location.pathname.\n

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

 $location.hash = "; n } n if (state !== undefined && location.state === undefined) location.state = state; n$ $\ln try \ln e = decodeURI(location.pathname); \ catch (e) \ if (e instance of URIError)$ throw new URIError('Pathname \"' + location.pathname + '\" could not be decoded. ' + 'This is likely caused {\n by an invalid percent-encoding.'); $h = \frac{1}{n} + \frac{1}{$ (currentLocation) {\n // Resolve incomplete/relative pathname relative to current location.\n if (!location.pathname) {\n location.pathname = currentLocation.pathname;\n } else if $(location.pathname.charAt(0) !== '/') \{ \ location.pathname = resolvePathname(location.pathname, location.pathname) \}$ currentLocation.pathname); $\left| \right\rangle$ else $\left\{ \left| \frac{1}{2} \right\rangle \right\}$ else $\left\{ \left|$ $n if (!location.pathname) \{ n location.pathname = '/'; n } n } n return location; n \} n function$ locationsAreEqual(a, b) {n = b.ach a.e. b.&& a.key === b.key && valueEqual(a.state, b.state);h/n/nfunction createTransitionManager() {/n var prompt = null;n function setPrompt(nextPrompt) {\n process.env.NODE_ENV !== \"production\" ? warning(prompt == null, 'A history supports only one prompt at a time') : void 0;\n prompt = nextPrompt;\n return function () {\n if (prompt === nextPrompt) prompt = null;n};n}n function confirmTransitionTo(location, action, getUserConfirmation, callback) {\n // TODO: If another transition starts while we're still confirming\n // the previous one, we may end up in a weird state. Figure out the n // best way to handle this. n if (prompt != null) {\n var result = typeof prompt === 'function' ? prompt(location, action) : prompt;nn if (typeof result === if (typeof getUserConfirmation === 'function') {\n 'string') {\n getUserConfirmation(result, callback);\n } else {nprocess.env.NODE ENV !== "production"? warning(false, 'A history needs a getUserConfirmation function in order to use a prompt message') : void 0;\n callback(true);\n }\n } else $\{ n \}$ // Return false from a transition hook to cancel the transition.\n callback(result !== false);\n nelse $\{ n \}$ callback(true); $n \geq n \leq 1, n \in []; n \in [], n$ true; \ln function listener() {\n if (isActive) fn.apply(void 0, arguments);\n }\n\n listeners.push(listener);\n return function () {\n isActive = false;\n listeners = listeners.filter(function (item) {\n return item !== listener;\n });n };n }n function notifyListeners() {n for (var _len = arguments.length, args = new listeners.forEach(function (listener) {\n return listener.apply(void 0, args); \n }); \n return {\n setPrompt: setPrompt,\n confirmTransitionTo: confirmTransitionTo,\n appendListener: appendListener,\n notifyListeners: notifyListeners $\ \$; $\$ notifyListeners $\$ }; $\$ $\$ $\$; $\$ notifyListeners $\$ }; $\$ notifyListeners $\$; $\$ $\$ }; $\$; $\$ $\$; $\$ $\$; $\$ $\$; $\$; $\$; $\$ $\$; $\$ window.document && window.document.createElement);\nfunction getConfirmation(message, callback) {\n callback(window.confirm(message)); // eslint-disable-line no-alert\n \n/**\n * Returns true if the HTML5 history API is supported. Taken from Modernizr.\n *\n * https://github.com/Modernizr/Modernizr/blob/master/LICENSE\n * https://github.com/Modernizr/Modernizr/blob/master/feature-detects/history.js\n * changed to avoid false negatives for Windows Phones: https://github.com/reactjs/react-router/issues/586\n */\n\nfunction supportsHistory() {\n var ua = window.navigator.userAgent;\n if ((ua.indexOf('Android 2.') !== -1 || ua.indexOf('Android 4.0') !== -1) && ua.indexOf('Mobile Safari') !== -1 && ua.indexOf('Chrome') === -1 && ua.indexOf('Windows Phone') === -1) return false;\n return window.history && 'pushState' in window.history;\n}\n/**\n * Returns true if browser fires popstate on hash change. $n \times IE10$ and IE11 do not. $n \wedge n$ nucleon supports PopStateOnHashChange() {\n return window.navigator.userAgent.indexOf('Trident') === -1; $^{ \ }n/** n * Returns false if using go(n) with hash$

window.navigator.userAgent.indexOf('Firefox') === -1;\n\\n/**\n * Returns true if a given popstate event is an extraneous WebKit event.\n * Accounts for the fact that Chrome on iOS fires real popstate events\n * containing undefined state when pressing the back button.n */n, function is Extraneous Popstate Event (event) {/n event.state === undefined && navigator.userAgent.indexOf('CriOS') === -1;\n\n\nvar PopStateEvent = 'popstate';\nvar HashChangeEvent = 'hashchange'; $n = \frac{1}{2} \left(\frac{1}{2} \right)^{-1}$ catch (e) {\n // IE 11 sometimes throws when accessing window.history.state\n // See $https://github.com/ReactTraining/history/pull/289 n return {};n }n^m. Creates a history object that uses history object$ the HTML5 history API including n * pushState, replaceState, and the popstate event. n */n n ncreateBrowserHistory(props) {\n if (props === void 0) {\n props = {};\n }\n\n !canUseDOM ? process.env.NODE ENV !== \"production\" ? invariant(false, 'Browser history needs a DOM') : invariant(false) : void 0;\n var globalHistory = window.history;\n var canUseHistory = supportsHistory();\n var needsHashChangeListener = !supportsPopStateOnHashChange();\n var _props = props,\n _props\$forceRefresh forceRefresh = props forceRefresh === void 0 ? false : props forceRefresh,\n = props.forceRefresh,\n _props\$getUserConfirm = _props.getUserConfirmation,\n getUserConfirmation = _props\$getUserConfirm === void 0 ? getConfirmation : _props\$getUserConfirm,\n _props\$keyLength = _props.keyLength,\n keyLength =props\$keyLength === void 0 ? 6 : props\$keyLength;\n var basename = props.basename ? $stripTrailingSlash(addLeadingSlash(props.basename)): "; n function getDOMLocation(historyState) {n var$ $ref = historyState || \{\}, n$ key = ref.key, nstate = ref.state; $n \in var window$ = window.location,\n pathname = window location.pathname, nsearch = window location.search, nhash = _window\$location.hash;\n var path = pathname + search + hash;\n process.env.NODE_ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin '+ 'with the basename. Expected path '' + path + '' + begin with ''' +basename + '.'.': void 0;\n if (basename) path = stripBasename(path, basename);\n return createLocation(path, state, key); $\ \$ hunching (36).substr(2, keyLength); $\ \$ hunching (36).substr(2, keyLength); $\ \$ var transitionManager = createTransitionManager(); $n = \frac{1}{n}$ [$n = \frac{1}{n}$ [$n = \frac{1}{n}$] nextState; n = globalHistory.length; n = transitionManager.notifyListeners(history.location, nextState); n = nextState); nhistory.action); $\ \$ hn function handlePopState(event) { $\ //$ Ignore extraneous popstate events in WebKit. if (isExtraneousPopstateEvent(event)) return;\n handlePop(getDOMLocation(event.state));\n }\n\n function handleHashChange() {\n handlePop(getDOMLocation(getHistoryState()));\n }\n\n var forceNextPop = false;\n\n function handlePop(location) {\n if (forceNextPop) {\n $}$ forceNextPop = false; nsetState(); $n \}$ else {nvar action = 'POP';\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (ok) $\{ n \}$ setState({\n action: action,\n location: location\n });\n $else \{ n \}$ });n n n function revertPop(fromLocation) (n var toLocation = revertPop(location);\n }\n history.location; // TODO: We could probably make this more reliable by\n // keeping a list of keys we've seen in sessionStorage.\n // Instead, we just default to 0 for keys we don't know.\n\n var toIndex = allKeys.indexOf(toLocation.key);n if (toIndex === -1) toIndex = 0;n var fromIndex = allKeys.indexOf(fromLocation.key); n if (fromIndex === -1) fromIndex = 0; n var delta = toIndex fromIndex; $n\n$ if (delta) {nforceNextPop = true;\n $go(delta); n \ n \ n \ var initial Location =$ getDOMLocation(getHistoryState());\n var allKeys = [initialLocation.key]; // Public interface\n\n function createHref(location) { $n \text{ return basename + createPath(location);} } } n \text{ state) {} n \text{ createHref(location)} } n \text{ state) } {} n \text{ createHref(location)}$ process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to push when the 1st ' + 'argument is a

location-like object that already has state; it is ignored'): void 0;\n var action = 'PUSH';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n var href = createHref(location);\n var key = location.key,\n state = location.state; $\n\n$ if (canUseHistory) {\n globalHistory.pushState({\n key: key,\n state: state\n }, null, href); $n\n$ if (forceRefresh) {\n window.location.href = href;\n } else {nvar prevIndex = allKeys.indexOf(history.location.key);\n var nextKeys = allKeys.slice(0,

nextKeys.push(location.key);\n allKeys = nextKeys;\n prevIndex === -1 ? 0 : prevIndex + 1);\n setState({\n action: action,\n location: location\n });\n }\n } else {nprocess.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot push state in window.location.href = href;\n browsers that do not support HTML5 history') : void 0;\n $n });n }/n n$ function replace(path, state) {\n process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n var action = 'REPLACE';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n

var href = createHref(location);\n var key = location.key,\n state = location.state:n/nif (canUseHistory) {\n globalHistory.replaceState({\n key: key,\n state: state\n }, null, href); $n\n$ if (forceRefresh) {\n window.location.replace(href);\n } else {\n var prevIndex = allKeys.indexOf(history.location.key);\n if (prevIndex !== -1) allKeys[prevIndex] = location.key;\n $setState({\n}$ action: action,\n location: location\n });\n }\n } else {\n process.env.NODE_ENV !== \"production\" ? warning(state === undefined, 'Browser history cannot replace state in browsers that do not support HTML5 history') : void 0;\n window.location.replace(href);\n n);nn/nfunction $go(n) \{ n globalHistory.go(n); n \} (n globalHistory.go(n); n globalHistory.go(n)$ $\ln g(1):\ln \ln t = 0;$ function checkDOMListeners(delta) (n listenerCount += delta; $n\$ if (listenerCount === 1 && delta === 1) {nwindow.addEventListener(PopStateEvent, if (needsHashChangeListener) window.addEventListener(HashChangeEvent, handlePopState);\n handleHashChange); $n \}$ else if (listenerCount === 0) {nwindow.removeEventListener(PopStateEvent, handlePopState);\n if (needsHashChangeListener) window.removeEventListener(HashChangeEvent, {\n prompt = false; n\n\n var unblock = transitionManager.setPrompt(prompt); n\n if (!isBlocked) {\n checkDOMListeners(1);\n isBlocked = true; n n return function () n if (isBlocked) nisBlocked (n,n) = (n,n) + (n,n= false:\n checkDOMListeners(-1);\n var unlisten = transitionManager.appendListener(listener); $h = \frac{1}{2} \frac{1}{1}$ checkDOMListeners(-1);\n unlisten();\n };\n $\lambda n = { n length: globalHistory.length, n action:$ 'POP', n location: initialLocation, n createHref: createHref, n push: push, n replace: replace, n go: go, n goBack: goBack,\n goForward: goForward,\n block: block,\n listen: listen\n };\n return history;\n}\n\nvar HashChangeEvent1 ='hashchange';\nvar HashPathCoders = {\n hashbang: {\n encodePath: function return path.charAt(0) === '!' ? path : '!/' + stripLeadingSlash(path);\n },\n decodePath: encodePath(path) $\{\n$ function decodePath(path) {\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n }\n return path.charAt(0) === '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n }\n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path; \n return path.charAt(0) == '!' ? path.substr(1) : path.substr(1) == '!' ? path.substr(1) : path.substr(1) : path; \n ret $encodePath: stripLeadingSlash, n decodePath: addLeadingSlash, }, n slash: {n encodePath:$ addLeadingSlash, n decodePath: addLeadingSlash $\lambda_{n} = \frac{1}{n}$ window.location.hash here because it's not/n // consistent across browsers - Firefox will pre-decode it!/n var href = window.location.href;\n var hashIndex = href.indexOf('#);\n return hashIndex === -1 ? ": $href.substring(hashIndex + 1); n \n function pushHashPath(path) {\n window.location.hash = path; n \n function }$ window.location.replace(window.location.href.slice(0, hashIndex >= 0? hashIndex : 0) + '#' + path);\n}\n/nfunction createHashHistory(props) {\n if (props === void 0) {\n props = {};\n }\n !canUseDOM ? process.env.NODE_ENV !== \"production\" ? invariant(false, 'Hash history needs a DOM') : invariant(false) : void 0; var globalHistory = window.history; var canGoWithoutReload = supportsGoWithoutReloadUsingHash(); var canGoWithoutReloadUsingHash(); var canGoWithoutRe var _props = props,\n _props\$getUserConfirm = _props.getUserConfirmation,\n getUserConfirmation = _props\$getUserConfirm === void 0 ? getConfirmation : _props\$getUserConfirm,\n _props\$hashType = $_props.hashType,\n bashType = _props$hashType === void 0 ? 'slash' : _props$hashType;\n var basename = _$ props.basename ? stripTrailingSlash(addLeadingSlash(props.basename)) : ";\n var _HashPathCoders\$hashT = $HashPathCoders[hashType],\ encodePath = _HashPathCoders[hashT.encodePath,\ n$ decodePath =

_HashPathCoders\$hashT.decodePath; $n\$ function getDOMLocation() { $n \$ var path =

decodePath(getHashPath());\n process.env.NODE_ENV !== \"production\" ? warning(!basename || hasBasename(path, basename), 'You are attempting to use a basename on a page whose URL path does not begin '+ = stripBasename(path, basename); n return createLocation(path); $\lambda = \lambda = 0$ $createTransitionManager(); n/n function setState(nextState) { n __extends(history, nextState); n/n history.length$ = globalHistory.length;\n transitionManager.notifyListeners(history.location, history.action);\n }\n\n var forceNextPop = false; var ignorePath = null; n/n function handleHashChange() {\n var path = getHashPath(); n/n function handleHashPath(); n/n function handleHashPath(); n/n function handleHashPath(); n/n function handleHashPath(); n/n function h replaceHashPath(encodedPath); \n } else { \n var location = getDOMLocation();\n encoded hash.\n var prevLocation = history.location;\n if (!forceNextPop && locationsAreEqual(prevLocation, location)) return; // A hashchange doesn't always == location change. $n\n$ if (ignorePath === createPath(location)) return; // Ignore this change; we already setState in push/replace.\n\n ignorePath = null; nhandlePop(location);n nfunction handlePop(location) { $\ \ if (forceNextPop) \ \ n$ forceNextPop = false; nsetState();n } else {ntransitionManager.confirmTransitionTo(location, action, getUserConfirmation, function var action = 'POP';\n (ok) {\n if (ok) $\{ n \}$ setState({\n action: action.\n location: location\n });\n } else {n

revertPop(location);\n }\n });n n in function revertPop(fromLocation) (n var toLocation = history.location; // TODO: We could probably make this more reliable by/n // keeping a list of paths we've seen in sessionStorage.n // Instead, we just default to 0 for paths we don't know.nn var toIndex = allPaths.lastIndexOf(createPath(toLocation)); n if (toIndex === -1) toIndex = 0; n var fromIndex = allPaths.lastIndexOf(createPath(fromLocation));n if (fromIndex === -1) fromIndex = 0;n var delta = toIndex fromIndex; $n\n$ if (delta) {nforceNextPop = true;\n $go(delta); n \} // Ensure the hash is encoded$ properly before doing anything else. $n\n$ var path = getHashPath(); var encodePath = encodePath(path); if (path !== encodedPath) replaceHashPath(encodedPath);\n var initialLocation = getDOMLocation();\n var allPaths = [createPath(initialLocation)]; // Public interface $n\n$ function createHref(location) {\n return '#' + encodePath(basename + createPath(location)); $\ \$ hn function push(path, state) {n process.env.NODE ENV !== \"production\" ? warning(state === undefined, 'Hash history cannot push state; it is ignored') : void 0;\n var action = 'PUSH';\n var location = createLocation(path, undefined, undefined, history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) $\ln if(0)$ return;

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

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

go(n) causes a full page reload in this browser') : void 0;\n globalHistory.go(n);\n $\lambda = 0$ $go(-1);\ln n = contended a go(-1);\ln n = contended a go(-1); ln = conten$ checkDOMListeners(delta) {\n listenerCount += delta;\n\n if (listenerCount == 1 && delta == 1) {\n window.addEventListener(HashChangeEvent\$1, handleHashChange); $\ \$ } else if (listenerCount === 0) {\n function block(prompt) {\n if (prompt === void 0) {\n $}$ prompt = false; $\n \$ $\n \$ transitionManager.setPrompt(prompt);\n\n if (!isBlocked) {\n checkDOMListeners(1);\n isBlocked = true;n $n = \frac{n}{n}$ return function () { if (isBlocked) $\{\n$ isBlocked = false;ncheckDOMListeners(-1);\n }\n\n return unblock();n;n;n;n are unlistent (listener) (n var unlisten = transitionManager.appendListener(listener); $\ checkDOMListeners(1); \ return function () {\n}$ checkDOMListeners(-1);\n unlisten();n };n }n/n var history = {n length: globalHistory.length,n action: 'POP',\n location: initialLocation,\n createHref: createHref,\n push: push,\n replace: replace,\n go: go,\n goBack: goBack,\n goForward: goForward,\n block: block,\n listen: listen\n };\n return history;\n}\n\nfunction clamp(n, lowerBound, upperBound) {\n return Math.min(Math.max(n, lowerBound), upperBound);\n}\n/**\n * Creates a history object that stores locations in memory.\n */\n\nfunction createMemoryHistory(props) {\n if (props === void 0) {\n props = {};\n }\n\n var _props = props,\n getUserConfirmation = _props.getUserConfirmation,\n _props\$initialEntries = _props.initialEntries,\n initialEntries = propsinitialEntries = void 0 ? ['/'] : props<math>initialEntries n propsinitialIndex = _props.initialIndex,\n initialIndex = _props\$initialIndex === void 0 ? 0 : _props\$initialIndex,\n propskeyLength = props.keyLength,\n keyLength = propskeyLength === void 0 ? 6 : propskeyLength;\n var transitionManager = createTransitionManager();n function setState(nextState) {n extends(history, nextState; n = history.ength = history.entries.length; n = transitionManager.notifyListeners(history.location, nextState); n = history.entries.length; n = history.enthistory.action);\n }\n\n function createKey() {\n return Math.random().toString(36).substr(2, keyLength);\n }\n\n var index = clamp(initialIndex, 0, initialEntries.length - 1); n var entries = initialEntries.map(function (entry) {nreturn typeof entry === 'string' ? createLocation(entry, undefined, createKey()) : createLocation(entry, undefined, entry.key || createKey()); $|n \rangle$; // Public interface/n/n var createHref = createPath;|n|n function push(path, state) {/n process.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to push when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n var action = 'PUSH';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n var prevIndex = history.index;\n var nextIndex = prevIndex + 1; var nextEntries = history.entries.slice(0); n/nif (nextEntries.length > nextIndex) {\n nextEntries.splice(nextIndex, nextEntries.length - nextIndex, location);\n } else {naction: action,\n location: location,\n nextEntries.push(location);\n }\n\n setState({\n index: nextIndex,\n entries: nextEntries\n });n });n }n/n function replace(path, state) {nprocess.env.NODE_ENV !== \"production\" ? warning(!(typeof path === 'object' && path.state !== undefined && state !== undefined), 'You should avoid providing a 2nd state argument to replace when the 1st ' + 'argument is a location-like object that already has state; it is ignored') : void 0;\n var action = 'REPLACE';\n var location = createLocation(path, state, createKey(), history.location);\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) {\n if (!ok) return;\n history.entries[history.index] = location; \n setState({\n action: action,\n location: location \n });\n });\n }\n\n function go(n) {\n var nextIndex = clamp(history.index + n, 0, history.entries.length - 1); var action = 'POP'; n var location = history.entries[nextIndex];\n transitionManager.confirmTransitionTo(location, action, getUserConfirmation, function (ok) $\{\n$ if (ok) $\{ n \}$ setState({\n action: action,\n location: location,\n index: nextIndex\n });\n } else {n// Mimic the behavior of DOM histories by\n // causing a render after a cancelled POP.\n setState();\n $(n)): n \n function goBack() (n go(-1); n)(n function)$ $goForward() \{ n go(1); n \} (n function canGo(n) \{ n var nextIndex = history.index + n; n return nextIndex \}$ ≥ 0 & nextIndex < history.entries.length;\n $\left(\frac{1}{n} \right) = 0$ (n if (prompt === void 0) (n

prompt = false; $n \ n \ return transitionManager.setPrompt(prompt); n \ n \ function listen(listener) {n$ return transitionManager.appendListener(listener); $\ \n$ var history = {\n length: entries.length, n action: 'POP',\n location: entries[index],\n index: index,\n entries: entries,\n createHref: createHref,\n push: push,\n replace: replace,\n go: go,\n goBack: goBack,\n goForward: goForward,\n canGo: canGo,\n block: block,\n listen: listen\n };\n return history;\n}\n\nexport { createBrowserHistory, createHashHistory, createMemoryHistory, createLocation, locationsAreEqual, parsePath, createPath };\n","import React, { Component } from 'react';\nimport inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport PropTypes from 'prop-types';\nimport warning from 'tiny-warning';\n\nvar MAX_SIGNED_31_BIT_INT = 1073741823;\nvar commonjsGlobal = typeof globalThis !== 'undefined' ? globalThis : typeof window !== 'undefined' ? window := typeof global !== 'undefined' ? global : { };n, function getUniqueId() { n var key = ' global unique id '; n return commonjsGlobal[key] = (commonjsGlobal[key] $\parallel 0$) + 1;\n\n\nfunction objectIs(x, y) {\n if (x === y) {\n return x !== 0 || 1 / x === 1 / y;\n } else {\n return x !== x & y !== y;\n }\n}\n/nfunction createEventEmitter(value) {\n var handlers = [];\n return {\n on: function on(handler) {\n $n \in \mathbb{N}$ handlers.push(handler);n},n off: function off(handler) {n handlers = handlers.filter(function (h) {n $);\n },\n get: function get() {\n return value;\n },\n set: function set(newValue,$ return h !== handler;\n handlers.forEach(function (handler) {\n changedBits) {\n value = newValue;nreturn handler(value, changedBits);\n $children[0]: children; h]n(nfunction createReactContext(defaultValue, calculateChangedBits) {n var}$ $Provider childContex, Consumer contextType; n var contextProp = '_create-react-context-' + getUniqueId()$ + '__';\n\n var Provider = /*#__PURE__*/function (_Component) {\n __inheritsLoose(Provider, _Component);\n\n function Provider() {\n var this;\n\n _this = _Component.apply(this, arguments) \parallel this;\n _this.emitter = $createEventEmitter(_this.props.value);$ return _this;\n }\n\n var _proto = Provider.prototype;\n\n _proto.getChildContext = function getChildContext() {\n return _ref = { }, _ref[contextProp] = var _ref;\n\n this.emitter, _ref;\n };\n\n _proto.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {n if (this.props.value !== nextProps.value) {nvar oldValue = this.props.value;\n var newValue = nextProps.value;\n var changedBits; $n\n$ if (objectIs(oldValue, newValue)) {\n changedBits = 0;\n } else {nchangedBits = typeof calculateChangedBits === 'function' ? calculateChangedBits(oldValue, newValue) : MAX_SIGNED_31_BIT_INT;\n\n if (process.env.NODE ENV !== 'production') {\n warning((changedBits & MAX SIGNED 31 BIT INT) === changedBits, 'calculateChangedBits: Expected the return value to be a ' + '31-bit integer. Instead received: ' + changedBits);\n changedBits |= 0; n nif (changedBits !== 0) {\n }\n\n this.emitter.set(nextProps.value, changedBits);\n }\n }\n n; n proto.render = function render() { \n return this.props.children;\n };\n\n return Provider;\n }(Component);\n\n Provider.childContextTypes = (Provider\$childContex = { }, Provider\$childContex[contextProp] = PropTypes.object.isRequired, _Provider\$childContex);\n\n var Consumer = /*#__PURE__*/function (_Component2) {\n __inheritsLoose(Consumer, _Component2);\n\n function Consumer() {\n var this2; $n\n$ this2 = Component2.apply(this, arguments) || this; \n this2.state = { \n value: this2.getValue()\n ; n nvar observedBits = _this2.observedBits | $0;\n\n$ _this2.onUpdate = function (newValue, changedBits) {\n if ((observedBits & changedBits) !== 0 {\n _this2.setState({\n value: _this2.getValue()\n });\n return _this2;\n $\n var _proto2 = Consumer.prototype; n\n$ }\n };\n\n $_{proto2.componentWillReceiveProps} = function componentWillReceiveProps(nextProps) {\n var observedBits = }$ nextProps.observedBits;\n this.observedBits = observedBits === undefined || observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n };\n\n _proto2.componentDidMount = function componentDidMount() {\n if (this.context[contextProp]) {\n this.context[contextProp].on(this.onUpdate);\n }\n\n var observedBits = this.props.observedBits;\n this.observedBits = observedBits === undefined || observedBits === null ? MAX_SIGNED_31_BIT_INT : observedBits;\n };\n\n $proto2.componentWillUnmount = function componentWillUnmount() {\n if (this.context[contextProp]) {\n }$ if

(this.context[contextProp]) {\n return this.context[contextProp].get(); \n } else {\n return defaultValue; \n

n; n; n proto2.render = function render() {\n return onlyChild(this.props.children)(this.state.value); n

};\n\n return Consumer;\n }(Component);\n\n Consumer.contextTypes = (_Consumer\$contextType = { }, _Consumer\$contextType[contextProp] = PropTypes.object, _Consumer\$contextType);\n return {\n Provider: Provider,\n Consumer: Consumer\n };\n}\n\nvar index = React.createContext || createReactContext;\n\nexport default index;\n","module.exports = Array.isArray || function (arr) {\n return Object.prototype.toString.call(arr) == '[object Array]';\n};\n","var isarray = require('isarray')\n\n/**\n * Expose `pathToRegexp`.\n */\nmodule.exports = pathToRegexp\nmodule.exports.parse = parse\nmodule.exports.compile =

 $\label{eq:compile} compile new due exports to kens To Function = to kens To Function new due exports to kens To RegExp = to kens To RegExp \n ^*/n * The main path matching regexp utility. n *\n * @ type { RegExp }\n */nvar PATH_REGEXP = new RegExp([\n // Match escaped characters that would otherwise appear in future matches. n // This allows the user to escape special characters that won't transform. \n '(\\\\\\\).)', n // Match Express-style parameters and un-named parameters with a prefix n // and optional suffixes. Matches appear as:\n // n // \\'':test(\\\\d+)?'' => [\''/', \''test\'', \''\\d+\'', undefined, \''?\'', undefined]\n // \''/route(\\\\d+)\'' => [undefined, undefined, undefined, \'''/'] n$

 $|'\rangle, 'g'\rangle |n|n/**|n * Parse a string for the raw tokens. |n *|n * @param {string} str\n * @param {Object=} options |n *$ $(e^{1})^{n} = (1 + 1)^{n} + (1 + 1)^{n} +$ "\n var defaultDelimiter = options && options.delimiter $\parallel '/$ \n var res\n\n while ((res = PATH_REGEXP.exec(str)) != null) {\n var m = res[0]\n var escaped = res[1]\n var offset = res.index\n path += str.slice(index, offset)\n index = offset + m.lengthn // Ignore already escaped sequences.n if (escaped) {n path += escaped[1]n $continue n \ n = str[index] n var prefix = res[2] n var name = res[3] n var capture = res[4] n var capture = res$ var group = res[5]\n var modifier = res[6]\n var asterisk = res[7]\n\n // Push the current path onto the tokens.\n if (path) {\n tokens.push(path)\n prefix\n var repeat = modifier === '+' || modifier === '*'\n var optional = modifier === '?' || modifier === '*'\n var delimiter = $res[2] \parallel defaultDelimiter/n$ var pattern = capture $\parallel group/n/n$ tokens.push({/n name: name || prefix: prefix || ",\n delimiter: delimiter,\n optional: optional,\n key++,∖n repeat: repeat,\n partial: asterisk: !!asterisk,\n pattern: pattern? escapeGroup(pattern) : (asterisk ? '.*' : '[^' + partial,\n escapeString(delimiter) + ']+?')\n }\n // Match any characters still remaining.\n if (index < str.length) {\n path += str.substr(index)\n $\lambda n //$ If the path exists, push it onto the end.\n if (path) $\lambda n //$ tokens.push(path)\n $\ln n = \frac{1}{n} - \frac{1}{n} + \frac{1}{n}$

str\n * @param {Object=} options\n * @return {!function(Object=, Object=)}\n */\nfunction compile (str, $n \approx param { string } n \approx return { string } n * / n function encodeURIComponentPretty (str) { n return$ $encodeURI(str).replace(/[\/?#]/g, function (c) {\n return '%' + c.charCodeAt(0).toString(16).toUpperCase()\n (c) {\n return '%' + c.charCodeAt(0).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).toString(16).t$ $\operatorname{ereturn} \operatorname{string}^n \times \operatorname{nfunction} \operatorname{encodeAsterisk} (str) {\ return encodeURI(str).replace(/[?#]/g, function (c) {\n}$ return $\frac{1}{1} - \frac{1}{1} - \frac{1}{1}$ var matches = new Array(tokens.length)n/n // Compile all the patterns before compilation.n for (var i = 0; i < tokens.length; i++ {\n if (typeof tokens[i] === 'object') {\n matches[i] = new RegExp('^(?:' + tokens[i].pattern + ') $^{(n)} = \frac{1}{n} + \frac$ var encode = options.pretty ? encodeURIComponentPretty : encodeURIComponent \ln for (var i = 0; i < tokens.length; i++) {\n var token = tokens[i]\n\n if (typeof token === 'string') {\n path += tokenncontinue\n var value = data[token.name]nvar segment\n\n if (value == null) $\{$ if }\n\n (token.optional) {\n // Prepend partial segment prefixes.\n if (token.partial) $\{ n \}$ path += token.prefix\n }\n\n continue\n $else \{ n \}$ throw new TypeError('Expected \"' + token.name +

" to be defined')\n }\n }\n\n if (isarray(value)) {\n if (!token.repeat) {\n throw new TypeError('Expected \"' + token.name + '\" to not repeat, but received `' + JSON.stringify(value) + `')\n }\n\n if (value.length === 0) { \n if (token.optional) {\n continue\n } else {nthrow new TypeError('Expected '' + token.name + ''' to not be empty')}\n $\lambda n n$ for (var j = 0; j < 0value.length; j++) {\n $segment = encode(value[j]) \ n \ n$ if (!matches[i].test(segment)) {\n throw new TypeError('Expected all \"' + token.name + '\" to match \"' + token.pattern + '\", but received `' + JSON.stringify(segment) + '`')\n path += (j === 0 ? token.prefix : token.delimiter) + segment\n }\n\n }\n\n continue\n }\n\n segment = token.asterisk ? encodeAsterisk(value) : encode(value)\n\n if (!matches[i].test(segment)) {\n throw new TypeError('Expected \"' + token.name + '\" to match \"' + token.pattern + '\", but received " + segment + '"')}\n\n path += token.prefix + segmentn n return path $n \left(\frac{x}{x}\right) = \frac{x}{x} + \frac{x}{x}$ */nfunction escapeString (str) {\n return str.replace(/([.+*?=^!: ${O(|||)/||)/||)/|||)/n}/n/**\n * Escape the$ */\nfunction escapeGroup (group) {\n return group.replace(/([=!: $\)/())/g, \)\\\1)\n\/n/**\n * Attach the keys as a$ property of the regexp. $n *\n & @param {!RegExp} re\n & @param {Array} keys\n & @return {!RegExp}\n & @return$ */nfunction attachKeys (re, keys) {\n re.keys = keys\n return re\n}\n\n/**\n * Get the flags for a regexp from the options. $n * n * @ param {Object} options n * @ return { string} n */nfunction flags (options) { n return$ {!Array} keys\n * @return {!RegExp}\n */\nfunction regexpToRegexp (path, keys) {\n // Use a negative lookahead to match only capturing groups. $n var groups = path.source.match(/\((?!\?)/g)\n/n if (groups) {\n for$ (var i = 0; i < groups.length; i++) {\n keys.push($\{\n$ name: i,\n prefix: null,\n delimiter: null,\n optional: false,\n repeat: false,\n partial: false,\n asterisk: false,\n pattern: null\n $) n } n } n$ return attachKeys(path, keys)\n $\ \pi/**\n * Transform an array into a regexp.\n *\n * @param {!Array} path\n *$ @param {Array} keys\n * @param {!Object} options\n * @return {!RegExp}\n */nfunction arrayToRegexp (path, keys, options) {\n var parts = []\n\n for (var i = 0; i < path.length; i++) {\n flags(options))/n/n return attachKeys(regexp, keys)/n /n/**/n * Create a path regexp from string input./n */n *@param {string} path\n * @param {!Array} keys\n * @param {!Object} options\n * @return {!RegExp}\n */nfunction stringToRegexp (path, keys, options) {\n return tokensToRegExp(parse(path, options), keys, tokens\n * @param {(Array|Object)=} keys\n * @param {Object=} options\n * @return {!RegExp}\n */\nfunction tokensToRegExp (tokens, keys, options) {\n if (!isarray(keys)) {\n options = /** @type {!Object} */ $(keys \parallel options) \ keys = [] \ h \ n \ options = options = options \ \{ \} \ n \ var \ strict = options. strict \ var \ end = options. end$!== false\n var route = "\n\n // Iterate over the tokens and create our regexp string.\n for (var i = 0; i < tokens.length; i++) {\n var token = tokens[i]\n\n if (typeof token === 'string') {\n route += var capture = '(?:' + token.pattern escapeString(token)n } else {nvar prefix = escapeString(token.prefix)\n capture $+= '(?:' + prefix + capture + ')*' \setminus n$ + ')'\n\n keys.push(token)n if (token.repeat) {/n $\left(n \right)$ if (token.optional) {\n if (!token.partial) { \n capture = $'(?:' + prefix + '(' + capture + '))?' \setminus n$ } else {ncapture = prefix + '(' + capture + ')?'\n capture = prefix + '(' + capture + ')'n}\n } else {n}\n\n route += capture $\ln \frac{1}{n} = \exp(\frac{1}{n} - \frac{1}{n})$ route.slice(-delimiter.length) === delimitern / 1 In non-strict mode we allow a slash at the end of match. If the path to\n // match already ends with a slash, we remove it for consistency. The slash\n // is valid at the end of a path match, not in the middle. This is importantn // in non-ending mode, where "/test/" shouldn't match $\timest/route$, if (!strict) (n route = (endsWithDelimiter ? route.slice(0, -delimiter.length) : route) + '(?:'+ delimiter + '(?=\$))?'\n $\lambda = \frac{1}{n} - \frac{1}{n} + \frac{1}{n} + \frac{1}{n} + \frac{1}{n}$ groups to match as much as\n // possible by using a positive lookahead to the end or next path segment.\n route += strict && endsWithDelimiter ? ": '(?=' + delimiter + '|\$)\n }\n\n return attachKeys(new RegExp('^' + route, flags(options)), keys) $n^{x+n} * N$ ormalize the given path string, returning a regular expression.n * n * An

empty array can be passed in for the keys, which will hold the n * placeholder key descriptions. For example, using '/user/:id`, `keys` will\n * contain `[{ name: 'id', delimiter: '/', optional: false, repeat: false }]`.\n *\n * @param {(string|RegExp|Array)} path\n * @param {(Array|Object)=} keys\n * @param {Object=} options\n * $(e^{1})^{n} = (1 + 1)^{n} + (1 + 1)^{n} +$ @type { !Object } */ (keys || options) \n keys = []\n }\n\n options = options || { }\n\n if (path instance of RegExp) {\n return regexpToRegexp(path, /** @type {!Array} */ (keys))\n }\n\n if (isarray(path)) {\n return arrayToRegexp(/** @type {!Array} */ (path), /** @type {!Array} */ (keys), options)\n }\n\n return stringToRegexp(/** @type {string} */ (path), /** @type {!Array} */ (keys), options)\n}\n","export default function _objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source); n var key, i; n/n for (i = 0; i < sourceKeys.length; i++) {n key =sourceKeys[i]; if (excluded.indexOf(key) >= 0) continue; target[key] = source[key]; }/n/n return target;\n}","'use strict';\n\n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms. $\ */$ nvar ReactIs = require('react-is');\nvar $REACT_STATICS = \{ | n childContextTypes: true, | n contextType: true, | n contextTypes: true, | n co$ defaultProps: true,\n displayName: true,\n getDefaultProps: true,\n getDerivedStateFromError: true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\n\nvar KNOWN_STATICS = { \n name: true, \n length: true, \n prototype: true, \n caller: true, \n callee: true, \n arguments: true, $\ arity: true, \ FORWARD REF STATICS = {\ '$$typeof': true, \ render: true, \ here are a statement of the statement of the$ defaultProps: true, n displayName: true, n propTypes: true h; n var MEMO_STATICS = { n '\$\$typeof': true,\n compare: true,\n defaultProps: true,\n displayName: true,\n propTypes: true,\n type: true\n};\n\nvar TYPE STATICS = { };\nTYPE STATICS[ReactIs.ForwardRef] = FORWARD REF STATICS;\n\nfunction getStatics(component) {\n if (ReactIs.isMemo(component)) {\n return MEMO_STATICS;\n }\n return TYPE_STATICS[component['\$\$typeof']] || REACT_STATICS;\n}\n\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames = Object.getOwnPropertyNames;\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor; nvar getPrototypeOf = Object.getPrototypeOf; nvar objectPrototype = Object.prototype;\n\nfunction hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n // don't hoist over string (html) components\n\n if (objectPrototype) {\n

var inheritedComponent = getPrototypeOf(sourceComponent);\n if (inheritedComponent && inheritedComponent !== objectPrototype) {\n hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n }\n }\n\n var keys = getOwnPropertyNames(sourceComponent);\n\n if (getOwnPropertySymbols) {\n keys = keys.concat(getOwnPropertySymbols(sourceComponent));\n $\lambda n n$ var targetStatics = getStatics(targetComponent);\n var sourceStatics = getStatics(sourceComponent);\n\n for (var i = 0; i < 0keys.length; ++i) { \n var key = keys[i];nif (!KNOWN STATICS[key] && !(blacklist && blacklist[key]) && !(sourceStatics && sourceStatics[key]) && !(targetStatics && targetStatics[key])) {\n var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n // Avoid failures try {\n from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) return targetComponent;n n return targetComponent;n nmodule.exports = { }\n }\n }\n\n hoistNonReactStatics;\n","import _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport React from 'react';\nimport PropTypes from 'prop-types';\nimport { createMemoryHistory, createLocation, locationsAreEqual, createPath } from 'history';\nimport warning from 'tiny-warning';\nimport createContext from 'mini-create-react-context';\nimport invariant from 'tiny-invariant';\nimport _extends from '@babel/runtime/helpers/esm/extends';\nimport pathToRegexp from 'path-to-regexp';\nimport { isValidElementType } from 'react-is';\nimport _objectWithoutPropertiesLoose from '@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';\nimport hoistStatics from 'hoist-non-react-

 $statics'; \n\n// TODO: Replace with React.createContext once we can assume React 16+\n\nvar createNamedContext = function createNamedContext(name) {\n var context = createContext(); \n context.displayName = name; \n return return = name; \n return = name; \n return return = name; \n return =$

context;\n};\n\nvar historyContext = /*#_PURE_*/createNamedContext(\"Router-History\");\n\nvar context =
/*#_PURE_*/createNamedContext(\"Router\");\n\n/**\n * The public API for putting history on context.\n
/\n\nvar Router = /#_PURE_*/function (_React\$Component) {\n _inheritsLoose(Router,

 $React(component);\n\ Router.computeRootMatch = function computeRootMatch(pathname) {\n return {\n$ params: {},\n isExact: pathname === $\left(\sqrt{n} \right)$;\n };\n\n function Router(props) path: "/", nurl: "/",n $\ln var_this; \ln c_this = React Component.call(this, props) || this; c_this.state = (n c_this) || this; c_this.state = (n c_this) || this; c_this c_this || this; c_this || thi$ location: props.history.location $\$ }; // This is a bit of a hack. We have to start listening for location $\$ // changes here in the constructor in case there are any <Redirect>s\n // on the initial render. If there are, they will replace/push when n / / they mount and since cDM fires in children before parents, we may <math>n / get a new location before the<Router> is mounted.\n\n this. isMounted = false;\n this. pendingLocation = null;\n\n if (!props.staticContext) {\n _this.unlisten = props.history.listen(function (location) $\left\{ n \right\}$ if (_this._isMounted) {\n _this.setState({\n location: location\n });\n } else {n_this._pendingLocation = location;\n }\n $);\n }\n\ et un _this;\n }\n\ et un _this;\n\ h\ et un\ et un _this;\n\ h\ et un\ et un _this;\n\ h\ et un\ et un _this;\n\ h\ et un _this;\n\ h\ et un\ et un _this;\n\ h\ et un\ et un\ et un _this;\n\ h\ et un\ et un\ et un\ et un\ et un \ et un\ et un\$ _proto.componentDidMount = function componentDidMount() { $n this._isMounted = true; n/n if$ location: this._pendingLocation\n (this._pendingLocation) {\n this.setState($\{\n$ $);\n }\n };\n n$ proto.componentWillUnmount = function componentWillUnmount() {\n if (this.unlisten) {\n this.unlisten();\n

this._isMounted = false; $\$ this._pendingLocation = null; $\$ } $\$ } $\$ proto.render = function render() {nreturn /*# PURE */React.createElement(context.Provider, {\n value: {\n history: this.props.history,\n location: this.state.location,\n match: Router.computeRootMatch(this.state.location.pathname),\n }\n }, /*#_PURE_*/React.createElement(historyContext.Provider, staticContext: this.props.staticContext\n {\n children: this.props.children || null, n value: this.props.history n }); n ; n return Router; $\$ (React.Component); $\$ (process.env.NODE_ENV !== \"production\") {\n Router.propTypes = {\n children: PropTypes.node, n history: PropTypes.object.isRequired, staticContext: PropTypes.object $\};n/n$ Router.prototype.componentDidUpdate = function (prevProps) {\n process.env.NODE ENV !== \"production\"? warning(prevProps.history === this.props.history, \"You cannot change <Router history>\") : void 0;\n /*# PURE */function (React\$Component) {\n inheritsLoose(MemoryRouter, React\$Component);\n\n function MemoryRouter() { $\ var _this; n \in \mathbb{C}, equal to the set of the set$ key < len; key++) { $\n exp = arguments[key]; n } n = arguments[key]; n = height = h$

_React\$Component.call.apply(_React\$Component, [this].concat(args)) || this;\n _this.history = $createMemoryHistory(_this.props);$ return _this;\n }\n\n var _proto = MemoryRouter.prototype;\n\n _proto.render = function render() {\n return /*#_PURE_*/React.createElement(Router, {\n history: this.history,\n children: this.props.children\n });\n };\n\n return MemoryRouter;\n}(React.Component);\n\nif (process.env.NODE ENV !== \"production\") {\n MemoryRouter.propTypes = {\n initialEntries: PropTypes.array,\n initialIndex: PropTypes.number,\n getUserConfirmation: PropTypes.func,\n keyLength: PropTypes.number,\n children: PropTypes.node\n };\n\n MemoryRouter.prototype.componentDidMount = function () {\n process.env.NODE_ENV !== \"production\" ? warning(!this.props.history, \"<MemoryRouter> ignores the history prop. To use a custom history, \" + \"use `import { Router }` instead of `import { MemoryRouter as Router }`.\") : void 0;\n };\n\n\nvar Lifecycle = /*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(Lifecycle, _React\$Component);\n\n function Lifecycle() {\n return _React\$Component.apply(this, arguments) || this; $\ \$ n/n var _proto = Lifecycle.prototype; \n/n _proto.componentDidMount = function componentDidMount() {\n if (this.props.onMount) this.props.onMount.call(this, this);\n };\n\n _proto.componentDidUpdate = function componentDidUpdate(prevProps) {\n if (this.props.onUpdate) this.props.onUpdate.call(this, this, prevProps); $\ \$; $\ \$ proto.componentWillUnmount = function $componentWillUnmount() \{n if (this.props.onUnmount) this.props.onUnmount.call(this, this); n }; n \in \mathbb{N}$ _proto.render = function render() {\n return null;\n };\n\n return Lifecycle;\n}(React.Component);\n\n/**\n * The public API for prompting the user before navigating away from a screen.n */n public API for prompt(_ref) {n var message = _ref.message, \n $_ref$ \$when = $_ref$ \$when,\n when = $_ref$ \$when === void 0 ? true : $_ref$ \$when;\n

return /*# PURE */React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Prompt> outside a <Router>\"): invariant(false): void 0;\n if (!when || context.staticContext) return null;\n var method = context.history.block;\n return /*#__PURE__*/React.createElement(Lifecycle, {\n onMount: function onMount(self) $\{ n \}$ self.release = method(message);\n },\n onUpdate: function onUpdate(self, prevProps) {\n if (prevProps.message !== message) {\n self.release();\n self.release = method(message);\n onUnmount: function onUnmount(self) {\n }\n },\n self.release();\n },\n message: messagen });n});\n}\n/nif (process.env.NODE_ENV !== \"production\") {\n var messageType = $PropTypes.oneOfType([PropTypes.func, PropTypes.string]); n Prompt.propTypes = \{n when: PropTypes.bool, n when: PropTypes.boo$ message: messageType.isRequired\n $\}:$ \n\n\nvar cache = {}:\nvar cacheLimit = 10000;\nvar cacheCount = $0;\ln(1) = 0;\ln(1)$ (\n if (cache[path]) return cache[path];\n var generator = pathToRegexp.compile(path); $\ln i$ (cacheCount < cacheLimit) { $\ln cache[path] = generator;$ cacheCount++: $\ \$ hn return generator; $\$ hn * Public API for generating a URL pathname from a path and parameters. $\hbar \wedge \ln \ln \theta$ generatePath(path, params) {\n if (path === void 0) {\n path = \"\";\n }\n\n if $(params === void 0) \{ n params = \{ \}; n \} (n return path ===)"/" ? path : compilePath(path)(params, \{ n params = \}; n \} (n params = 1) (n$ pretty: true $|n \rangle$; |n|/n/**|n * The public API for navigating programmatically with a component. |n */n|Redirect(_ref) { $\ var computedMatch = _ref.computedMatch, n = _ref.to, n = _ref.t$ $_ref$ \$push = $_ref.push,\n$ push = refpush === void 0? false : refpush; return /*# PURE */React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Redirect> outside a <Router>\") : invariant(false) : void 0;\n var history = context.history,\n staticContext = context.staticContext; n var method = push ? history.push : history.replace; n var location =createLocation(computedMatch? typeof to === $"string"? generatePath(to, computedMatch.params): _extends({},$ pathname: generatePath(to.pathname, computedMatch.params)\n }): to); // When rendering in a static to, $\{ n \}$ return null;\n context, n // set the new location immediately. n = if (staticContext) (n = method(location); n) $n^n return /*#_PURE_*/React.createElement(Lifecycle, <math>n onMount: function onMount()$ },\n onUpdate: function onUpdate(self, prevProps) {\n method(location);\n var prevLocation = if (!locationsAreEqual(prevLocation, _extends({}, location, {\n createLocation(prevProps.to);\n\n key: prevLocation.key\n method(location);\n to: to $\langle n \rangle$; $\langle n \rangle$; $\langle n \rangle$ }))) {\n }\n },\n (process.env.NODE ENV $!== \production \) \{\n Redirect.propTypes = \{\n push: PropTypes.bool,\n from:$ PropTypes.string, n to: PropTypes.oneOfType([PropTypes.string, PropTypes.object]).isRequired(n };(n)/n/nvar cache1 =;\nvar cacheLimit1 = 10000;\nvar cacheCount1 = 0;\n\nfunction compilePath1(path, options) {\n var cacheKey = $\left| \right| = \left| -\frac{1}{2} \right|$ $(cache\$1[cacheKey] = \{\});$ if (pathCache[path]) return pathCache[path]; var keys = []; var regexp = 1pathToRegexp(path, keys, options); n var result = { $n regexp: regexp, keys: keys, }; n/n if (cacheCount$1 <$ $cacheLimit$1) {\n pathCache[path] = result; n cacheCount$1++; n } n/n return result; n {n/**} Public API result; n {n/**} r$ for matching a URL pathname to a path $n \times n = v$ data and n = v data a 0) $\left(n \text{ options} = \{\}; n \}$ $n \text{ if (type of options} == \"string\" || Array.isArray(options)) } \left(n \text{ options} = \{n \}$ path: optionsn;n/n var _options = options,n $path = _options.path, n$ _options\$exact = exact = _options\$exact === void 0 ? false : _options\$exact,\n _options\$strict = options.exact,\n strict = _options\$strict === void 0 ? false : _options\$strict,\n _options.strict,\n _options\$sensitive = _options.sensitive,\n sensitive = _options\$sensitive === void 0 ? false : _options\$sensitive;\n var paths = [].concat(path); return paths.reduce(function (matched, path) {\n if (!path && path !== \"\") return null;\n if (matched) return matched; $n\ var _compilePath = compilePath$1(path, {\n$ end: exact, \n strict: strict,\n sensitive: sensitiven }),n $regexp = _compilePath.regexp, n$ keys = _compilePath.keys; $\n\$ var match = regexp.exec(pathname); n if (!match) return null; n var url = match[0], nvalues = match.slice(1);n var isExact = pathname === url; if (exact && !isExact) return null;\n return {\n path: path, n// the path used to match\n url: path === "" && url === "" : url, // the matched portion of the URL \n isExact: isExact.\n // whether or not we matched exactly \n params: keys.reduce(function (memo, key, index) {\n

memo[key.name] = values[index];return memo;\n }, {})\n };\n }, null);\n}\nfunction $isEmptyChildren(children) \{ n return React.Children.count(children) === 0; n \} (n) function$ evalChildrenDev(children, props, path) {\n var value = children(props);\n process.env.NODE_ENV !== \"production\" ? warning(value !== undefined, \"You returned `undefined` from the `children` function of \" + or `null`\"): void 0;\n return value $\|$ null;\n}\n/**\n * The public API for matching a single path and rendering.\n $^{n} = /^{\#} PURE ^{function} (React Component) {\n inheritsLoose(Route,$ $[React$Component]; n\ function Route() {\n return _React$Component.apply(this, arguments) || this; n } n^{n} (h) = 0$ var _proto = Route.prototype; $\n\ _proto.render = function render() {n var _this = this;<math>\n\ return$ /*# PURE */React.createElement(context.Consumer, null, function (context\$1) {\n !context\$1 ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Route> outside a <Route>(") : invariant(false) : void 0;\n var location = _this.props.location || context\$1.location;\n var match = this.props.computedMatch? this.props.computedMatch // <Switch> already computed the match for us\n _this.props.path ? matchPath(location.pathname, _this.props) : context\$1.match;\n\n var props = _extends({ }, var _this $props = _this.props,\n$ context $1, \{\n$ location: location,\n match: match\n });\n\n children = this $props.children,\n$ component = this\$props.component,\n render = this\$props.render; // Preact uses an empty array as children by\n // default, so use null if that's the case.\n\n if (Array.isArray(children) && isEmptyChildren(children)) {\n children = null;\n }\n\n return /*# PURE */React.createElement(context.Provider, {\n value: props\n }, props.match ? children ? typeof children === \"function\" ? process.env.NODE_ENV !== \"production\" ? evalChildrenDev(children, props, this.props.path) : children(props) : children : component ? /*# PURE */React.createElement(component, props) : render ? render(props) : null : typeof children === \"function\" ? process.env.NODE_ENV !== \"production\" ? evalChildrenDev(children, props, _this.props.path) : children(props) : null);\n });\n };\n return Route;h(React.Component);n(process.env.NODE ENV !== \"production\") {\n Route.propTypes = {\n children: PropTypes.oneOfType([PropTypes.func, PropTypes.node]),\n component: function component(props, if (props[propName] && !isValidElementType(props[propName])) {\n propName) {\n return new Error(\"Invalid prop 'component' supplied to 'Route': the prop is not a valid React component\");\n n, exact: PropTypes.bool,\n location: PropTypes.object,\n path: PropTypes.oneOfType([PropTypes.string, PropTypes.arrayOf(PropTypes.string)]), render: PropTypes.func, sensitive: PropTypes.bool, strict: PropTypes.bool/n };\n/n Route.prototype.componentDidMount = function () {/n process.env.NODE ENV !== \"production\" ? warning(!(this.props.children && !isEmptyChildren(this.props.children) && this.props.component), "You should not use <Route component> and <Route children> in the same route; <Route component> will be ignored\") : void 0;\n process.env.NODE ENV $!== \production\"?$ warning(!(this.props.children && !isEmptyChildren(this.props.children) && this.props.render), \"You should not use <Route render> and <Route children> in the same route; <Route render> will be ignored\") : void 0;\n process.env.NODE_ENV !== \"production\" ? warning(!(this.props.component && this.props.render), \"You should not use <Route component> and <Route render> in the same route; <Route render> will be ignored\") : void 0;\n };\n\n Route.prototype.componentDidUpdate = function (prevProps) {\n process.env.NODE_ENV !== \"production\" ? warning(!(this.props.location && !prevProps.location), '<Route> elements should not change from uncontrolled to controlled (or vice versa). You initially used no \"location\" prop and then provided one on a subsequent render.') : void 0;\n process.env.NODE_ENV !== \"production\" ? warning(!(!this.props.location && prevProps.location), '<Route> elements should not change from controlled to uncontrolled (or vice versa). You provided a $\low 0; n \; n \$ addLeadingSlash(path) {\n return path.charAt(0) === $\" \" ? path : \" \" + path; \n \n \n \n \)$ addBasename(basename, location) {\n if (!basename) return location; \n return _extends({}, location, {\n $}$ pathname: addLeadingSlash(basename) + location.pathnamen};n/nfunction stripBasename(basename, location) { \n if (!basename) return location; \n var base = addLeadingSlash(basename); \n if (location.pathname.indexOf(base) !== 0) return location; $n return _extends({}, location, {} pathname:$

location.pathname.substr(base.length)\n });\n}\n\nfunction createURL(location) {\n return typeof location ===
\"string\" ? location : createPath(location);\n}\n\nfunction staticHandler(methodName) {\n return function () {\n
process.env.NODE_ENV !== \"production\" ? invariant(false, \"You cannot %s with <StaticRouter>\",
methodName) : invariant(false) ;\n };\n}\n\nfunction noop() {}\n/**\n * The public top-level API for a \"static\"
<Router>, so-called because it\n * can't actually change the current location. Instead, it just records\n * location
changes in a context object. Useful mainly in testing and\n * server-rendering scenarios.\n */\n\n\nvar StaticRouter =
/*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(StaticRouter, _React\$Component);\n\n function
StaticRouter() {\n var _this;\n\n for (var _len = arguments.length, args = new Array(_len), _key = 0; _key <
_len; _key++) {\n args[_key] = arguments[_key];\n }\n\n _this =</pre>

React\$Component.call.apply(React\$Component, [this].concat(args)) || this;\n\n this.handlePush = function return _this.navigateTo(location, \"PUSH\");\n };\n\n _this.handleReplace = function (location) (location) $\{ n \}$ return _this.navigateTo(location, \"REPLACE\");\n };\n\n _this.handleListen = function () {\n {\n return noop; }; n/n this.handleBlock = function () {\n return noop; \n }; n/n return this; n }/n var proto = $StaticRouter.prototype; n^ _proto.navigateTo = function navigateTo(location, action) {n var _this$props = }$ _this\$props\$basename = _this\$props.basename,\n basename = _this\$props\$basename === this.props,\n thispropscontext = thisprops.context,\n void 0 ? '' : this props basename, ncontext = _this\$props\$context === void 0 ? { } : _this\$props\$context;\n context.action = action;\n context.location = addBasename(basename, createLocation(location));n = createURL(context.location);n;n/n_proto.render = function render() { $\ var _this$props2 = this.props, n$ this\$props2\$basename = basename = _this\$props2\$basename === void 0 ? \"\" : _this\$props2\$basename,\n _this\$props2.basename,\n thisprops2 context = thisprops2.context,\n context = this\$props2\$context === void 0 ? { } : _this\$props2\$context,\n _thisprops2location = _thisprops2.location,\n location = this\$props2\$location === void 0 ? $\'' \land ''$: _this\$props2\$location,\n rest = _objectWithoutPropertiesLoose(_this\$props2, [\"basename\", \"context\", \"location\"]); $\ln var history = {\n}$ createHref: function createHref(path) {\n return addLeadingSlash(basename + createURL(path));\n },\n action: \"POP\",\n location: stripBasename(basename, createLocation(location)),\n push: this.handlePush,\n replace: this.handleReplace,\n go: staticHandler(\"go\"),\n goBack: staticHandler(\"goBack\"),\n goForward:

staticHandler(\"goForward\"),\n listen: this.handleListen,\n block: this.handleBlock\n };\n return
/*#_PURE_*/React.createElement(Router, _extends({ }, rest, {\n history: history,\n staticContext: context\n
}));\n };\n\n return StaticRouter;\n}(React.Component);\n\nif (process.env.NODE_ENV !== \"production\") {\n
StaticRouter.propTypes = {\n basename: PropTypes.string,\n context: PropTypes.object,\n location:
PropTypes.oneOfType([PropTypes.string, PropTypes.object])\n };\n\n

StaticRouter.prototype.componentDidMount = function () { $n process.env.NODE_ENV !== \production?$ warning(!this.props.history, \"<StaticRouter> ignores the history prop. To use a custom history, \" + \"use `import { Router $\hat{(n, n)} = 0$ (n) Router $\hat{(n, n)} =$ the first <Route> that matches.\n */\n\nvar Switch = /*#_PURE_*/function (_React\$Component) {\n _inheritsLoose(Switch, _React\$Component);\n\n function Switch() {\n return _React\$Component.apply(this, arguments) || this; $\ \$ proto = Switch.prototype; $\n\$ proto.render = function render() {\n var _this = this;\n\n return /*#__PURE__*/React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <Switch> outside a <Router>\") : invariant(false) : void 0; var location = _this.props.location || context.location;\n var element, match; // We use React.Children.forEach instead of React.Children.toArray().find()\n // here because toArray adds keys to all child elements and we do not want\n // to trigger an unmount/remount for two <Route>s that render the same\n // component at different URLs.\n\n React.Children.forEach(_this.props.children, function (child) {\n if element = child;\n (match == null && /*#__PURE__*/React.isValidElement(child)) {\n var path =child.props.path || child.props.from;\n match = path ? matchPath(location.pathname, _extends({}, child.props, {\n path: path \n })) : context.match;\n }\n });\n return match? /*#__PURE__*/React.cloneElement(element, {\n location: location,\n computedMatch: match\n }):

null;\n });\n };\n\n return Switch;\n}(React.Component);\n\nif (process.env.NODE ENV !== \"production\") {\n Switch.propTypes = { $\ \ children: PropTypes.node, \ \ location: PropTypes.object \ \ ; \ \ n \ \$ Switch.prototype.componentDidUpdate = function (prevProps) {\n process.env.NODE_ENV !== \"production\"? warning(!(this.props.location && !prevProps.location), '<Switch> elements should not change from uncontrolled to controlled (or vice versa). You initially used no \"location\" prop and then provided one on a subsequent render.') : void 0;\n process.env.NODE_ENV !== \"production\" ? warning(!(!this.props.location && prevProps.location), '<Switch> elements should not change from controlled to uncontrolled (or vice versa). You provided a \"location\" prop initially but omitted it on a subsequent render.') : void $0;\ln \frac{1}{n} = 0$ to access the imperative APIn */n (number of the termination of terminatio of termination of t (Component.displayName || Component.name) + \")\"; $n var C = function C(props) \{n var C = function C(props) \}$ wrappedComponentRef = props.wrappedComponentRef,\n remainingProps = _objectWithoutPropertiesLoose(props, [\"wrappedComponentRef\"]);\n\n return /*# PURE */React.createElement(context.Consumer, null, function (context) {\n !context ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You should not use <\" + displayName + \" /> outside a <Router>\") : invariant(false) : void 0;\n return /*#__PURE__*/React.createElement(Component, extends($\{\}$, remainingProps, context, $\{$ ref: wrappedComponentRef\n $));\n });\n };\n$ C.displayName = displayName; $\ C.WrappedComponent = Component; n if (process.env.NODE_ENV !==$ \production) (n C.propTypes = {\n wrappedComponentRef: PropTypes.oneOfType([PropTypes.string, React.useContext;\nfunction useHistory() {\n if (process.env.NODE_ENV $!== \production)^{"}$ {\n !(typeof useContext === \"function\") ? process.env.NODE ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useHistory()\") : invariant(false) : void 0;\n }\n\n return useContext(historyContext); $\]$!(typeof useContext === \"function\") ? process.env.NODE ENV !== \"production\" ? invariant(false, \"You must use React ≥ 16.8 in order to use useLocation()\") : invariant(false) : void 0;\n λ useContext(context).location; $\n\$ (n if (process.env.NODE ENV !== \"production\") {\n !(typeof useContext === \"function\") ? process.env.NODE ENV !== \"production\" ? invariant(false, \"You must use React ≥ 16.8 in order to use useParams()\") : invariant(false) : void 0;\n $\lambda = 16.8$ useContext(context).match;\n return match ? match.params : { };\n}\nfunction useRouteMatch(path) {\n if (process.env.NODE_ENV !== \"production\") {\n !(typeof useContext === \"function\") ? process.env.NODE_ENV !== \"production\" ? invariant(false, \"You must use React >= 16.8 in order to use useRouteMatch()\"): invariant(false): void 0; $n \ n \ var \ location = useLocation(); n \ var \ match =$ useContext(context).match;\n return path ? matchPath(location.pathname, path) : match;\n \nnif $(process.env.NODE_ENV !== "production") {\n if (typeof window !== "undefined") {\n var global = "undefined"} {\n var global$ window; $n var key = \"_react_router_build_\"; n var buildNames = {<math>n cjs: \"CommonJS\", n$ esm: \"ES modules\",\n var initialBuildName = buildNames[global[key]];\n var secondaryBuildName = buildNames[\"esm\"]; // TODO: Add link to article that explains in detail how to avoid/n // loading 2 different builds./n/n throw new Error(\"You are loading the \" + secondaryBuildName + \" build of React Router \" + (\"on a page that is already running the \" + initialBuildName + $|| \rangle$ + || uild, so things won't work right. || n = || uild|\n\nnexport { MemoryRouter, Prompt, Redirect, Route, Router, StaticRouter, Switch, historyContext as ____HistoryContext, context as ___RouterContext, generatePath, matchPath, useHistory, useLocation, useParams, useRouteMatch, withRouter };\n//# sourceMappingURL=react-router.js.map\n","import React from \"react\";\nimport { Router } from \"react-router\";\nimport { createBrowserHistory as createHistory } from \"history\";\nimport PropTypes from \"prop-types\";\nimport warning from \"tiny-warning\";\n\n/**\n * The public API for a <Router> that uses HTML5 history.n */nclass BrowserRouter extends React.Component {/n history = createHistory(this.props);n/n render() {n return <Router history={this.history} children={this.props.children}

PropTypes.node,\n forceRefresh: PropTypes.bool,\n getUserConfirmation: PropTypes.func,\n keyLength: PropTypes.number $\$ }; $\$ BrowserRouter.prototype.componentDidMount = function() {\n warning(\n warning(\(\ warning(\(\ warning(\(\ warning(\(!this.props.history,\n \"<BrowserRouter> ignores the history prop. To use a custom history, \" +\n \"use `import { Router }` instead of `import { BrowserRouter as Router }`.("n);n };n,n,export default BrowserRouter;\n","import React from \"react\";\nimport { Router } from \"react-router\";\nimport { createHashHistory as createHistory } from \"history\";\nimport PropTypes from \"prop-types\";\nimport warning from \"tiny-warning\";\n\n/**\n * The public API for a <Router> that uses window.location.hash.\n */\nclass HashRouter extends React.Component { $n \text{ history} = \text{createHistory(this.props);} n/n \text{ render()} {n - \text{return} < \text{Router} }$ history={this.history} children={this.props.children} />; $n \ nnif(_DEV_) \ n \ Backgroup Types = {n \ Nnif(_DEV_) \ n \ Backgroup Types = }$ basename: PropTypes.string,\n children: PropTypes.node,\n getUserConfirmation: PropTypes.func,\n hashType: PropTypes.oneOf([\"hashbang\", \"noslash\", \"slash\"])\n };\n\n HashRouter.prototype.componentDidMount = function() {n warning(n warning(n!this.props.history,\n $\$ HashRouter> ignores the history prop. To use a custom history, $\$ + $\$ \"use `import { Router }` instead of `import { HashRouter as Router }`.("\n);\n };\n}\n\nexport default HashRouter;\n","import { createLocation } from $\$ history $\$ have the product of the solution of the $to(currentLocation) : to; (n) export const normalizeToLocation = (to, currentLocation) => {(n return type of to ===$ \"string\"\n ? createLocation(to, null, null, currentLocation)\n : to;\n};\n","import React from \"react\";\nimport { RouterContext as RouterContext } from \"react-router\";\nimport { createPath } from 'history';\nimport PropTypes from \"prop-types\";\nimport invariant from \"tiny-invariant\";\nimport {\n resolveToLocation,\n normalizeToLocationn from \"./utils/locationUtils.js\";n/n React 15 compat/nconst forwardRefShim = C => C:\nlet { forwardRef } = React;\nif (typeof forwardRef === "undefined") {\n forwardRef = forwardRefShim;\n}\n\nfunction isModifiedEvent(event) {\n return !!(event.metaKey || event.altKey || event.ctrlKey || event.shiftKey);h\n/nconst LinkAnchor = forwardRef(\n (\n {\n innerRef, // TODO: deprecate\n navigate,\n onClick,\n ...rest\n },\n forwardedRef\n) => {\n const { target } = rest;\n\n let props = { $\$...rest, $\$ n onClick: event $=> \{ \n$ try $\{ n \}$ if (onClick) onClick(event);\n } catch (ex) !event.defaultPrevented && // {\n event.preventDefault();\n throw ex;\n }\n\n if (\n onClick prevented default\n event.button === 0 && // ignore everything but left clicks\n (!target || target === "self" && // let browser handle $\"target=_blank"$ etc.\n !isModifiedEvent(event) // ignore clicks with modifier keys\n) {\n event.preventDefault();\n navigate();\n }\n n; n // React 15 $compat\n$ if (forwardRefShim !== forwardRef) {\n props.ref = forwardedRef || innerRef; \n } else { \n props.ref = innerRef;n n < result disable-next-line jsx-a11y/anchor-has-content <math>n < s. rendering a history-aware $<a>.\n */\nconst Link = forwardRef(\n (\n {\n }))$ component = LinkAnchor, ninnerRef, // TODO: deprecate\n ...restn},n forwardedRefn) => {n return (nreplace, \ln to, \ln <RouterContext.Consumer>\n $\{\text{context} => \{ \mid n \}$ invariant(context, \"You should not use <Link> outside a <Router>\");\n\n const { history } = context; $n\n$ const location = normalizeToLocation(\n resolveToLocation(to, context.location),\n const href = location ?context.location\n);\n\n history.createHref(location) : \"\";\n const props = $\{\n$...rest,\n href,\n navigate() { \n const location = resolveToLocation(to, context.location);\n const isDuplicateNavigation = createPath(context.location) === createPath(normalizeToLocation(location));\n const method = (replace \parallel isDuplicateNavigation) ? history.replace : history.push;\n\n method(location);\n }\n };\n\n // React 15 compat\n if (forwardRefShim !== forwardRef) {\n props.ref = forwardedRef || innerRef;\n } else {nprops.innerRef = innerRef; \n }\n\n return React.createElement(component, props);\n }}\n </RouterContext.Consumer>\n);\n }\n);\n\nif (__DEV__) {\n const toType = PropTypes.oneOfType([\n PropTypes.string,\n PropTypes.object,\n PropTypes.func\n]);\n const refType = PropTypes.oneOfType([\n PropTypes.string,\n PropTypes.func,\n PropTypes.shape({ current: PropTypes.any (n, n) = (PropTypes.func,\n replace: PropTypes.bool,\n target: PropTypes.string,\n to: toType.isRequired\n

};\n}\n\nexport default Link;\n","import React from \"react\";\nimport { ___RouterContext as RouterContext, matchPath } from \"react-router\";\nimport PropTypes from \"prop-types\";\nimport invariant from \"tinyinvariant\";\nimport Link from \"./Link.js\";\nimport {\n resolveToLocation,\n normalizeToLocation\n} from $"./utils/locationUtils.js"; n/n// React 15 compat/nconst forwardRefShim = C => C; nlet { forwardRef } = React; nif$ $(typeof forwardRef === \"undefined") {\n forwardRef = forwardRefShim;\n}\n\nfunction$ $joinClassnames(...classnames) \{ n return classnames.filter(i => i).join(\" \"); n \n/** n * A <Link> wrapper that$ knows if it's ||active|| or not. $h \wedge nconst NavLink = forwardRef((n (<math>n \langle n \rangle)$ aria-current): ariaCurrent = activeClassName = \"active\", // TODO: deprecate\n "page ", nactiveStyle, // TODO: deprecate\n className: classNameProp,\n exact,\n isActive: isActiveProp,\n location: locationProp,\n sensitive,\n style: styleProp,\n innerRef, // TODO: deprecate\n ...restn},n forwardedRefn) => strict.\n to,\n $\{ n return (n) \}$ <RouterContext.Consumer>\n $\{\text{context} => \{ \mid n \}$ invariant(context, \"You should not use const currentLocation = locationProp || context.location;\n <NavLink> outside a <Router>\");\n\n const toLocation = normalizeToLocation(\n resolveToLocation(to, currentLocation),\n currentLocation\n);\n const { pathname: path } = toLocation;\n // Regex taken from: https://github.com/pillarjs/path-toregexp/blob/master/index.js#L202\n const escapedPath = \n path && path.replace(/([.+*?=^!:\${}()[\\]/\\\\])/g, \"\\\\\$1\");\n\n const match = escapedPath \n 9 matchPath(currentLocation.pathname, {\n path: escapedPath,\n exact, \n sensitive,\n strict\n })\n : null;\n const isActive = !!(isActiveProp\n ? isActiveProp(match, currentLocation)\n : match); $n\n$ let className = \n typeof classNameProp === \"function\"\n ? classNameProp(isActive)\n : classNameProp;\n\n let style = \n typeof styleProp === \"function\" ? styleProp(isActive) : styleProp;\n\n if (isActive) {\n className = joinClassnames(className, activeClassName);\n style = { ...style, ...activeStyle };\n }\n\n const \"aria-current\": (isActive && ariaCurrent) || null,\n className,\n props = $\{ n \}$ style,\n to: toLocation,\n ...rest\n $;\n\n$ // React 15 compat\n if (forwardRefShim !== forwardRef) {\n props.ref = forwardedRef || innerRef;\n $else \{ n \}$ props.innerRef = innerRef;\n }\n\n $</RouterContext.Consumer>\n);\n \n);\n (DEV) {\n}$ return <Link {...props} />;\n }}\n $NavLink.displayName = \"NavLink\"; \n\ const ariaCurrentType = PropTypes.oneOf([\n\ \"page\", n\ \"step\", n\ \", n\ \"step\", n\ \"s$...Link.propTypes,\n \"aria-current\": ariaCurrentType,\n activeClassName: PropTypes.string,\n activeStyle: PropTypes.object,\n className: PropTypes.oneOfType([PropTypes.string, PropTypes.func]),\n exact: PropTypes.bool,\n isActive: PropTypes.func,\n location: PropTypes.object,\n sensitive: PropTypes.bool,\n strict: PropTypes.bool,\n style: PropTypes.oneOfType([PropTypes.object, PropTypes.func])\n };\n \n\nexport default

AAG,CAAC;;EAEJ,EAAE,OAAO,eAAe,CAAC,CAAC,EAAE,CAAC,CAAC,CAAC;EAC/B;;GAAC,DCNc,SAA S,cAAc,CAAC,QAAQ,EAAE,UAAU,EAAE;EAC7D,EAAE,QAAQ,CAAC,SAAS,GAAG,MAAM,CAAC,MAAM ,CAAC,UAAU,CAAC,SAAS,CAAC,CAAC;EAC3D,EAAE,QAAQ,CAAC,SAAS,CAAC,WAAW,GAAG,QAAQ, CAAC;EAC5C,EAAEA,eAAc,CAAC,QAAQ,EAAE,UAAU,CAAC,CAAC;EACvC;;;;;;;;;;;GAAC;ACLD,EASa,M AC;EACpE,IAAI,CAAC,CAAC,UAAU,GAAG,OAAO,MAAM,EAAE,MAAM,CAAC,GAAG,CAAC,CAAC,CA C,KAAK,CAAC,CAAC,CAAC,CAAC,CAAC,MAAM,CAAC,GAAG,CAAC,eAAe,CAAC,CAAC,KAAK,CAAC, CAAC,CAAC,CAAC,CAAC,MAAM,CAAC,GAAG,CAAC,kBAAkB,CAAC,CAAC,KAAK,CAAC,CAAC,CAA G,CAAC,qBAAqB,CAAC;EAC1gB,KAAK,CAAC,CAAC,CAAC,CAAC,CAAC,MAAM,CAAC,GAAG,CAAC,Y AAC,KAAK,CAAC,CAAC,CAAC,CAAC,CAAC,MAAM,CAAC,GAAG,CAAC,mBAAmB,CAAC,CAAC,KAA K,CAAC,CAAC,CAAC,CAAC,CAAC,MAAM,CAAC,GAAG,CAAC,iBAAiB,CAAC,CAAC,KAAK,CAAC,SAA S,CAAC,CAAC,CAAC,CAAC,GAAG,QAAQ,GAAG,OAAO,CAAC,EAAE,IAAI,GAAG,CAAC,CAAC,C AAC,IAAI,CAAC,CAAC,CAAC,QAAQ,CAAC,OAAO,CAAC,EAAE,KAAK,CAAC,CAAC,OAAO,CAA AC,eAAe,CAAC,CAAC,CAAC,kBAAkB,CAAC,CAAC,CAAC,gBAAgB,CAAC,CAAC,CAAC,YAAY,CAAC,C CAAC,CAAC,CAAC,gBAAgB,CAAC,CAAC,CAAC;EACjP,0BAA0B,CAAC,SAAS,CAAC,CAAC,CAAC,OAA M,QAAQ,GAAG,OAAO,CAAC,EAAE,UAAU,GAAG,OAAO,CAAC,EAAE,CAAC,GAAG,CAAC,EAAE,CAAC ,GAAG,CAAC,EAAE,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,CAAC,EAAE,C AAC,GAAG,CAAC,EAAE,QAAQ,GAAG,OAAO,CAAC,EAAE,IAAI,GAAG,CAAC,GAAG,CAAC,CAAC,QAA Q,GAAG,CAAC,EAAE,CAAC,CAAC,QAAQ,GAAG,CAAC,EAAE,CAAC,CAAC,QAAQ,GAAG,CAAC,EAAE, CAAC,CAAC,QAAQ,GAAG,CAAC,EAAE,CAAC,CAAC,QAAQ,GAAG,CAAC,EAAE,CAAC,CAAC,QAAQ,G C,CAAC,GAAG,CAAC,CAAC,CAAC;EACpd,iBAAiB,CAAC,SAAS,CAAC,CAAC,CAAC,OAAM,QAAQ,GAA G,OAAO,CAAC,EAAE,IAAI,GAAG,CAAC,EAAE,CAAC,CAAC,QAAQ,GAAG,CAAC,CAAC,oBAAoB

;;;;;;;ACd7c;;;AaaA,EAA2C;IACzC,CAAC,WAAW;AACd;EAEA,MAAM,CAAC,cAAc,CAAC,OAAO,EAAE,Y AAY,EAAE,EAAE,KAAK,EAAE,IAAI,EAAE,CAAC,CAAC;;;;EAI9D,IAAI,SAAS,GAAG,OAAO,MAAM,KAA K,UAAU,IAAI,MAAM,CAAC,GAAG,CAAC;;EAE3D,IAAI,kBAAkB,GAAG,SAAS,GAAG,MAAM,CAAC,GA AG,CAAC,eAAe,CAAC,GAAG,MAAM,CAAC;EAC1E,IAAI,iBAAiB,GAAG,SAAS,GAAG,MAAM,CAAC,GA AG,CAAC,CAAC,GAAG,MAAM,CAAC;EACxE,IAAI,mBAAmB,GAAG,SAAS,GAAG,MAAM,CAAC,G AAG,CAAC,gBAAgB,CAAC,GAAG,MAAM,CAAC;EAC5E,IAAI,sBAAsB,GAAG,SAAS,GAAG,MAAM,CAA C,GAAG,CAAC,mBAAmB,CAAC,GAAG,MAAM,CAAC;EAClF,IAAI,mBAAmB,GAAG,SAAS,GAAG,MAAM ,CAAC,GAAG,CAAC,gBAAgB,CAAC,GAAG,MAAM,CAAC;EAC5E,IAAI,mBAAmB,GAAG,SAAS,GAAG,M AAM,CAAC,GAAG,CAAC,gBAAgB,CAAC,GAAG,MAAM,CAAC;EAC5E,IAAI,kBAAkB,GAAG,SAAS,GAA G,MAAM,CAAC,GAAG,CAAC,eAAe,CAAC,GAAG,MAAM,CAAC;;;EAG1E,IAAI,qBAAqB,GAAG,SAAS,GA AG,MAAM,CAAC,GAAG,CAAC,kBAAkB,CAAC,GAAG,MAAM,CAAC;EAChF,IAAI,0BAA0B,GAAG,SAAS, GAAG,MAAM,CAAC,GAAG,CAAC,uBAAuB,CAAC,GAAG,MAAM,CAAC;EAC1F,IAAI,sBAAsB,GAAG,SA AS,GAAG,MAAM,CAAC,GAAG,CAAC,mBAAmB,CAAC,GAAG,MAAM,CAAC;EACIF,IAAI,mBAAmB,GA AG,SAAS,GAAG,MAAM,CAAC,GAAG,CAAC,gBAAgB,CAAC,GAAG,MAAM,CAAC;EAC5E,IAAI,wBAAw B,GAAG,SAAS,GAAG,MAAM,CAAC,GAAG,CAAC,qBAAqB,CAAC,GAAG,MAAM,CAAC;EACtF,IAAI,eAA e,GAAG,SAAS,GAAG,MAAM,CAAC,GAAG,CAAC,YAAY,CAAC,GAAG,MAAM,CAAC;EACpE,IAAI,eAAe, GAAG,SAAS,GAAG,MAAM,CAAC,GAAG,CAAC,YAAY,CAAC,GAAG,MAAM,CAAC;EACpE,IAAI,sBAAs B,GAAG,SAAS,GAAG,MAAM,CAAC,GAAG,CAAC,mBAAmB,CAAC,GAAG,MAAM,CAAC;EAClF,IAAI,oB AAoB,GAAG,SAAS,GAAG,MAAM,CAAC,GAAG,CAAC,iBAAiB,CAAC,GAAG,MAAM,CAAC;;EAE9E,SAA S,kBAAkB,CAAC,IAAI,EAAE;IAChC,OAAO,OAAO,IAAI,KAAK,QAAQ,IAAI,OAAO,IAAI,KAAK,UAAU;;IA E7D,IAAI,KAAK,mBAAmB,IAAI,IAAI,KAAK,0BAA0B,IAAI,IAAI,KAAK,mBAAmB,IAAI,IAAI,KAAK,sBA AsB,IAAI,IAAI,KAAK,mBAAmB,IAAI,IAAI,KAAK,wBAAwB,IAAI,OAAO,IAAI,KAAK,QAAQ,IAAI,IAAI,K AAK,IAAI,KAAK,IAAI,CAAC,QAAQ,KAAK,eAAe,IAAI,IAAI,CAAC,QAAQ,KAAK,eAAe,IAAI,IAAI,CAAC, QAAQ,KAAK,mBAAmB,IAAI,IAAI,CAAC,QAAQ,KAAK,kBAAkB,IAAI,IAAI,CAAC,QAAQ,KAAK,sBAAsB, IAAI,IAAI,CAAC,QAAQ,KAAK,sBAAsB,IAAI,IAAI,CAAC,QAAQ,KAAK,oBAAoB,CAAC,CAAC;GACzhB;;; ;;;;;;;;;;EAgBD,IAAI,kBAAkB,GAAG,YAAY,EAAE,CAAC;;EAExC;IACE,IAAI,YAAY,GAAG,UAAU,MAA M,EAAE;MACnC,KAAK,IAAI,IAAI,GAAG,SAAS,CAAC,MAAM,EAAE,IAAI,GAAG,KAAK,CAAC,IAAI,GA AI,EAAE,IAAI,EAAE,EAAE;QACtG,IAAI,CAAC,IAAI,GAAG,CAAC,CAAC,GAAG,SAAS,CAAC,IAAI,CAA C,CAAC;OACIC;;MAED,IAAI,QAAQ,GAAG,CAAC,CAAC;MACjB,IAAI,OAAO,GAAG,WAAW,GAAG,MAA M,CAAC,OAAO,CAAC,KAAK,EAAE,YAAY;QAC5D,OAAO,IAAI,CAAC,QAAQ,EAAE,CAAC,CAAC;OACz B,CAAC,CAAC;MACH,IAAI,OAAO,OAAO,KAAK,WAAW,EAAE;QAClC,OAAO,CAAC,IAAI,CAAC,OAAO, CAAC,CAAC;OACvB;MACD,IAAI;;;;QAIF,MAAM,IAAI,KAAK,CAAC,OAAO,CAAC,CAAC;OAC1B,CAAC, OAAO,CAAC,EAAE,EAAE;KACf,CAAC;;IAEF,kBAAkB,GAAG,UAAU,SAAS,EAAE,MAAM,EAAE;MAChD, IAAI,MAAM,KAAK,SAAS,EAAE;QACxB,MAAM,IAAI,KAAK,CAAC,sEAAsE,GAAG,kBAAkB,CAAC,CAA C;OAC9G;MACD,IAAI,CAAC,SAAS,EAAE;QACd,KAAK,IAAI,KAAK,GAAG,SAAS,CAAC,MAAM,EAAE,I G,CAAC,CAAC,GAAG,SAAS,CAAC,KAAK,CAAC,CAAC;SACpC;;QAED,YAAY,CAAC,KAAK,CAAC,SAA ;EAED,IAAI,oBAAoB,GAAG,kBAAkB,CAAC;;EAE9C,SAAS,MAAM,CAAC,MAAM,EAAE;IACtB,IAAI,OAA O,MAAM,KAAK,QAAQ,IAAI,MAAM,KAAK,IAAI,EAAE;MACjD,IAAI,QAAQ,GAAG,MAAM,CAAC,QAAQ, CAAC;MAC/B,QAAQ,QAAQ;QACd,KAAK,kBAAkB;UACrB,IAAI,IAAI,GAAG,MAAM,CAAC,IAAI,CAAC;; UAEvB,QAAQ,IAAI;YACV,KAAK,qBAAqB,CAAC;YAC3B,KAAK,0BAA0B,CAAC;YAChC,KAAK,mBAAm B,CAAC;YACzB,KAAK,mBAAmB,CAAC;YACzB,KAAK,sBAAsB,CAAC;YAC5B,KAAK,mBAAmB;cACtB,O

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;IACD,IAAI,MAAM,GAAG,MAAM,CAAC,mBAAmB,CAAC,KAAK,CAAC,CAAC,GAAG,CAAC,UAAU,CAA C,EAAE;KAC/D,OAAO,KAAK,CAAC,CAAC,CAAC,CAAC;KAChB,CAAC,CAAC;IACH,IAAI,MAAM,CAAC ,IAAI,CAAC,EAAE,CAAC,KAAK,YAAY,EAAE;KACrC,OAAO,KAAK,CAAC;KACb;;;IAGD,IAAI,KAAK,GA AG,EAAE,CAAC;IACf,sBAAsB,CAAC,KAAK,CAAC,EAAE,CAAC,CAAC,OAAO,CAAC,UAAU,MAAM,EAA E;KAC1D,KAAK,CAAC,MAAM,CAAC,GAAG,MAAM,CAAC;KACvB,CAAC,CAAC;IACH,IAAI,MAAM,CA AC,IAAI,CAAC,MAAM,CAAC,MAAM,CAAC,EAAE,EAAE,KAAK,CAAC,CAAC,CAAC,IAAI,CAAC,EAAE, CAAC;MAChD,sBAAsB,EAAE;KACzB,OAAO,KAAK,CAAC;KACb;;IAED,OAAO,IAAI,CAAC;IACZ,CAAC, OAAO,GAAG,EAAE;;IAEb,OAAO,KAAK,CAAC;IACb;GACD;;EAED,gBAAc,GAAG,eAAe,EAAE,GAAG,MA AM,CAAC,MAAM,GAAG,UAAU,MAAM,EAAE,MAAM,EAAE;GAC9E,IAAI,IAAI,CAAC;GACT,IAAI,EAAE ,GAAG,QAAQ,CAAC,MAAM,CAAC,CAAC;GAC1B,IAAI,OAAO,CAAC;;GAEZ,KAAK,IAAI,CAAC,GAAG,C AAC,EAAE,CAAC,GAAG,SAAS,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;IAC1C,IAAI,GAAG,MAAM,CAA C,SAAS,CAAC,CAAC,CAAC,CAAC,;IAE5B,KAAK,IAAI,GAAG,IAAI,IAAI,EAAE;KACrB,IAAI,cAAc ,CAAC,IAAI,CAAC,IAAI,EAAE,GAAG,CAAC,EAAE;MACnC,EAAE,CAAC,GAAG,CAAC,GAAG,IAAI,CAA C,GAAG,CAAC,CAAC;MACpB;KACD;;IAED,IAAI,qBAAqB,EAAE;KAC1B,OAAO,GAAG,qBAAqB,CAAC,I AAI,CAAC,CAAC;KACtC,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,OAAO,CAAC,MAAM,EA AE,CAAC,EAAE,EAAE;MACxC,IAAI,gBAAgB,CAAC,IAAI,CAAC,IAAI,EAAE,OAAO,CAAC,CAAC,CAAC, CAAC,EAAE;OAC5C,EAAE,CAAC,OAAO,CAAC,CAAC,CAAC,CAAC,GAAG,IAAI,CAAC,OAAO,CAAC,CA AC,CAAC,CAAC,CAAC;OACIC;MACD;KACD;IACD;;GAED,OAAO,EAAE,CAAC;GACV,CAAC;;ECzFF;;;;;; ;EASA,IAAI,oBAAoB,GAAG,8CAA8C,CAAC;;EAE1E,0BAAc,GAAG,oBAAoB,CAAC;;ECFtC,IAAI,YAAY,G AAG,WAAW,EAAE,CAAC;;AAEjC,EAA2C;IACzC,IAAIC,sBAAoB,GAAGC,sBAAqC,CAAC;IACjE,IAAI,kB AAkB,GAAG,EAAE,CAAC;IAC5B,IAAI,GAAG,GAAG,QAAQ,CAAC,IAAI,CAAC,IAAI,CAAC,MAAM,CAA C,SAAS,CAAC,cAAC,CAAC,CAAC;;IAE9D,YAAY,GAAG,SAAS,IAAI,EAAE;MAC5B,IAAI,OAAO,GAAG,W AAW,GAAG,IAAI,CAAC;MACjC,IAAI,OAAO,OAAO,KAAK,WAAW,EAAE;QAClC,OAAO,CAAC,KAAK,C AAC,OAAO,CAAC,CAAC;OACxB;MACD,IAAI;;;;QAIF,MAAM,IAAI,KAAK,CAAC,OAAO,CAAC,CAAC;O AC1B,CAAC,OAAO,CAAC,EAAE,EAAE;KACf,CAAC;GACH;;;;;;;;;;EAaD,SAAS,cAAc,CAAC,SAAS,EAAE ,MAAM,EAAE,QAAQ,EAAE,aAAa,EAAE,QAAQ,EAAE;IAC5E,AAA2C;MACzC,KAAK,IAAI,YAAY,IAAI,S AAS,EAAE;QACIC,IAAI,GAAG,CAAC,SAAS,EAAE,YAAY,CAAC,EAAE;UAChC,IAAI,KAAK,CAAC;;;;UAI V,IAAI;;;YAGF,IAAI,OAAO,SAAS,CAAC,YAAY,CAAC,KAAK,UAAU,EAAE;cACjD,IAAI,GAAG,GAAG,KA AK;gBACb,CAAC,aAAa,IAAI,aAAa,IAAI,IAAI,GAAG,QAAQ,GAAG,SAAS,GAAG,YAAY,GAAG,gBAAgB;g BAChG,8EAA8E,GAAG,OAAO,SAAS,CAAC,YAAY,CAAC,GAAG,IAAI;eACvH,CAAC;cACF,GAAG,CAAC,I AAI,GAAG,qBAAqB,CAAC;cACjC,MAAM,GAAG,CAAC;aACX;YACD,KAAK,GAAG,SAAS,CAAC,YAAY,C AAC,CAAC,MAAM,EAAE,YAAY,EAAE,aAAa,EAAE,QAAQ,EAAE,IAAI,EAAED,sBAAoB,CAAC,CAAC;W AC5G,CAAC,OAAO,EAAE,EAAE;YACX,KAAK,GAAG,EAAE,CAAC;WACZ;UACD,IAAI,KAAK,IAAI,EAA E,KAAK,YAAY,KAAK,CAAC,EAAE;YACtC,YAAY;cACV,CAAC,aAAa,IAAI,aAAa,IAAI,0BAA0B;cAC7D,Q AAQ,GAAG,IAAI,GAAG,YAAY,GAAG,iCAAiC;cACIE,2DAA2D,GAAG,OAAO,KAAK,GAAG,IAAI;cACjF,iE AAiE;cACjE,gEAAgE;cAChE,iCAAiC;aAClC,CAAC;WACH;UACD,IAAI,KAAK,YAAY,KAAK,IAAI,EAAE,K AAK,CAAC,OAAO,IAAI,kBAAkB,CAAC,EAAE;;;YAGpE,kBAAkB,CAAC,KAAK,CAAC,OAAO,CAAC,GAA G,IAAI,CAAC;;YAEzC,IAAI,KAAK,GAAG,QAAQ,GAAG,QAAQ,EAAE,GAAG,EAAE,CAAC;;YAEvC,YAAY ;cACV,SAAS,GAAG,QAAQ,GAAG,SAAS,GAAG,KAAK,CAAC,OAAO,IAAI,KAAK,IAAI,IAAI,GAAG,KAAK ,GAAG,EAAE,CAAC;aAChF,CAAC;WACH;SACF;OACF;KACF;GACF;;;;;;;EAOD,cAAc,CAAC,iBAAiB,GAA G,WAAW;IAC5C,AAA2C;MACzC,kBAAkB,GAAG,EAAE,CAAC;KACzB;IACF;;EAED,oBAAc,GAAG,cAAc, CAAC;;ECtFhC,IAAIE,KAAG,GAAG,QAAQ,CAAC,IAAI,CAAC,IAAI,CAAC,MAAM,CAAC,SAAS,CAAC,cA Ac,CAAC,CAAC;EAC9D,IAAIC,cAAY,GAAG,WAAW,EAAE,CAAC;;AAEjC,EAA2C;IACzCA,cAAY,GAAG, SAAS,IAAI,EAAE;MAC5B,IAAI,OAAO,GAAG,WAAW,GAAG,IAAI,CAAC;MACjC,IAAI,OAAO,OAAO,KA AK,WAAW,EAAE;QACIC,OAAO,CAAC,KAAK,CAAC,OAAO,CAAC,CAAC;OACxB;MACD,IAAI;;;;QAIF,M AAM,IAAI,KAAK,CAAC,OAAO,CAAC,CAAC;OAC1B,CAAC,OAAO,CAAC,EAAE,EAAE;KACf,CAAC;GAC H;;EAED,SAAS,4BAA4B,GAAG;IACtC,OAAO,IAAI,CAAC;GACb;;EAED,2BAAc,GAAG,SAAS,cAAc,EAAE, mBAAmB,EAAE;;IAE7D,IAAI,eAAe,GAAG,OAAO,MAAM,KAAK,UAAU,IAAI,MAAM,CAAC,QAAQ,CAAC

;IACtE,IAAI,oBAAoB,GAAG,YAAY,CAAC;;;;;;;;;;IAgBxC,SAAS,aAAa,CAAC,aAAa,EAAE;MACpC,IAAI, UAAU,GAAG,aAAa,KAAK,eAAe,IAAI,aAAa,CAAC,eAAe,CAAC,IAAI,aAAa,CAAC,oBAAoB,CAAC,CAAC, CAAC;MAC7H,IAAI,OAAO,UAAU,KAAK,UAAU,EAAE;QACpC,OAAO,UAAU,CAAC;OACnB;KACF;;;;;;;;;;; EAAE,0BAA0B,CAAC,OAAO,CAAC;MAC1C,IAAI,EAAE,0BAA0B,CAAC,SAAS,CAAC;MAC3C,IAAI,EAAE ,0BAA0B,CAAC,UAAU,CAAC;MAC5C,MAAM,EAAE,0BAA0B,CAAC,QAAQ,CAAC;MAC5C,MAAM,EAAE ,0BAA0B,CAAC,QAAQ,CAAC;MAC5C,MAAM,EAAE,0BAA0B,CAAC,QAAQ,CAAC;MAC5C,MAAM,EAAE ,0BAA0B,CAAC,QAAQ,CAAC;;MAE5C,GAAG,EAAE,oBAAoB,EAAE;MAC3B,OAAO,EAAE,wBAAwB;MA CjC,OAAO,EAAE,wBAAwB,EAAE;MACnC,WAAW,EAAE,4BAA4B,EAAE;MAC3C,UAAU,EAAE,yBAAyB; MACrC,IAAI,EAAE,iBAAiB,EAAE;MACzB,QAAQ,EAAE,yBAAyB;MACnC,KAAK,EAAE,qBAAqB;MAC5B, SAAS,EAAE,sBAAsB;MACjC,KAAK,EAAE,sBAAsB;MAC7B,KAAK,EAAE,4BAA4B;KACpC,CAAC;;;;;;;IAO F,SAAS,EAAE,CAAC,CAAC,EAAE,CAAC,EAAE;;MAEhB,IAAI,CAAC,KAAK,CAAC,EAAE;;;QAGX,OAAO, C,OAAO,EAAE;MAC9B,IAAI,CAAC,OAAO,GAAG,OAAO,CAAC;MACvB,IAAI,CAAC,KAAK,GAAG,EAAE ,CAAC;KACjB;;IAED,aAAa,CAAC,SAAS,GAAG,KAAK,CAAC,SAAS,CAAC;;IAE1C,SAAS,0BAA0B,CAAC, QAAQ,EAAE;MAC5C,AAA2C;QACzC,IAAI,uBAAuB,GAAG,EAAE,CAAC;QACjC,IAAI,0BAA0B,GAAG,CA AC,CAAC;OACpC;MACD,SAAS,SAAS,CAAC,UAAU,EAAE,KAAK,EAAE,QAAQ,EAAE,aAAa,EAAE,QAAQ ,EAAE,YAAY,EAAE,MAAM,EAAE;QAC7F,aAAa,GAAG,aAAa,IAAI,SAAS,CAAC;QAC3C,YAAY,GAAG,Y AAY,IAAI,QAAQ,CAAC;;QAExC,IAAI,MAAM,KAAKH,sBAAoB,EAAE;UACnC,IAAI,mBAAmB,EAAE;;YA EvB,IAAI,GAAG,GAAG,IAAI,KAAK;cACjB,sFAAsF;cACtF,iDAAiD;cACjD,gDAAgD;aACjD,CAAC;YACF,G AAG,CAAC,IAAI,GAAG,qBAAqB,CAAC;YACjC,MAAM,GAAG,CAAC;WACX,MAAM,IAAI,CAAyC,OAAO ,OAAO,KAAK,WAAW,EAAE;;YAEIF,IAAI,QAAQ,GAAG,aAAa,GAAG,GAAG,GAAG,QAAQ,CAAC;YAC9C ;cACE,CAAC,uBAAuB,CAAC,QAAQ,CAAC;;cAElC,0BAA0B,GAAG,CAAC;cAC9B;cACAG,cAAY;gBACV,w DAAwD;gBACxD,oBAAoB,GAAG,YAAY,GAAG,aAAa,GAAG,aAAa,IAAI,wBAAwB;gBAC/F,yDAAyD;gBA CzD,gEAAgE;gBAChE,+DAA+D,GAAG,cAAc;eACjF,CAAC;cACF,uBAAuB,CAAC,QAAQ,CAAC,GAAG,IAA I,CAAC;cACzC,0BAA0B,EAAE,CAAC;aAC9B;WACF;SACF;QACD,IAAI,KAAK,CAAC,QAAQ,CAAC,IAAI,I AAI,EAAE;UAC3B,IAAI,UAAU,EAAE;YACd,IAAI,KAAK,CAAC,QAAQ,CAAC,KAAK,IAAI,EAAE;cAC5B, OAAO,IAAI,aAAa,CAAC,MAAM,GAAG,QAAQ,GAAG,IAAI,GAAG,YAAY,GAAG,0BAA0B,IAAI,MAAM,G AAG,aAAa,GAAG,6BAA6B,CAAC,CAAC,CAAC;aAC3J;YACD,OAAO,IAAI,aAAa,CAAC,MAAM,GAAG,QA AQ,GAAG,IAAI,GAAG,YAAY,GAAG,6BAA6B,IAAI,GAAG,GAAG,aAAa,GAAG,kCAAkC,CAAC,CAAC,CA AC;WAChK;UACD,OAAO,IAAI,CAAC;SACb,MAAM;UACL,OAAO,QAAQ,CAAC,KAAK,EAAE,QAAQ,EA AE,aAAa,EAAE,QAAQ,EAAE,YAAY,CAAC,CAAC;SACZE;OACF;;MAED,IAAI,gBAAgB,GAAG,SAAS,CAA C,IAAI,CAAC,IAAI,EAAE,KAAK,CAAC,CAAC;MACnD,gBAAgB,CAAC,UAAU,GAAG,SAAS,CAAC,IAAI,C AAC,IAAI,EAAE,IAAI,CAAC,CAAC;;MAEzD,OAAO,gBAAgB,CAAC;KACzB;;IAED,SAAS,0BAA0B,CAAC, YAAY,EAAE;MAChD,SAAS,QAAQ,CAAC,KAAK,EAAE,QAAQ,EAAE,aAAa,EAAE,QAAQ,EAAE,YAAY,E AAE,MAAM,EAAE;QAChF,IAAI,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;QAChC,IAAI,QAAQ,GA AG,WAAW,CAAC,SAAS,CAAC,CAAC;QACtC,IAAI,QAAQ,KAAK,YAAY,EAAE;;;;UAI7B,IAAI,WAAW,GA AG, cAAc, CAAC, SAAS, CAAC, CAAC;; UAE5C, OAAO, IAAI, aAAa, CAAC, UAAU, GAAG, QAAQ, GAAG, IAAI, G AAG,YAAY,GAAG,YAAY,IAAI,GAAG,GAAG,WAAW,GAAG,iBAAiB,GAAG,aAAa,GAAG,cAAc,CAAC,IA AI,GAAG,GAAG,YAAY,GAAG,IAAI,CAAC,CAAC,CAAC;SAC/L;QACD,OAAO,IAAI,CAAC;OACb;MACD, OAAO,0BAA0B,CAAC,QAAQ,CAAC,CAAC;KAC7C;;IAED,SAAS,oBAAoB,GAAG;MAC9B,OAAO,0BAA0B, CAAC,4BAA4B,CAAC,CAAC;KACjE;;IAED,SAAS,wBAAwB,CAAC,WAAW,EAAE;MAC7C,SAAS,QAAQ,C AAC,KAAK,EAAE,QAAQ,EAAE,aAAa,EAAE,QAAQ,EAAE,YAAY,EAAE;QACxE,IAAI,OAAO,WAAW,KA AK,UAAU,EAAE;UACrC,OAAO,IAAI,aAAa,CAAC,YAAY,GAAG,YAAY,GAAG,kBAAkB,GAAG,aAAa,GAA G,iDAAiD,CAAC,CAAC;SAChJ;QACD,IAAI,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;QAChC,IAAI, CAAC,KAAK,CAAC,OAAO,CAAC,SAAS,CAAC,EAAE;UAC7B,IAAI,QAAQ,GAAG,WAAW,CAAC,SAAS,C AAC,CAAC;UACtC,OAAO,IAAI,aAAa,CAAC,UAAU,GAAG,QAAQ,GAAG,IAAI,GAAG,YAAY,GAAG,YAA

Y,IAAI,GAAG,GAAG,QAAQ,GAAG,iBAAiB,GAAG,aAAa,GAAG,uBAAuB,CAAC,CAAC,CAAC;SACvK;QA CD,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,SAAS,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE; UACzC,IAAI,KAAK,GAAG,WAAW,CAAC,SAAS,EAAE,CAAC,EAAE,aAAa,EAAE,QAAQ,EAAE,YAAY,GA AG,GAAG,GAAG,CAAC,GAAG,GAAG,EAAEH,sBAAoB,CAAC,CAAC;UACnH,IAAI,KAAK,YAAY,KAAK, EAAE;YAC1B,OAAO,KAAK,CAAC;WACd;SACF;QACD,OAAO,IAAI,CAAC;OACb;MACD,OAAO,0BAA0B, CAAC,QAAQ,CAAC,CAAC;KAC7C;;IAED,SAAS,wBAAwB,GAAG;MAClC,SAAS,QAAQ,CAAC,KAAK,EA AE,QAAQ,EAAE,aAAa,EAAE,QAAQ,EAAE,YAAY,EAAE;QACxE,IAAI,SAAS,GAAG,KAAK,CAAC,QAAQ, CAAC,CAAC;QAChC,IAAI,CAAC,cAAc,CAAC,SAAS,CAAC,EAAE;UAC9B,IAAI,QAAQ,GAAG,WAAW,CA AC,SAAS,CAAC,CAAC;UACtC,OAAO,IAAI,aAAa,CAAC,UAAU,GAAG,QAAQ,GAAG,IAAI,GAAG,YAAY, GAAG,YAAY,IAAI,GAAG,GAAG,QAAQ,GAAG,iBAAiB,GAAG,aAAa,GAAG,oCAAoC,CAAC,CAAC,CAAC; SACpL;QACD,OAAO,IAAI,CAAC;OACb;MACD,OAAO,0BAA0B,CAAC,QAAQ,CAAC,CAAC;KAC7C;;IAED ,SAAS,4BAA4B,GAAG;MACtC,SAAS,QAAQ,CAAC,KAAK,EAAE,QAAQ,EAAE,aAAa,EAAE,QAAQ,EAAE, YAAY,EAAE;QACxE,IAAI,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;QAChC,IAAI,CAACI,OAAO,C AAC,kBAAkB,CAAC,SAAS,CAAC,EAAE;UAC1C,IAAI,QAAQ,GAAG,WAAW,CAAC,SAAS,CAAC,CAAC;U ACtC,OAAO,IAAI,aAAa,CAAC,UAAU,GAAG,QAAQ,GAAG,IAAI,GAAG,YAAY,GAAG,YAAY,IAAI,GAAG, GAAG,QAAQ,GAAG,iBAAiB,GAAG,aAAa,GAAG,yCAAyC,CAAC,CAAC,CAAC;SACzL;QACD,OAAO,IAAI ,CAAC;OACb;MACD,OAAO,0BAA0B,CAAC,QAAQ,CAAC,CAAC;KAC7C;;IAED,SAAS,yBAAyB,CAAC,aA Aa,EAAE;MAChD,SAAS,QAAQ,CAAC,KAAK,EAAE,QAAQ,EAAE,aAAa,EAAE,QAAQ,EAAE,YAAY,EAAE ;QACxE,IAAI,EAAE,KAAK,CAAC,QAAQ,CAAC,YAAY,aAAa,CAAC,EAAE;UAC/C,IAAI,iBAAiB,GAAG,aA Aa,CAAC,IAAI,IAAI,SAAS,CAAC;UACxD,IAAI,eAAe,GAAG,YAAY,CAAC,KAAK,CAAC,QAAQ,CAAC,CA AC,CAAC;UACpD,OAAO,IAAI,aAAa,CAAC,UAAU,GAAG,QAAQ,GAAG,IAAI,GAAG,YAAY,GAAG,YAAY ,IAAI,GAAG,GAAG,eAAe,GAAG,iBAAiB,GAAG,aAAa,GAAG,cAAc,CAAC,IAAI,eAAe,GAAG,iBAAiB,GAA G,IAAI,CAAC,CAAC,CAAC;SACpN;QACD,OAAO,IAAI,CAAC;OACb;MACD,OAAO,0BAA0B,CAAC,QAAQ ,CAAC,CAAC;KAC7C;;IAED,SAAS,qBAAqB,CAAC,cAAc,EAAE;MAC7C,IAAI,CAAC,KAAK,CAAC,OAAO, CAAC,cAAc,CAAC,EAAE;QACIC,AAA2C;UACzC,IAAI,SAAS,CAAC,MAAM,GAAG,CAAC,EAAE;YACxBD ,cAAY;cACV,8DAA8D,GAAG,SAAS,CAAC,MAAM,GAAG,cAAc;cAClG,0EAA0E;aAC3E,CAAC;WACH,MA AM;YACLA,cAAY,CAAC,wDAAwD,CAAC,CAAC;WACxE;SACF;QACD,OAAO,4BAA4B,CAAC;OACrC;;M AED, SAAS, QAAQ, CAAC, KAAK, EAAE, QAAQ, EAAE, aAAa, EAAE, QAAQ, EAAE, YAAY, EAAE; QACxE, IAAI ,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAAC;QAChC,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,G AAG,cAAc,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;UAC9C,IAAI,EAAE,CAAC,SAAS,EAAE,cAAc,CAAC, CAAC,CAAC,CAAC,EAAE;YACpC,OAAO,IAAI,CAAC;WACb;SACF;;QAED,IAAI,YAAY,GAAG,IAAI,CAA C,SAAS,CAAC,cAAc,EAAE,SAAS,QAAQ,CAAC,GAAG,EAAE,KAAK,EAAE;UAC9E,IAAI,IAAI,GAAG,cAA c,CAAC,KAAK,CAAC,CAAC;UACjC,IAAI,IAAI,KAAK,QAAQ,EAAE;YACrB,OAAO,MAAM,CAAC,KAAK, CAAC,CAAC;WACtB;UACD,OAAO,KAAK,CAAC;SACd,CAAC,CAAC;QACH,OAAO,IAAI,aAAa,CAAC,UA AU,GAAG,QAAQ,GAAG,IAAI,GAAG,YAAY,GAAG,cAAc,GAAG,MAAM,CAAC,SAAS,CAAC,GAAG,IAAI,I AAI,eAAe,GAAG,aAAa,GAAG,qBAAqB,GAAG,YAAY,GAAG,GAAG,CAAC,CAAC,CAAC;OACpM;MACD, OAAO,0BAA0B,CAAC,QAAQ,CAAC,CAAC;KAC7C;;IAED,SAAS,yBAAyB,CAAC,WAAW,EAAE;MAC9C,S AAS,QAAQ,CAAC,KAAK,EAAE,QAAQ,EAAE,aAAa,EAAE,QAAQ,EAAE,YAAY,EAAE;QACxE,IAAI,OAA O,WAAW,KAAK,UAAU,EAAE;UACrC,OAAO,IAAI,aAAa,CAAC,YAAY,GAAG,YAAY,GAAG,kBAAkB,GA AG,aAAa,GAAG,kDAAkD,CAAC,CAAC;SACjJ;QACD,IAAI,SAAS,GAAG,KAAK,CAAC,QAAQ,CAAC,CAA C;QAChC,IAAI,QAAQ,GAAG,WAAW,CAAC,SAAS,CAAC,CAAC;QACtC,IAAI,QAAQ,KAAK,QAAQ,EAAE; UACzB,OAAO,IAAI,aAAa,CAAC,UAAU,GAAG,QAAQ,GAAG,IAAI,GAAG,YAAY,GAAG,YAAY,IAAI,GAA G,GAAG,QAAQ,GAAG,iBAAiB,GAAG,aAAa,GAAG,wBAAwB,CAAC,CAAC,CAAC;SACxK;QACD,KAAK,I AAI,GAAG,IAAI,SAAS,EAAE;UACzB,IAAID,KAAG,CAAC,SAAS,EAAE,GAAG,CAAC,EAAE;YACvB,IAAI, KAAK,GAAG,WAAW,CAAC,SAAS,EAAE,GAAG,EAAE,aAAa,EAAE,QAAQ,EAAE,YAAY,GAAG,GAAG,G AAG,GAAG,EAAEF,sBAAoB,CAAC,CAAC;YACjH,IAAI,KAAK,YAAY,KAAK,EAAE;cAC1B,OAAO,KAAK, CAAC;aACd;WACF;SACF;QACD,OAAO,IAAI,CAAC;OACb;MACD,OAAO,0BAA0B,CAAC,QAAQ,CAAC,C AAC;KAC7C;;IAED,SAAS,sBAAsB,CAAC,mBAAmB,EAAE;MACnD,IAAI,CAAC,KAAK,CAAC,OAAO,CAA

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C,EAAE,EAAE,OAAO;EACtB,MAAM,OAAO,CAAC,OAAO,CAAC,OAAO,CAAC,KAAK,CAAC,GAAG,QAA Q,CAAC;EAChD,MAAM,QAAQ,CAAC;EACf,QAAQ,MAAM,EAAE,MAAM;EACtB,QAAQ,QAAQ,EAAE,QA AQ;EAC1B,OAAO,CAAC,CAAC;EACT,KAAK,CAAC,CAAC;EACP,GAAG;;EAEH,EAAE,SAAS,EAAE,CAA C,CAAC,EAAE;EACjB,IAAI,IAAI,SAAS,GAAG,KAAK,CAAC,OAAO,CAAC,KAAK,GAAG,CAAC,EAAE,CA AC,EAAE,OAAO,CAAC,OAAO,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;EAC5E,IAAI,IAAI,MAAM,GAA G,KAAK,CAAC;EACvB,IAAI,IAAI,QAAQ,GAAG,OAAO,CAAC,OAAO,CAAC,SAAS,CAAC,CAAC;EAC9C,I AAI,iBAAiB,CAAC,mBAAmB,CAAC,QAAQ,EAAE,MAAM,EAAE,mBAAmB,EAAE,UAAU,EAAE,EAAE;EA C/F,MAAM,IAAI,EAAE,EAAE;EACd,QAAQ,QAAQ,CAAC;EACjB,UAAU,MAAM,EAAE,MAAM;EACxB,UA AU,QAAQ,EAAE,QAAQ;EAC5B,UAAU,KAAK,EAAE,SAAS;EAC1B,SAAS,CAAC,CAAC;EACX,OAAO,MA AM;EACb;EACA;EACA,QAAQ,QAAQ,EAAE,CAAC;EACnB,OAAO;EACP,KAAK,CAAC,CAAC;EACP,GAA G;;EAEH,EAAE,SAAS,MAAM,GAAG;EACpB,IAAI,EAAE,CAAC,CAAC,CAAC,CAAC,CAAC;EACX,GAAG; ;EAEH,EAAE,SAAS,SAAS,GAAG;EACvB,IAAI,EAAE,CAAC,CAAC,CAAC,CAAC;EACV,GAAG;;EAEH,EA AE,SAAS,KAAK,CAAC,CAAC,EAAE;EACpB,IAAI,IAAI,SAAS,GAAG,OAAO,CAAC,KAAK,GAAG,CAAC,C AAC;EACtC,IAAI,OAAO,SAAS,IAAI,CAAC,IAAI,SAAS,GAAG,OAAO,CAAC,OAAO,CAAC,MAAM,CAAC; EAChE,GAAG;;EAEH,EAAE,SAAS,KAAK,CAAC,MAAM,EAAE;EACzB,IAAI,IAAI,MAAM,KAAK,KAAK,C AAC,EAAE;EAC3B,MAAM,MAAM,GAAG,KAAK,CAAC;EACrB,KAAK;;EAEL,IAAI,OAAO,iBAAiB,CAAC, SAAS,CAAC,MAAM,CAAC,CAAC;EAC/C,GAAG;;EAEH,EAAE,SAAS,MAAM,CAAC,QAAQ,EAAE;EAC5B, IAAI,OAAO,iBAAiB,CAAC,cAAc,CAAC,QAAQ,CAAC,CAAC;EACtD,GAAG;;EAEH,EAAE,IAAI,OAAO,GA AG;EAChB,IAAI,MAAM,EAAE,OAAO,CAAC,MAAM;EAC1B,IAAI,MAAM,EAAE,KAAK;EACjB,IAAI,QAA Q,EAAE,OAAO,CAAC,KAAK,CAAC;EAC5B,IAAI,KAAK,EAAE,KAAK;EAChB,IAAI,OAAO,EAAE,OAAO; EACpB,IAAI,UAAU,EAAE,UAAU;EAC1B,IAAI,IAAI,EAAE,IAAI;EACd,IAAI,OAAO,EAAE,OAAO;EACpB,I AAI,EAAE,EAAE,EAAE;EACV,IAAI,MAAM,EAAE,MAAM;EACIB,IAAI,SAAS,EAAE,SAAS;EACxB,IAAI,K AAK,EAAE,KAAK;EAChB,IAAI,KAAK,EAAE,KAAK;EAChB,IAAI,MAAM,EAAE,MAAM;EAClB,GAAG,C AAC;EACJ,EAAE,OAAO,OAAO,CAAC;EACjB,CAAC;;ECh4BD,IAAI,qBAAqB,GAAG,UAAU,CAAC;EACvC ,IAAI,cAAc,GAAG,OAAO,UAAU,KAAK,WAAW,GAAG,UAAU,GAAG,OAAO,MAAM,KAAK,WAAW,GAA G,MAAM,GAAG,OAAO,MAAM,KAAK,WAAW,GAAG,MAAM,GAAG,EAAE,CAAC;;EAE3J,SAAS,WAAW, GAAG;EACvB,EAAE,IAAI,GAAG,GAAG,sBAAsB,CAAC;EACnC,EAAE,OAAO,cAAc,CAAC,GAAG,CAAC, Q,CAAC,CAAC,EAAE,CAAC,EAAE;EACxB,EAAE,IAAI,CAAC,KAAK,CAAC,EAAE;EACf,IAAI,OAAO,CA AAS,kBAAkB,CAAC,KAAK,EAAE;EACnC,EAAE,IAAI,QAAQ,GAAG,EAAE,CAAC;EACpB,EAAE,OAAO;E ACT,IAAI,EAAE,EAAE,SAAS,EAAE,CAAC,OAAO,EAAE;EAC7B,MAAM,QAAQ,CAAC,IAAI,CAAC,OAAO ,CAAC,CAAC;EAC7B,KAAK;EACL,IAAI,GAAG,EAAE,SAAS,GAAG,CAAC,OAAO,EAAE;EAC/B,MAAM,Q AAQ,GAAG,QAAQ,CAAC,MAAM,CAAC,UAAU,CAAC,EAAE;EAC9C,QAAQ,OAAO,CAAC,KAAK,OAAO, CAAC;EAC7B,OAAO,CAAC,CAAC;EACT,KAAK;EACL,IAAI,GAAG,EAAE,SAAS,GAAG,GAAG;EACxB,M AAM,OAAO,KAAK,CAAC;EACnB,KAAK;EACL,IAAI,GAAG,EAAE,SAAS,GAAG,CAAC,QAAQ,EAAE,WA AW,EAAE;EAC7C,MAAM,KAAK,GAAG,QAAQ,CAAC;EACvB,MAAM,QAAQ,CAAC,OAAO,CAAC,UAAU, OAAO,EAAE;EAC1C,QAAQ,OAAO,OAAO,CAAC,KAAK,EAAE,WAAW,CAAC,CAAC;EAC3C,OAAO,CAA C,CAAC;EACT,KAAK;EACL,GAAG,CAAC;EACJ,CAAC;;EAED,SAAS,SAAS,CAAC,QAAQ,EAAE;EAC7B,E AAC;EAC1D,CAAC;;EAED,SAAS,kBAAkB,CAAC,YAAY,EAAE,oBAAoB,EAAE;EAChE,EAAE,IAAI,qBAAq B,EAAE,qBAAqB,CAAC;;EAEnD,EAAE,IAAI,WAAW,GAAG,yBAAyB,GAAG,WAAW,EAAE,GAAG,IAAI,C AAC;;EAErE,EAAE,IAAI,QAAQ,BAAgB,UAAU,UAAU,EAAE;EACpD,IAAI,cAAc,CAAC,QAAQ,EAAE,UA AU,CAAC,CAAC;;EAEzC,IAAI,SAAS,QAAQ,GAAG;EACxB,MAAM,IAAI,KAAK,CAAC;;EAEhB,MAAM,K AAK,GAAG,UAAU,CAAC,KAAK,CAAC,IAAI,EAAE,SAAS,CAAC,IAAI,IAAI,CAAC;EACxD,MAAM,KAAK ,CAAC,OAAO,GAAG,kBAAkB,CAAC,KAAK,CAAC,KAAK,CAAC,KAAK,CAAC,CAAC;EAC5D,MAAM,OA AO,KAAK,CAAC;EACnB,KAAK;;EAEL,IAAI,IAAI,MAAM,GAAG,QAAQ,CAAC,SAAS,CAAC;;EAEpC,IAAI

,MAAM,CAAC,eAAe,GAAG,SAAS,eAAe,GAAG;EACxD,MAAM,IAAI,IAAI,CAAC;;EAEf,MAAM,OAAO,IA AI,GAAG,EAAE,EAAE,IAAI,CAAC,WAAW,CAAC,GAAG,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC;EAC/D,K AAK,CAAC;;EAEN,IAAI,MAAM,CAAC,yBAAyB,GAAG,SAAS,yBAAyB,CAAC,SAAS,EAAE;EACrF,MAAM ,IAAI,IAAI,CAAC,KAAK,CAAC,KAAK,KAAK,SAAS,CAAC,KAAK,EAAE;EAChD,QAAQ,IAAI,QAAQ,GAA G,IAAI,CAAC,KAAK,CAAC,KAAK,CAAC;EACxC,QAAQ,IAAI,QAAQ,GAAG,SAAS,CAAC,KAAK,CAAC;E ACvC,QAAQ,IAAI,WAAW,CAAC;;EAExB,QAAQ,IAAI,QAAQ,CAAC,QAAQ,EAAE,QAAQ,CAAC,EAAE;EA C1C,UAAU,WAAW,GAAG,CAAC,CAAC;EAC1B,SAAS,MAAM;EACf,UAAU,WAAW,GAAG,OAAO,oBAAo B,KAAK,UAAU,GAAG,oBAAoB,CAAC,QAAQ,EAAE,QAAQ,CAAC,GAAG,qBAAqB,CAAC;;EAEtI,UAAU,A AA2C;EACrD,YAAY,OAAO,CAAC,CAAC,WAAW,GAAG,qBAAqB,MAAM,WAAW,EAAE,0DAA0D,GAAG, oCAAoC,GAAG,WAAW,CAAC,CAAC;EAC5L,WAAW;;EAEX,UAAU,WAAW,IAAI,CAAC,CAAC;;EAE3B,U AAU,IAAI,WAAW,KAAK,CAAC,EAAE;EACjC,YAAY,IAAI,CAAC,OAAO,CAAC,GAAG,CAAC,SAAS,CAA C,KAAK,EAAE,WAAW,CAAC,CAAC;EAC3D,WAAW;EACX,SAAS;EACT,OAAO;EACP,KAAK,CAAC;;EAE N,IAAI,MAAM,CAAC,MAAM,GAAG,SAAS,MAAM,GAAG;EACtC,MAAM,OAAO,IAAI,CAAC,KAAK,CAA C,QAAQ,CAAC;EACjC,KAAK,CAAC;;EAEN,IAAI,OAAO,QAAQ,CAAC;EACpB,GAAG,CAACQ,eAAS,CAA C,CAAC;;EAEf,EAAE,QAAQ,CAAC,iBAAiB,IAAI,qBAAqB,GAAG,EAAE,EAAE,qBAAqB,CAAC,WAAW,C AAC,GAAGC,SAAS,CAAC,MAAM,CAAC,UAAU,EAAE,qBAAqB,CAAC,CAAC;;EAErJ,EAAE,IAAI,QAAQ,g BAAgB,UAAU,WAAW,EAAE;EACrD,IAAI,cAAc,CAAC,QAAQ,EAAE,WAAW,CAAC,CAAC;;EAE1C,IAAI,S AAS,QAAQ,GAAG;EACxB,MAAM,IAAI,MAAM,CAAC;;EAEjB,MAAM,MAAM,GAAG,WAAW,CAAC,KAA K,CAAC,IAAI,EAAE,SAAS,CAAC,IAAI,IAAI,CAAC;EAC1D,MAAM,MAAM,CAAC,KAAK,GAAG;EACrB,Q AAQ,KAAK,EAAE,MAAM,CAAC,QAAQ,EAAE;EAChC,OAAO,CAAC;;EAER,MAAM,MAAM,CAAC,QAAQ ,GAAG,UAAU,QAAQ,EAAE,WAAW,EAAE;EACzD,QAAQ,IAAI,YAAY,GAAG,MAAM,CAAC,YAAY,GAA G,CAAC,CAAC;;EAEnD,QAAQ,IAAI,CAAC,YAAY,GAAG,WAAW,MAAM,CAAC,EAAE;EAChD,UAAU,MA AM,CAAC,QAAQ,CAAC;EAC1B,YAAY,KAAK,EAAE,MAAM,CAAC,QAAQ,EAAE;EACpC,WAAW,CAAC, CAAC;EACb,SAAS;EACT,OAAO,CAAC;;EAER,MAAM,OAAO,MAAM,CAAC;EACpB,KAAK;;EAEL,IAAI,I AAI,OAAO,GAAG,QAAQ,CAAC,SAAS,CAAC;;EAErC,IAAI,OAAO,CAAC,yBAAyB,GAAG,SAAS,yBAAyB, CAAC, SAAS, EAAE; EACtF, MAAM, IAAI, YAAY, GAAG, SAAS, CAAC, YAAY, CAAC; EAChD, MAAM, IAAI, CA AC,YAAY,GAAG,YAAY,KAAK,SAAS,IAAI,YAAY,KAAK,IAAI,GAAG,qBAAqB,GAAG,YAAY,CAAC;EAC rH,KAAK,CAAC;;EAEN,IAAI,OAAO,CAAC,iBAAiB,GAAG,SAAS,iBAAiB,GAAG;EAC7D,MAAM,IAAI,IAA I,CAAC,OAAO,CAAC,WAAW,CAAC,EAAE;EACrC,QAAQ,IAAI,CAAC,OAAO,CAAC,WAAW,CAAC,CAAC ,EAAE,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;EACpD,OAAO;;EAEP,MAAM,IAAI,YAAY,GAAG,IAAI,CA AC,KAAK,CAAC,YAAY,CAAC;EACjD,MAAM,IAAI,CAAC,YAAY,GAAG,YAAY,KAAK,SAAS,IAAI,YAAY ,KAAK,IAAI,GAAG,qBAAqB,GAAG,YAAY,CAAC;EACrH,KAAK,CAAC;;EAEN,IAAI,OAAO,CAAC,oBAAo B,GAAG,SAAS,oBAAoB,GAAG;EACnE,MAAM,IAAI,IAAI,CAAC,OAAO,CAAC,WAAW,CAAC,EAAE;EACr C,QAAQ,IAAI,CAAC,OAAO,CAAC,WAAW,CAAC,CAAC,GAAG,CAAC,IAAI,CAAC,QAAQ,CAAC,CAAC;E ACrD,OAAO;EACP,KAAK,CAAC;;EAEN,IAAI,OAAO,CAAC,QAAQ,GAAG,SAAS,QAAQ,GAAG;EAC3C,M AAM,IAAI,IAAI,CAAC,OAAO,CAAC,WAAW,CAAC,EAAE;EACrC,QAAQ,OAAO,IAAI,CAAC,OAAO,CAA C,WAAW,CAAC,CAAC,GAAG,EAAE,CAAC;EAC/C,OAAO,MAAM;EACb,QAAQ,OAAO,YAAY,CAAC;EAC 5B,OAAO;EACP,KAAK,CAAC;;EAEN,IAAI,OAAO,CAAC,MAAM,GAAG,SAAS,MAAM,GAAG;EACvC,MA AM,OAAO,SAAS,CAAC,IAAI,CAAC,KAAK,CAAC,QAAQ,CAAC,CAAC,IAAI,CAAC,KAAK,CAAC,KAAK, CAAC,CAAC;EAC9D,KAAK,CAAC;;EAEN,IAAI,OAAO,QAAQ,CAAC;EACpB,GAAG,CAACD,eAAS,CAAC, CAAC;;EAEf,EAAE,QAAQ,CAAC,YAAY,IAAI,qBAAqB,GAAG,EAAE,EAAE,qBAAqB,CAAC,WAAW,CAA C,GAAGC,SAAS,CAAC,MAAM,EAAE,qBAAqB,CAAC,CAAC;EACrI,EAAE,OAAO;EACT,IAAI,QAAQ,EAA E,QAAQ;EACtB,IAAI,QAAQ,EAAE,QAAQ;EACtB,GAAG,CAAC;EACJ,CAAC;;EAED,IAAI,KAAK,GAAGC, cAAK,CAAC,aAAa,IAAI,kBAAkB,CAAC;;EC7KtD,WAAc,GAAG,KAAK,CAAC,OAAO,IAAI,UAAU,GAAG,E AAE;IAC/C,OAAO,MAAM,CAAC,SAAS,CAAC,QAAQ,CAAC,IAAI,CAAC,GAAG,CAAC,IAAI,gBAAgB,CA AC;GAChE,CAAC;;ECAF;;;EAGA,kBAAc,GAAG,aAAY;EAC7B,WAAoB,GAAG,MAAK;EAC5B,aAAsB,GAA G,QAAO;EAChC,sBAA+B,GAAG,iBAAgB;EAClD,oBAA6B,GAAG,eAAc;;;;;;;;EAO9C,IAAI,WAAW,GAAG,I AAI,MAAM,CAAC;;;IAG3B,SAAS;;;;;;IAOT,wGAAwG;GACzG,CAAC,IAAI,CAAC,GAAG,CAAC,EAAE,GA

AG,EAAC;;;;;;;;;EASjB,SAAS,KAAK,EAAE,GAAG,EAAE,OAAO,EAAE;IAC5B,IAAI,MAAM,GAAG,GAAE;I ACf,IAAI,GAAG,GAAG,EAAC;IACX,IAAI,KAAK,GAAG,EAAC;IACb,IAAI,IAAI,GAAG,GAAE;IACb,IAAI,g BAAgB,GAAG,OAAO,IAAI,OAAO,CAAC,SAAS,IAAI,IAAG;IAC1D,IAAI,IAAG;;IAEP,OAAO,CAAC,GAAG, GAAG,WAAW,CAAC,IAAI,CAAC,GAAG,CAAC,KAAK,IAAI,EAAE;MAC5C,IAAI,CAAC,GAAG,GAAG,CA AC,CAAC,EAAC;MACd,IAAI,OAAO,GAAG,GAAG,CAAC,CAAC,EAAC;MACpB,IAAI,MAAM,GAAG,GAA G,CAAC,MAAK;MACtB,IAAI,IAAI,GAAG,CAAC,KAAK,CAAC,KAAK,EAAE,MAAM,EAAC;MAChC,KAA K,GAAG,MAAM,GAAG,CAAC,CAAC,OAAM;;;MAGzB,IAAI,OAAO,EAAE;QACX,IAAI,IAAI,OAAO,CAAC, CAAC,EAAC;QACIB,QAAQ;OACT;;MAED,IAAI,IAAI,GAAG,GAAG,CAAC,KAAK,EAAC;MACrB,IAAI,MA AM,GAAG,GAAG,CAAC,CAAC,EAAC;MACnB,IAAI,IAAI,GAAG,GAAG,CAAC,CAAC,EAAC;MACjB,IAAI, OAAO,GAAG,GAAG,CAAC,CAAC,EAAC;MACpB,IAAI,KAAK,GAAG,GAAG,CAAC,CAAC,EAAC;MAClB, IAAI,QAAQ,GAAG,GAAG,CAAC,CAAC,EAAC;MACrB,IAAI,QAAQ,GAAG,GAAG,CAAC,CAAC,EAAC;;;M AGrB,IAAI,IAAI,EAAE;QACR,MAAM,CAAC,IAAI,CAAC,IAAI,EAAC;QACjB,IAAI,GAAG,GAAE;OACV;;M AAM,GAAG,QAAQ,KAAK,GAAG,IAAI,QAAQ,KAAK,IAAG;MACjD,IAAI,QAAQ,GAAG,QAAQ,KAAK,GA AG,IAAI,QAAQ,KAAK,IAAG;MACnD,IAAI,SAAS,GAAG,GAAG,CAAC,CAAC,CAAC,IAAI,iBAAgB;MAC1 C,IAAI,OAAO,GAAG,OAAO,IAAI,MAAK;;MAE9B,MAAM,CAAC,IAAI,CAAC;QACV,IAAI,EAAE,IAAI,IAA I,GAAG,EAAE;QACnB,MAAM,EAAE,MAAM,IAAI,EAAE;QACpB,SAAS,EAAE,SAAS;QACpB,QAAQ,EAAE ,QAAQ;QAClB,MAAM,EAAE,MAAM;QACd,OAAO,EAAE,OAAO;QAChB,QAAQ,EAAE,CAAC,CAAC,QAA Q;QACpB,OAAO,EAAE,OAAO,GAAG,WAAW,CAAC,OAAO,CAAC,IAAI,QAAQ,GAAG,IAAI,GAAG,IAAI, GAAG,YAAY,CAAC,SAAS,CAAC,GAAG,KAAK,CAAC;OACrG,EAAC;KACH;;;IAGD,IAAI,KAAK,GAAG,G AAG,CAAC,MAAM,EAAE;MACtB,IAAI,IAAI,GAAG,CAAC,MAAM,CAAC,KAAK,EAAC;KAC1B;;;IAGD,IA AI,IAAI,EAAE;MACR,MAAM,CAAC,IAAI,CAAC,IAAI,EAAC;KACIB;;IAED,OAAO,MAAM;GACd;;;;;;;;;EA SD,SAAS,OAAO,EAAE,GAAG,EAAE,OAAO,EAAE;IAC9B,OAAO,gBAAgB,CAAC,KAAK,CAAC,GAAG,EA AE,OAAO,CAAC,CAAC;GAC7C;;;;;;;;EAQD,SAAS,wBAAwB,EAAE,GAAG,EAAE;IACtC,OAAO,SAAS,CAA C,GAAG,CAAC,CAAC,OAAO,CAAC,SAAS,EAAE,UAAU,CAAC,EAAE;MACpD,OAAO,GAAG,GAAG,CAA C;GACH;;;;;;;;EAQD,SAAS,cAAc,EAAE,GAAG,EAAE;IAC5B,OAAO,SAAS,CAAC,GAAG,CAAC,CAAC,OA AO,CAAC,OAAO,EAAE,UAAU,CAAC,EAAE;MACID,OAAO,GAAG,GAAG,CAAC,CAAC,UAAU,CAAC,CA AC,CAAC,CAAC,QAAQ,CAAC,EAAE,CAAC,CAAC,WAAW,EAAE;KACxD,CAAC;GACH;;;;;EAKD,SAAS,g BAAgB,EAAE,MAAM,EAAE;;IAEjC,IAAI,OAAO,GAAG,IAAI,KAAK,CAAC,MAAM,CAAC,MAAM,EAAC;;; IAGtC,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,E AAE;MACtC,IAAI,OAAO,MAAM,CAAC,CAAC,CAAC,KAAK,QAAQ,EAAE;QACjC,OAAO,CAAC,CAAC,C AC;OAC3D;KACF;;IAED,OAAO,UAAU,GAAG,EAAE,IAAI,EAAE;MAC1B,IAAI,IAAI,GAAG,GAAE;MACb,I AAI,IAAI,GAAG,GAAG,IAAI,GAAE;MACpB,IAAI,OAAO,GAAG,IAAI,IAAI,GAAE;MACxB,IAAI,MAAM,G AAG,OAAO,CAAC,MAAM,GAAG,wBAAwB,GAAG,mBAAkB;;MAE3E,KAAK,IAAI,CAAC,GAAG,CAAC,E AAE,CAAC,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;QACtC,IAAI,KAAK,GAAG,MAAM,C AAC,CAAC,EAAC;;QAErB,IAAI,OAAO,KAAK,KAAK,QAAQ,EAAE;UAC7B,IAAI,IAAI,MAAK;;UAEb,QAA Q;SACT;;QAED,IAAI,KAAK,GAAG,IAAI,CAAC,KAAK,CAAC,IAAI,EAAC;QAC5B,IAAI,QAAO;;QAEX,IA AI,KAAK,IAAI,IAAI,EAAE;UACjB,IAAI,KAAK,CAAC,QAAQ,EAAE;;YAEIB,IAAI,KAAK,CAAC,OAAO,EA AE;cACjB,IAAI,IAAI,KAAK,CAAC,OAAM;aACrB;;YAED,QAAQ;WACT,MAAM;YACL,MAAM,IAAI,SAAS, CAAC,YAAY,GAAG,KAAK,CAAC,IAAI,GAAG,iBAAiB,CAAC;WACnE;SACF;;QAED,IAAI,OAAO,CAAC,K AAK,CAAC,EAAE;UACIB,IAAI,CAAC,KAAK,CAAC,MAAM,EAAE;YACjB,MAAM,IAAI,SAAS,CAAC,YA AY,GAAG,KAAK,CAAC,IAAI,GAAG,iCAAiC,GAAG,IAAI,CAAC,SAAS,CAAC,KAAK,CAAC,GAAG,GAAG ,CAAC;WACjH;;UAED,IAAI,KAAK,CAAC,MAAM,KAAK,CAAC,EAAE;YACtB,IAAI,KAAK,CAAC,QAAQ, EAAE;cAClB,QAAQ;aACT,MAAM;cACL,MAAM,IAAI,SAAS,CAAC,YAAY,GAAG,KAAK,CAAC,IAAI,GAA G,mBAAmB,CAAC;aACrE;WACF;;UAED,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,KAAK,CA AC,MAAM,EAAE,CAAC,EAAE,EAAE;YACrC,OAAO,GAAG,MAAM,CAAC,KAAK,CAAC,CAAC,CAAC,EA

AC;;YAE1B,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,CAAC,IAAI,CAAC,OAAO,CAAC,EAAE;cAC7B,MAA M,IAAI,SAAS,CAAC,gBAAgB,GAAG,KAAK,CAAC,IAAI,GAAG,cAAc,GAAG,KAAK,CAAC,OAAO,GAAG, mBAAmB,GAAG,IAAI,CAAC,SAAS,CAAC,OAAO,CAAC,GAAG,GAAG,CAAC;aAC11;;YAED,IAAI,IAAI,CA AC,CAAC,KAAK,CAAC,GAAG,KAAK,CAAC,MAAM,GAAG,KAAK,CAAC,SAAS,IAAI,QAAO;WAC7D;;U AED,QAAQ;SACT;;QAED,OAAO,GAAG,KAAK,CAAC,QAAQ,GAAG,cAAc,CAAC,KAAK,CAAC,GAAG,M AAM,CAAC,KAAK,EAAC;;QAEhE,IAAI,CAAC,OAAO,CAAC,CAAC,CAAC,CAAC,IAAI,CAAC,OAAO,CAA C,EAAE;UAC7B,MAAM,IAAI,SAAS,CAAC,YAAY,GAAG,KAAK,CAAC,IAAI,GAAG,cAAc,GAAG,KAAK,C AAC,OAAO,GAAG,mBAAmB,GAAG,OAAO,GAAG,GAAG,CAAC;SACtH;;QAED,IAAI,IAAI,KAAK,CAAC, MAAM,GAAG,QAAO;OAC/B;;MAED,OAAO,IAAI;KACZ;GACF;;;;;;;EAQD,SAAS,YAAY,EAAE,GAAG,EA AE;IAC1B,OAAO,GAAG,CAAC,OAAO,CAAC,4BAA4B,EAAE,MAAM,CAAC;GACzD;;;;;;;;EAQD,SAAS,WA AW,EAAE,KAAK,EAAE;IAC3B,OAAO,KAAK,CAAC,OAAO,CAAC,eAAe,EAAE,MAAM,CAAC;GAC9C;;;;;;;; ;;EASD,SAAS,UAAU,EAAE,EAAE,EAAE,IAAI,EAAE;IAC7B,EAAE,CAAC,IAAI,GAAG,KAAI;IACd,OAAO, EAAE;GACV;;;;;;;;EAQD,SAAS,KAAK,EAAE,OAAO,EAAE;IACvB,OAAO,OAAO,CAAC,SAAS,GAAG,EAA E,GAAG,GAAG;GACpC;;;;;;;;;;EASD,SAAS,cAAc,EAAE,IAAI,EAAE,IAAI,EAAE;;IAEnC,IAAI,MAAM,GAAG ,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,WAAW,EAAC;;IAE3C,IAAI,MAAM,EAAE;MACV,KAAK,IAAI,C AAC,GAAG,CAAC,EAAE,CAAC,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;QACtC,IAAI,CA AC,IAAI,CAAC;UACR,IAAI,EAAE,CAAC;UACP,MAAM,EAAE,IAAI;UACZ,SAAS,EAAE,IAAI;UACf,QAAQ ,EAAE,KAAK;UACf,MAAM,EAAE,KAAK;UACb,OAAO,EAAE,KAAK;UACd,QAAQ,EAAE,KAAK;UACf,O AAO,EAAE,IAAI;SACd,EAAC;OACH;KACF;;IAED,OAAO,UAAU,CAAC,IAAI,EAAE,IAAI,CAAC;GAC9B;;;; ;;;;;;EAUD,SAAS,aAAa,EAAE,IAAI,EAAE,IAAI,EAAE,OAAO,EAAE;IAC3C,IAAI,KAAK,GAAG,GAAE;;IAE d,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,IAAI,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;MA AAC,MAAM,EAAC;KACxD;;IAED,IAAI,MAAM,GAAG,IAAI,MAAM,CAAC,KAAK,GAAG,KAAK,CAAC,IA AI,CAAC,GAAG,CAAC,GAAG,GAAG,EAAE,KAAK,CAAC,OAAO,CAAC,EAAC;;IAEtE,OAAO,UAAU,CAA IAC5C,OAAO,cAAc,CAAC,KAAK,CAAC,IAAI,EAAE,OAAO,CAAC,EAAE,IAAI,EAAE,OAAO,CAAC;GAC3 D;;;;;;;;;EAUD,SAAS,cAAc,EAAE,MAAM,EAAE,IAAI,EAAE,OAAO,EAAE;IAC9C,IAAI,CAAC,OAAO,CAA C,IAAI,CAAC,EAAE;MACIB,OAAO,2BAA2B,IAAI,IAAI,OAAO,EAAC;MACID,IAAI,GAAG,GAAE;KACV;;I AED,OAAO,GAAG,OAAO,IAAI,GAAE;;IAEvB,IAAI,MAAM,GAAG,OAAO,CAAC,OAAM;IAC3B,IAAI,GAA G,GAAG,OAAO,CAAC,GAAG,KAAK,MAAK;IAC/B,IAAI,KAAK,GAAG,GAAE;;;IAGd,KAAK,IAAI,CAAC, GAAG,CAAC,EAAE,CAAC,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;MACtC,IAAI,KAAK,G AAG,MAAM,CAAC,CAAC,EAAC;;MAErB,IAAI,OAAO,KAAK,KAAK,QAAQ,EAAE;QAC7B,KAAK,IAAI,Y AAY,CAAC,KAAK,EAAC;OAC7B,MAAM;QACL,IAAI,MAAM,GAAG,YAAY,CAAC,KAAK,CAAC,MAAM, EAAC;QACvC,IAAI,OAAO,GAAG,KAAK,GAAG,KAAK,CAAC,OAAO,GAAG,IAAG;;QAEzC,IAAI,CAAC,IA AI,CAAC,KAAK,EAAC;;QAEhB,IAAI,KAAK,CAAC,MAAM,EAAE;UAChB,OAAO,IAAI,KAAK,GAAG,MAA M,GAAG,OAAO,GAAG,KAAI;SAC3C;;QAED,IAAI,KAAK,CAAC,QAAQ,EAAE;UACIB,IAAI,CAAC,KAAK, CAAC,OAAO,EAAE;YACIB,OAAO,GAAG,KAAK,GAAG,MAAM,GAAG,GAAG,GAAG,OAAO,GAAG,MAA K;WACjD,MAAM;YACL,OAAO,GAAG,MAAM,GAAG,GAAG,GAAG,OAAO,GAAG,KAAI;WACxC;SACF,M AAM;UACL,OAAO,GAAG,MAAM,GAAG,GAAG,GAAG,OAAO,GAAG,IAAG;SACvC;;QAED,KAAK,IAAI,Q AAO;OACjB;KACF;;IAED,IAAI,SAAS,GAAG,YAAY,CAAC,OAAO,CAAC,SAAS,IAAI,GAAG,EAAC;IACtD, IAAI, iBAAiB, GAAG, KAAK, CAAC, KAAK, CAAC, CAAC, SAAS, CAAC, MAAM, CAAC, KAAK, UAAS;;;;;; IAMp E,IAAI,CAAC,MAAM,EAAE;MACX,KAAK,GAAG,CAAC,iBAAiB,GAAG,KAAK,CAAC,KAAK,CAAC,CAA C,EAAE,CAAC,SAAS,CAAC,MAAM,CAAC,GAAG,KAAK,IAAI,KAAK,GAAG,SAAS,GAAG,UAAS;KACxG; ;IAED,IAAI,GAAG,EAAE;MACP,KAAK,IAAI,IAAG;KACb,MAAM;;;;MAGL,KAAK,IAAI,MAAM,IAAI,iBAA iB,GAAG,EAAE,GAAG,KAAK,GAAG,SAAS,GAAG,MAAK;KACtE;;IAED,OAAO,UAAU,CAAC,IAAI,MAA M,CAAC,GAAG,GAAG,KAAK,EAAE,KAAK,CAAC,OAAO,CAAC,CAAC,EAAE,IAAI,CAAC;GACjE;;;;;;;;;;;;; ;;EAcD,SAAS,YAAY,EAAE,IAAI,EAAE,IAAI,EAAE,OAAO,EAAE;IAC1C,IAAI,CAAC,OAAO,CAAC,IAAI,C AAC,EAAE;MACIB,OAAO,2BAA2B,IAAI,IAAI,OAAO,EAAC;MACID,IAAI,GAAG,GAAE;KACV;;IAED,OA

AO,GAAG,OAAO,IAAI,GAAE;;IAEvB,IAAI,IAAI,YAAY,MAAM,EAAE;MAC1B,OAAO,cAAc,CAAC,IAAI,y BAAyB,IAAI,EAAE;KAC1D;;IAED,IAAI,OAAO,CAAC,IAAI,CAAC,EAAE;MACjB,OAAO,aAAa,wBAAwB,I AAI,0BAA0B,IAAI,GAAG,OAAO,CAAC;KAC1F;;IAED,OAAO,cAAc,wBAAwB,IAAI,0BAA0B,IAAI,GAAG, OAAO,CAAC;GAC3F;;;;;;ECzac,SAAS,6BAA6B,CAAC,MAAM,EAAE,QAAQ,EAAE;EACxE,EAAE,IAAI,MA AM,IAAI,IAAI,EAAE,OAAO,EAAE,CAAC;EAChC,EAAE,IAAI,MAAM,GAAG,EAAE,CAAC;EACIB,EAAE,I AAI,UAAU,GAAG,MAAM,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC;EACvC,EAAE,IAAI,GAAG,EAAE,CAA C,CAAC;;EAEb,EAAE,KAAK,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,UAAU,CAAC,MAAM,EAAE,CAAC ,EAAE,EAAE;EAC1C,IAAI,GAAG,GAAG,UAAU,CAAC,CAAC,CAAC,CAAC;EACxB,IAAI,IAAI,QAAQ,CA AC,OAAO,CAAC,GAAG,CAAC,IAAI,CAAC,EAAE,SAAS;EAC7C,IAAI,MAAM,CAAC,GAAG,CAAC,GAAG, MAAM,CAAC,GAAG,CAAC,CAAC;EAC9B,GAAG;;EAEH,EAAE,OAAO,MAAM,CAAC;EAChB;;GAAC;;;;E CND,IAAI,aAAa,GAAG;MAChB,iBAAiB,EAAE,IAAI;MACvB,WAAW,EAAE,IAAI;MACjB,YAAY,EAAE,IA AI;MACIB,YAAY,EAAE,IAAI;MACIB,WAAW,EAAE,IAAI;MACjB,eAAe,EAAE,IAAI;MACrB,wBAAwB,EA AE,IAAI;MAC9B,wBAAwB,EAAE,IAAI;MAC9B,MAAM,EAAE,IAAI;MACZ,SAAS,EAAE,IAAI;MACf,IAAI, EAAE,IAAI;GACb,CAAC;;EAEF,IAAI,aAAa,GAAG;MAChB,IAAI,EAAE,IAAI;MACV,MAAM,EAAE,IAAI;M ACZ,SAAS,EAAE,IAAI;MACf,MAAM,EAAE,IAAI;MACZ,MAAM,EAAE,IAAI;MACZ,SAAS,EAAE,IAAI;MA Cf,KAAK,EAAE,IAAI;GACd,CAAC;;EAEF,IAAI,mBAAmB,GAAG;MACtB,UAAU,EAAE,IAAI;MAChB,MAA M,EAAE,IAAI;MACZ,YAAY,EAAE,IAAI;MACIB,WAAW,EAAE,IAAI;MACjB,SAAS,EAAE,IAAI;GACIB,CA AC;;EAEF,IAAI,YAAY,GAAG;MACf,UAAU,EAAE,IAAI;MAChB,OAAO,EAAE,IAAI;MACb,YAAY,EAAE,I AAI;MACIB,WAAW,EAAE,IAAI;MACjB,SAAS,EAAE,IAAI;MACf,IAAI,EAAE,IAAI;GACb,CAAC;;EAEF,IA AI,YAAY,GAAG,EAAE,CAAC;EACtB,YAAY,CAACL,OAAO,CAAC,UAAU,CAAC,GAAG,mBAAmB,CAAC; ;EAEvD,SAAS,UAAU,CAAC,SAAS,EAAE;MAC3B,IAAIA,OAAO,CAAC,MAAM,CAAC,SAAS,CAAC,EAAE; UAC3B,OAAO,YAAY,CAAC;OACvB;MACD,OAAO,YAAY,CAAC,SAAS,CAAC,UAAU,CAAC,CAAC,IAAI, aAAa,CAAC;GAC/D;;EAED,IAAI,cAAc,GAAG,MAAM,CAAC,cAAc,CAAC;EAC3C,IAAI,mBAAmB,GAAG, MAAM,CAAC,mBAAmB,CAAC;EACrD,IAAIM,uBAAqB,GAAG,MAAM,CAAC,qBAAqB,CAAC;EACzD,IAA I,wBAAwB,GAAG,MAAM,CAAC,wBAAwB,CAAC;EAC/D,IAAI,cAAc,GAAG,MAAM,CAAC,cAAc,CAAC;E AC3C,IAAI,eAAe,GAAG,MAAM,CAAC,SAAS,CAAC;;EAEvC,SAAS,oBAAoB,CAAC,eAAe,EAAE,eAAe,EA AE,SAAS,EAAE;MACvE,IAAI,OAAO,eAAe,KAAK,QAAQ,EAAE;;;UAGrC,IAAI,eAAe,EAAE;cACjB,IAAI,kB AAkB,GAAG,cAAc,CAAC,eAAe,CAAC,CAAC;cACzD,IAAI,kBAAkB,IAAI,kBAAkB,KAAK,eAAe,EAAE;kB AC9D,oBAAoB,CAAC,eAAe,EAAE,kBAAkB,EAAE,SAAS,CAAC,CAAC;eACxE;WACJ;;UAED,IAAI,IAAI,G AAG,mBAAmB,CAAC,eAAe,CAAC,CAAC;;UAEhD,IAAIA,uBAAqB,EAAE;cACvB,IAAI,GAAG,IAAI,CAAC, MAAM,CAACA,uBAAqB,CAAC,eAAe,CAAC,CAAC,CAAC;WAC9D;;UAED,IAAI,aAAa,GAAG,UAAU,CAA C,eAAe,CAAC,CAAC;UAChD,IAAI,aAAa,GAAG,UAAU,CAAC,eAAe,CAAC,CAAC;;UAEhD,KAAK,IAAI,CA AC,GAAG,CAAC,EAAE,CAAC,GAAG,IAAI,CAAC,MAAM,EAAE,EAAE,CAAC,EAAE;cAClC,IAAI,GAAG,G AAG,IAAI,CAAC,CAAC,CAAC,CAAC;cAClB,IAAI,CAAC,aAAa,CAAC,GAAG,CAAC,IAAI,EAAE,SAAS,IA AI,SAAS,CAAC,GAAG,CAAC,CAAC,IAAI,EAAE,aAAa,IAAI,aAAa,CAAC,GAAG,CAAC,CAAC,IAAI,EAAE, aAAa,IAAI,aAAa,CAAC,GAAG,CAAC,CAAC,EAAE;kBAC3I,IAAI,UAAU,GAAG,wBAAwB,CAAC,eAAe,EA AE,GAAG,CAAC,CAAC;kBAChE,IAAI;;sBAEA,cAAc,CAAC,eAAe,EAAE,GAAG,EAAE,UAAU,CAAC,CAA C;mBACpD,CAAC,OAAO,CAAC,EAAE,EAAE;eACjB;WACJ;;UAED,OAAO,eAAe,CAAC;OAC1B;;MAED,O AAO,eAAe,CAAC;GAC1B;;EAED,4BAAc,GAAG,oBAAoB,CAAC;;ECnGtC,IAAMC,kBAAkB,GAAG,SAArBA ,kBAAqB,CAAA,IAAA,EAAQ;QAC3BC,OAAO,GAAGC,KAAhB;EACAD,EAAAA,OAAO,CAAPA,WAAAA, ;;ECGA;EACA;;MACME;;;; 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Found in path(s):

* /opt/cola/permits/1202765739_1631616632.02/0/react-router-dom-5-3-0-tgz/package/umd/react-router-dom.js.map

1.323 @nivo/core 0.72.0 0.72.0

1.323.1 Available under license :

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1.324 tinyqueue 1.2.3 1.2.3

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1.331 ajv-keywords 3.5.2 3.5.2

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1.332 lodash.isboolean 3.0.3 3.0.3

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1.333 ultron 1.0.2 1.0.2

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1.334 object-keys 0.4.0 0.4.0

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1.336 har-validator 5.1.5 5.1.5

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1.338 mapbox-gl 1.11.1 1.11.1

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1.343 hoist-non-react-statics 2.5.5 2.5.5

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1.356 has-symbol-support-x 1.4.2 1.4.2

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1.386 isurl 1.0.0 1.0.0

1.386.1 Available under license :

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1.387 @mapbox/vector-tile 1.3.1 1.3.1

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1.388 buffer-shims 1.0.0 1.0.0

1.388.1 Available under license :

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1.389 string-template 1.0.0 1.0.0

1.389.1 Available under license :

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1.390 parseuri 0.0.6 0.0.6

1.390.1 Available under license :

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1.391 @mapbox/mapbox-gl-style-spec 13.16.0 13.16.0

1.391.1 Available under license :

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

{"version":3,"file":"index.js","sources":["../../node_modules/json-stringify-pretty-

compact/index.js","../format.js","../../.node_modules/url/node_modules/punycode/punycode.js","../../../node_modul es/url/util.js","../../.node_modules/querystring/decode.js","../../.node_modules/querystring/encode.js","../../.node_ modules/querystring/index.js","../../../node_modules/url/url.js","../visit.js","../migrate/v8.js","../util/extend.js","../exp ression/parsing_error.js","../expression/scope.js","../expression/types.js","../../.node_modules/csscolorparser/csscol orparser.js","../util/color.js","../expression/types/collator.js","../expression/types/formatted.js","../expression/types/re solved_image.js","../expression/values.js","../expression/definitions/literal.js","../expression/runtime_error.js","../exp ression/definitions/assertion.js","../expression/definitions/format.js","../expression/definitions/image.js","../expression n/definitions/coercion.js","../expression/evaluation_context.js","../expression/is_constant.js","../expression/definitions/ var.js","../expression/parsing_context.js","../expression/is_constant.js","../expression/definitions/ var.js","../expression/parsing_context.js","../expression/definitions/step.js",".././../node_mod ules/@ mapbox/unitbezier/index.js","../expression/definitions/let.js","../expression/definitions/interpolat e.js","../expression/definitions/coalesce.js","../expression/definitions/let.js","../expression/definitions/at.js","../expression/definitions/interpolat e.js","../expression/definitions/index_of.js","../expression/definitions/match.js","../expression/definitions/at.js","../expression/definitions/interpolat tions/case.js","../expression/definitions/slice.js","../expression/definitions/comparison.js","../expression/definitions/n umber_format.js","../expression/definitions/length.js","../expression/definitions/index.js","../util/result.js","../util/pro perties.js","../util/get_type.js","../function/index.js","../expression/index.js","../function/convert.js","../feature_filter/i ndex.js","../feature_filter/convert.js","../migrate/expressions.js","../migrate.js","../composite.js","../util/ref_properties .js","../deref.js","../util/deep_equal.js","../diff.js","../error/validation_error.js","../composite.js","../validate/validate/ alidate_constants.js","../util/unbundle_jsonlint.js","../validate/validate_object.js","../validate/validate_array.js","../vali idate/validate_number.js","../validate/validate_function.js","../validate/validate_expression.js","../validate/validate_b oolean.js","../validate/validate_color.js","../validate/validate_enum.js","../validate/validate_filter.js","../validate/validate _layer.js","../validate/validate_paint_property.js","../validate/validate_layout_property.js","../validate/validate _layer.js","../validate/validate_string.js","../validate/validate_source.js","../validate/validate_light.js","../validate/vali ate_formatted.js","../validate/validate_image.js","../validate/validate_js","../validate/validate_glyphs_url.js","../valid ate_style.min.js","../../../node_modules/@mapbox/jsonlint-lines-

primitives/lib/jsonlint.js","../read style.js","../validate style.js","../validate mapbox api supported.js","../stylespec.js"], "sourcesContent": ["\"use strict\";\n\n// Note: This regex matches even invalid JSON strings, but since we'ren// working on the output of 'JSON.stringify' we know that only valid stringsn// are present (unless the user supplied a weird `options.indent` but in\n// that case we don't care since the output would be invalid anyway).\nvar stringOrChar = $/("(?:[^\\\\"]|)))[:,]/g;(n)nmodule.exports = function stringify(passedObj, options) {\n var$ indent, maxLength, replacer; n = options = options = JSON.stringify(n [1], n undefined, n [1], n undefined, n [1], n [1options.indent === undefined ? 2 : options.indent/n).slice(2, -3); n maxLength =n indent === ""/"/n ? : options.maxLength === undefinedn? 80∖n : options.maxLength;\n replacer = Infinity\n options.replacer; $\ln return$ (function stringify(obj, currentIndent, reserved) {n // prettier-ignore/n var end, index, items, key, keyPart, keys, length, nextIndent, prettified, start, string, value;\n/n if (obj && typeof $obj.toJSON == \"function") \{\n obj = obj.toJSON();\n }\n oting = JSON.stringify(obj, replacer);\n obj = obj.toJSON();\n obj = obj.$ (string === undefined) { \n return string; h = h = maxLength - currentIndent.length - reserved; n/nif (string.length \leq length) {\n prettified = string.replace(stringOrChar, function(match, stringLiteral) {\n if (prettified.length \leq length) {\n return stringLiteral || match + '' \'';\n });\n return prettified;\n }\n $n = \frac{1}{n}$ if (replacer != null) { obj = JSON.parse(string); nreplacer = undefined; $\ \$ } $\ \$ if (typeof obj $== \"object" \&\& obj !== null) \{\n$ nextIndent = currentIndent + indent;\n items = [];nindex = $0;\n\$ start = $\left| \left| \right| \right|$ if (Array.isArray(obj)) {\n end = "];\n length = obj.length; nfor (; index < length; index++) $\{ n \}$ items.push(\n _stringify(obj[index], nextIndent, index === length - 1 ? 0 : 1) ||\n $\null \in n$ } else {nstart = $\" \{ \"; \n$ end = $" \$ keys = Object.keys(obj);\n);\n }\n length = keys.length; nfor (; index < length; index++) { \n key = keys[index]; nkeyPart =obj[key],\n JSON.stringify(key) + $\": \";\n$ value = $_stringify(\n$ nextIndent,\n keyPart.length + (index === length - 1 ? 0 : 1)\n if (value !== undefined) {\n);\n items.push(keyPart + value);\n }\n }\n }\n\n if (items.length > 0) {nreturn [start, indent + items.join('', ||n|'' + nextIndent), end].join(|n| $\"\n$ + currentIndent \n);\n $n \geq n n$ return string; })(passedObj, \"\", 0);\n};\n","\nimport reference from './reference/latest.js';\nimport stringifyPretty from 'jsonstringify-pretty-compact';n for (const keysBy(obj, reference) { $n = {}; n =$ if $(obj[key] !== undefined) \{ \ n \}$ result[key] = $obj[key];\n$ reference) $\{ \ n \$ $n \in n$ for (const key in obj) $\{ n \}$ if (result[key] === undefined) { \n result[key] = obj[key]; $n \leq n return$ order as the reference style.n * n * The optional `space` argument is passed ton *['JSON.stringify`](https://developer.mozilla.org/en-

 $US/docs/Web/JavaScript/Reference/Global_Objects/JSON/stringify)\n * to generate formatted output.\n *\n * If `space` is unspecified, a default of `2` spaces will be used.\n *\n * @private\n * @param {Object} style a Mapbox GL Style\n * @param {number} [space] space argument to pass to `JSON.stringify`\n * @returns {string} stringified formatted JSON\n * @example\n * var fs = require('fs');\n * var format = require('mapbox-gl-style-spec').format;\n * var style = fs.readFileSync('./source.json', 'utf8');\n * fs.writeFileSync('./dest.json',$

 $format(style)); n * fs.writeFileSync('./dest.min.json', format(style, 0)); n */nfunction format(style, space = 2) {/n$ $style = sortKeysBy(style, reference.$root); n\n if (style.layers) {\n}$ style.layers = style.layers.map((layer) => sortKeysBy(layer, reference.layer));\n }\n\n return stringifyPretty(style, {indent: space});\n}\n\netty(n) format;\n","/*! https://mths.be/punycode v1.3.2 by @mathias */n;(function(root) {\n\n\t/** Detect free variables */n/tvar freeExports = typeof exports == 'object' && exports && \n/t/t!exports.nodeType && exports;\n/tvar freeModule = typeof module == 'object' & module & (n/t)t!module.nodeType & module; (n/tvar freeGlobal =)typeof global == 'object' && global;\n\tif (\n\t\tfreeGlobal.global === freeGlobal ||\n\t\tfreeGlobal.window === $freeGlobal || \ t = freeGlobal.self = freeGlobal \ (\ t < reeGlobal; \ t$ object.nt * @name punycode.nt * @type Object.nt */ntvar punycode.nn/t/** Highest positive signed 32-bitfloat value */ntmaxInt = 2147483647, // aka. 0x7FFFFFF or 2^31-1/n/n/t/** Bootstring parameters */ntbase = 36,\n\ttMin = 1,\n\ttMax = 26,\n\tskew = 38,\n\tdamp = 700,\n\tinitialBias = 72,\n\tinitialN = 128, // 0x80\n\tdelimiter = '-', // '\\x2D'\n\n\t/** Regular expressions */\n\tregexPunycode = /^xn--/,\n\tregexNonASCII = /[^\\x20-\\x7E]/, // unprintable ASCII chars + non-ASCII chars\n\tregexSeparators = /[\x2E\\u3002\\uFF0E\\uFF61]/g, // RFC 3490 separators\n\n\t/** Error messages */n\terrors = {\n\t\t'overflow': 'Overflow: input needs wider integers to process', h(t) 'not-basic': 'Illegal input >= 0x80 (not a basic code point)',\n\t\t'invalid-input': 'Invalid input'\n\t},\n\n\t/** Convenience shortcuts */\n\tbaseMinusTMin = base -*/n/tkey;\n/n/t/*-----*/n/n/t/**/n/t * A generic error utility function.\n\t * @private\n\t * @param {String} type The error type.\n\t * @returns {Error} Throws a `RangeError` with the applicable error message. $\t */\n\t u$ RangeError(errors[type]):ht/n/t/**/n/t * A generic `Array#map` utility function./n/t * @private/n/t * @param {Array} array The array to iterate over.\n\t * @param {Function} callback The function that gets called for every $array \ln t * item. \ln t * @returns {Array} A new array of values returned by the callback function. \ln t */n tfunction$ $map(array, fn) \{ \ln(t) = array.length; \ln(t) + c) = 0 \}$ domain name strings or email/ $t * addresses./n/t * @private/n/t * @param {String} domain The domain name or$ email address.\n\t * @param {Function} callback The function that gets called for every\n\t * character.\n\t * @returns {Array} A new string of characters returned by the callbacknt * function.nt */ntfunctionmapDomain(string, fn) { \ttop{tring}, fn } { $\ttop{ttop{tring}, fn}$ } { $\ttop{ttop{tring}, fn}$ } { $\ttop{ttop{ttop{tring}, fn}}$ } email addresses, only the domain name should be punycoded. Leave\n\t\t\t// the local part (i.e. everything up to `@`) intact.n(t)(t)=parts[0] + '@';(n(t)(t)) = parts[1];(n(t)(t)/Avoid `split(regex)` for IE8 compatibility.See #17.\n\t\tstring = string.replace(regexSeparators, '\x2E');\n\t\tvar labels = string.split('.');\n\t\tvar encoded = map(labels, fn).join('.'); ht treturn result + encoded; ht n/t/** ht * Creates an array containing the numeric code points of each Unicode\n\t * character in the string. While JavaScript uses UCS-2 internally,\n\t * this function will

point,\n\t * matching UTF-16.\n\t * @see `punycode.ucs2.encode`\n\t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n\t * @memberOf punycode.ucs2\n\t * @name decode\n\t * @param {String} string The Unicode input string (UCS-2).\n\t * @returns {Array} The new array of code points.\n\t */\n\tfunction ucs2decode(string) {\n\t\tvar output = [],\n\t\t counter = 0,\n\t\t length = string.length,\n\t\t value,\n\t\t extra;\n\t\twhile (counter < length) {\n\t\tvalue =

convert a pair of surrogate halves (each of which\n\t * UCS-2 exposes as separate characters) into a single code

 $(UCS-2).nt*/ntfunction ucs2encode(array) {nt/treturn map(array, function(value) {nt/t/tvar output = ";nt/t/tif$ value > 0xFFF {h(t)(t)value = 0x10000; h(t)(t)value + stringFromCharCode(value >>> 10 & 0x3FF0xD800; h(t) (t) output; $\frac{t}{1}$.join("); $\frac{t}{n}t \ll 0$ converts a basic code point into a digit/integer. $t \ll 0$ `digitToBasic()`\n\t * @private\n\t * @param {Number} codePoint The basic numeric code point value.\n\t * @returns {Number} The numeric value of a basic code point (for use in\n\t * representing integers) in the range `0` to `base - 1`, or `base` if $n\t *$ the code point does not represent a value. $n\t */n\t u$ $\left(\frac{1}{1} + \frac$ $codePoint - 65; \ln(t) = 97 < 26) {\ln(t)(t) = 97 < 16}$ $base:\ln(t)/(n)/t^{**}/n)$ t * Converts a digit/integer into a basic code point.n/t * @see `basicToDigit()`/n/t * @private\n\t * @param {Number} digit The numeric value of a basic code point.\n\t * @returns {Number} The basic code point whose value (when used for\n\t * representing integers) is `digit`, which needs to be in the range\n\t * 0^{t} to $base - 1^{t}$. If flag is non-zero, the uppercase form is ht * used; else, the lowercase form is used. The behavior is undefined/n/t * if `flag` is non-zero and `digit` has no uppercase form./n/t */n/tfunction digitToBasic(digit, flag) {\n\t\t// 0..25 map to ASCII a..z or A..Z\n\t\t// 26..35 map to ASCII 0..9\n\t\treturn digit + $22 + 75 * (\text{digit} < 26) - ((\text{flag } != 0) << 5); \ln t \ n t * Bias adaptation function as per section 3.4 of RFC$ 3492.\n\t * http://tools.ietf.org/html/rfc3492#section-3.4\n\t * @private\n\t */n\tfunction adapt(delta, numPoints, firstTime) { $\langle n|t|tvar k = 0; n|t|tdelta = firstTime ? floor(delta / damp) : delta >> 1; n|t|tdelta += floor(delta /$ numPoints); $\frac{1}{k} = base \frac{1}{k} + base \frac{1}{k} = base \frac{1}{k} + base \frac{1}{k}$ floor(delta / baseMinusTMin);(n/t/t)/n/t/treturn floor(k + (baseMinusTMin + 1) * delta / (delta + 1)/t/treturn floor(k + (baseMinusTMin + 1))/t/treturn floor(k + (baseMinusTMin + 1))/treturn floor(k + (baseMinusTMin + (basskew));nt/n/t/** (n/t * Converts a Punycode string of ASCII-only symbols to a string of Unicode/n/t * symbols.\n\t * @memberOf punycode\n\t * @param {String} input The Punycode string of ASCII-only symbols.\n\t * @returns {String} The resulting string of Unicode symbols.ht */ntfunction decode(input) {/ht/t/ Don't use UCS-2 $\ln(t)$ out, $\ln(t)$ inputLength = input.length, $\ln(t)$ out, $\ln(t)$ i = 0, $\ln(t)$ n = initialN, $\ln(t)$ = initialBias, ht t = initiaBias, ht t = initiBias, ht t = initiaBias, ht t = initiBias, ht t = initiBiasCached calculation results */n/t/t baseMinusT;n/n/t/t// Handle the basic code points: let `basic` be the number of input code $\frac{1}{t/r}$ points before the last delimiter, or 0^{-1} if there is none, then $\frac{1}{t/r}$ the first basic code points to the output. $\ln/\pi t = input.lastIndexOf(delimiter); \t (basic < 0) {\t (t) + (basic = 0; n/t)} < (j = 0; j < 0) + (j = 0; j <$ basic';n/t/t}n/t/t/n/t/toutput.push(input.charCodeAt(j));n/t/t}n/t/t/ Main decoding loop: start just after the last delimiter if any basic code/n/t/t// points were copied; start at the beginning otherwise./n/n/t/tfor (index = basic > 0? basic + 1 : 0; index < inputLength; /* no final expression */) $\left(\frac{1}{10}\right)^{1}$ is the index of the next character to be consumed. $\frac{1}{t}$ overflow checking is easier $\frac{1}{1}$ as we go, then subtract off its starting $\frac{1}{1}$ value at the end to $\frac{\pi t_{t}}{t_{t}} = basicToDigit(input.charCodeAt(index++)); \frac{\pi t_{t}}{t_{t}} = basicToDig$ $\geq base \parallel digit > floor((maxInt - i) / w)) \{ n(t/t/t/t) = w = base \parallel digit > floor((maxInt - i) / w)) \{ n(t/t/t) = w = base \parallel digit > floor((maxInt - i) / w)) \}$ bias ? tMin : (k >= bias + tMax ? tMax : k - bias); $\frac{t}{t}$ $\left(\frac{1}{1}\right)^{1/2} \left(\frac{1}{1}\right)^{1/2} \left(\frac{1}{1}\right$ $\frac{1}{n}t/t/t/t/terror(overflow');n/t/t/t}/n/n/t/t/t/tw *= baseMinusT;/n/n/t/t/t/tout = output.length + 1;/n/t/t/tbias$ = adapt(i - oldi, out, oldi == 0); $\frac{1}{1}$ as supposed to wrap around from `out` to `0`, $\frac{1}{1}$ each time, so we'll fix that now: $\frac{1}{t} = \frac{1}{100} - \frac{1}{100} + \frac{1}{100}$ floor(i / out);n/t/t/ti %= out;n/n/t/t// Insert `n` at position `i` of the output/n/t/t/toutput.splice(i++, 0, 0))n;n/t/t/n/t/t on t/t = 0 (output);n/t/n/t/**/n/t * Converts a string of Unicode symbols (e.g. a domainname label) to $a(x + Punycode string of ASCII-only symbols.)(x + @memberOf punycode)(x + @param {String}))$ input The string of Unicode symbols.\n\t * @returns {String} The resulting Punycode string of ASCII-only $symbols.nt */ntfunction encode(input) {nt/tvar n,nt/t delta,nt/t basicLength,n/t/t basicLength,n/t/t$ bias, ht/t j, ht/t m, h/t/t q, h/t/t k, h/t/t t, h/t/t currentValue, h/t/t output = [], h/t/t /**`inputLength`

will hold the number of code points in `input`. */\n\t\t inputLength,\n\t\t /** Cached calculation results */\n\t\t handledCPCountPlusOne,\n\t\t baseMinusT,\n\t\t qMinusT;\n\n\t\t// Convert the input in UCS-2 to Unicode\n\t\tinput = ucs2decode(input);\n\n\t\t// Cache the length\n\t\tinputLength = input.length;\n\n\t\t// Initialize the state\n\t\tn = initialN;\n\t\tdelta = 0;\n\t\tbias = initialBias;\n\n\t\t// Handle the basic code points\n\t\tfor (j = 0; j < inputLength; ++j) {\n\t\t\tcurrentValue = input[j];\n\t\t\tin (currentValue < 0x80)

 $\{ \frac{\pi + 1}{1} \\ \frac{\pi + 1}{1}$

adapt(delta, handledCPCountPlusOne, handledCPCount == basicLength); nt/t/t/tdelta =

output.join("); $nt}\n t/**$ (n/t * Converts a Punycode string representing a domain name or an email address/n/t * to Unicode. Only the Punycoded parts of the input will be converted, i.e.\n\t * it doesn't matter if you call it on a string that has already been/n/t * converted to Unicode./n/t * @memberOf punycode/n/t * @param {String} input The Punycoded domain name or email address to\n\t * convert to Unicode.\n\t * @returns {String} The Unicode representation of the given Punycode/n/t * string./n/t */n/tfunction toUnicode(input) {/n/t/treturn mapDomain(input, $function(string) \left\{ \frac{1}{t} (t_1, t_2, t_3) \right\}$ string;(n(t));(n(t))(n(t))(n(t)) = 0 a Unicode string representing a domain name or an email address to(n(t)) Punycode. Only the non-ASCII parts of the domain name will be converted, \n\t * i.e. it doesn't matter if you call it with a domain that's already in $\t \in ASCII.$ with a domain that's already in $\t \in ASCII.$ name or email address to convert, as a\n\t * Unicode string.\n\t * @returns {String} The Punycode representation of the given domain name or n t = mail address. t + n t = 0function(string) {\n\t\treturn regexNonASCII.test(string)\n\t\t\t\t? 'xn--' + encode(string)\n\t\t\t\t: string; $\frac{1}{1}$ API */\n\tpunycode = $\{ \ln(t/**) \cap t \in A \text{ string representing the current Punycode.js version number.} (t) t *$ @memberOf punycodentt * @type String<math>ntt */ntt*/ntt*/ntt*/ntt*/ntt*convert from JavaScript's internal character\n\t\t * representation (UCS-2) to Unicode code points, and back.\n\t\t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n/t\t * @memberOf punycode\n/t\t * @type Object\n/t\t */n/t/t'ucs2': {\n/t/t/t'decode': ucs2decode,\n/t/t\t'encode': ucs2encode\n/t/t},\n/t/t'decode': decode,\n/t/t'encode': encode,\n\t\t'toASCII': toASCII,\n\t\t'toUnicode': toUnicode\n\t};\n\n\t/** Expose `punycode` */n\t// Some AMD build optimizers, like r.js, check for specific condition patterns $\frac{1}{1}$ like the following: $\frac{1}{1}$ 'function' && $\nt = 'object' & (n)t(tefine.amd)(n)t) (n)t(tefine('punycode', function()))$ $\left(\frac{t}{t}\right)$ $\{ // \text{ in Node.js or RingoJS v0.8.0+/n/t/t/tfreeModule.exports = punycode;/n/t/t} \text{ else } \{ // \text{ in Narwhal or RingoJS v0.8.0+/n/t/t} \}$ $v0.7.0-\ln(t)$ (key in punycode) { $\ln(t)$ (ht/t)

punycode[key]);h(t) h(t]n(t) else { // in Rhino or a web browser/n(t)root.punycode = $punycode;(nt}(n);(n);(n'',''use strict';(n)nmodule.exports = {\n isString: function(arg) {\n return typeof(arg)}$ === 'string';n },n isObject: function(arg) {n return typeof(arg) === 'object' && arg !== null;n },n isNull: \\n};\n","// Copyright Joyent, Inc. and other Node contributors.\n/\n// Permission is hereby granted, free of charge, to any person obtaining a/n/ copy of this software and associated documentation files (the/n// "Software"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the n// following conditions: n//n/ The above copyright notice and this permission notice shall be includedn// in all copies or substantial portions of the Software.n//n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n/n'use strict';\n/n// If obj.hasOwnProperty has been overridden, then calling\n// obj.hasOwnProperty(prop) will break.\n// See: https://github.com/joyent/node/issues/1707\nfunction hasOwnProperty(obj, prop) {\n return $sep \parallel k'; n eq = eq \parallel k'; n var obj = \{\}; n/n if (type of qs !== 'string' \parallel qs.length === 0) \{n return obj; n \} n/n$ var regexp = //+/g; n qs = qs.split(sep); n var maxKeys = 1000; n if (options && typeof options.maxKeys === 'number') {\n maxKeys = options.maxKeys;\n }\n\n var len = qs.length;\n // maxKeys <= 0 means that we should not limit keys count/n if (maxKeys > 0 && len > maxKeys) {\n len = maxKeys;\n }\n\n for (var i = 0; i < len; ++i) {\n var x = qs[i].replace(regexp, '%20'),\n idx = x.indexOf(eq), nkstr, vstr, k, v; $n \in (idx \ge 0)$ {\n kstr = x.substr(0, idx); vstr = x.substr(idx + 1); $else { n kstr = x; n }$ $vstr = "; n } n =$ decodeURIComponent(kstr); v = decodeURIComponent(vstr); if (!hasOwnProperty(obj, k)) {/n obj[k] = v;n } else if (Array.isArray(obj[k])) {n obj[k].push(v);n } else {n $obj[k] = [obj[k], v]; n } n$ return obj;\n];\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a/n/ copy of this software and associated documentation files (the/n// "Software/"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the n// following conditions: n/(n// The above copyright notice and this permission notice shall be includedn// in all copies or substantial portions of the Software.n/n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n/n'use strict';\n/nvar stringifyPrimitive = function(v) { $n \text{ switch (type of v)}} a case 'string': n return v; n/n case 'boolean': n$ return v ? 'true' : 'false'; $n\$ case 'number':n return isFinite(v) ? v : ";n default:nreturn ":\n $n\}$, n/nmodule.exports = function(obj, sep, eq, name) {\n sep = sep || '&';\n eq = eq || '=';\n if (obj === null) {\n $obj = undefined; \ |n|$ if (typeof $obj === 'object' | \{n return Object.keys(obj).map(function(k) | n return Object.keys(object.$ var ks = encodeURIComponent(stringifyPrimitive(k)) + eq; nif (Array.isArray(obj[k])) {\n return $obj[k].map(function(v) \{\n$ return ks + encodeURIComponent(stringifyPrimitive(v));\n }).join(sep);\n } else $\{ n \}$ (!name) return ";\n return encodeURIComponent(stringifyPrimitive(name)) + eq +nencodeURIComponent(stringifyPrimitive(obj));\n};\n","'use strict';\n\nexports.decode = exports.parse =

require('./decode');\nexports.encode = exports.stringify = require('./encode');\n","// Copyright Joyent, Inc. and other Node contributors. $\frac{\lambda}{n}/2$ permission is hereby granted, free of charge, to any person obtaining $\frac{\lambda}{n}/2$ 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: $\frac{n}{n}$ the above copyright notice and this permission notice shall be included $\frac{n}{i}$ all copies or substantial portions of the Software.n//n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar punycode = require('punycode');\nvar util = require('./util');\n\nexports.parse = urlParse;\nexports.resolve = urlResolve;\nexports.resolveObject = urlResolveObject;\nexports.format = urlFormat;\n\nexports.Url = Url:= url:this.port = null;\n this.hostname = null;\n this.hash = null;\n this.search = null;\n this.query = null;\n this. this.pathname = null;\n this.path = null;\n this.href = null;\n $\n//$ Reference: RFC 3986, RFC 1808, RFC $2396\ln/n/$ define these here so at least they only have to ben/ compiled once on the first module load. protocolPattern = $/^{(a-z_0-9,+-]+)/i,n}$ portPattern = /:[0-9]*\$/, n/n // Special case for a simple path URL/nsimplePathPattern = $/(\langle \rangle / \langle ?(?! \rangle) / (? \langle s \rangle) (\langle ? \rangle) / (S \rangle) /$ URLs.\n // We actually just auto-escape these.\n delims = ['<', '>', '\'', ``, '', '\\r', '\ characters not allowed for various reasons.\n unwise = $['{, '}, '], '[', '], concat(delims), n/n // Allowed by$ RFCs, but cause of XSS attacks. Always escape these.n = [''].concat(unwise), n // Characters thatare never ever allowed in a hostname.n // Note that any invalid chars are also handled, but thesen // are the ones that are *expected* to be seen, so we fast-pathn // themn nonHostChars = ['%', '/', '?', ';','#'].concat(autoEscape), h hostEndingChars = ['/', '?', '#'], h hostnameMaxLen = 255, h hostnamePartPattern = $/^{[+a-z0-9A-Z_-]}{0,63}/,n$ hostnamePartStart = $/([+a-z0-9A-Z_-]{0,63})(.*)/,n$ // protocols that can allow $\unsafe\n data = \{n \\ iavascript: true, n \\$ 'javascript:': true\n },\n // protocols that never have a hostname.n hostlessProtocol = {n'javascript': true,\n 'javascript:': truen },n// protocols that always contain a // bit.\n slashedProtocol = $\{\n$ 'ftp': true,\n 'http': true,\n 'https': true,\n 'gopher': true,n'file': true,\n 'http:': true,\n 'https:': true,\n 'ftp:': true,\n 'gopher:': true,\n 'file:': $true_n$ }, n querystring = require('querystring'); n/nfunction urlParse(url, parseQueryString, slashesDenoteHost) $\ln if (url \&\& util.isObject(url) \&\& url instance of Url) return url; n/n var u = new Url; u.parse(url,$ parseQueryString, slashesDenoteHost); $n return u; n \ nurl, parseQueryString, slashesDenoteHost); n return u; n \ nurl, parseQueryString, slashesDenoteHost); n return u; n \ nurl, nurl, parseQueryString, slashesDenoteHost); n return u; nurl, nu$ slashesDenoteHost) {\n if (!util.isString(url)) {\n throw new TypeError(\"Parameter 'url' must be a string, not \" + typeof url);\n }\n\n // Copy chrome, IE, opera backslash-handling behavior.\n // Back slashes before the query string get converted to forward slashes\n // See: https://code.google.com/p/chromium/issues/detail?id=25916\n var queryIndex = url.indexOf('?'),\n splitter = \n (queryIndex !== -1 && queryIndex < url.indexOf('#')) ? '?' : '#'.\n uSplit = url.split(splitter), nslashRegex = ////g; n uSplit[0] = uSplit[0].replace(slashRegex, '/'); n url =uSplit.join(splitter);\n\n var rest = url;\n\n // trim before proceeding.\n // This is to support parse stuff like \" http://foo.com \\n\"\n rest = rest.trim();\n\n if (!slashesDenoteHost && url.split('#').length === 1) {\n // Try fast path regexpn var simplePath = simplePathPattern.exec(rest);n if (simplePath) {nthis.path = rest;nthis.href = rest;nthis.pathname = simplePath[1];nif (simplePath[2]) {\n this.search = simplePath[2];nif (parseQueryString) {\n this.query = querystring.parse(this.search.substr(1));\n } else {nthis.query = this.search.substr(1);n}\n } else if (parseQueryString) {\n this.search = ";\n this.query $= \{ \}; \ n$ }\n return this; $n \geq n \geq 0$ return this; $n \geq n \geq 0$ return this; $n \geq 0 \leq n \leq 0$ proto[0];\n var lowerProto = proto.toLowerCase();\n this.protocol = lowerProto;\n rest =

rest.substr(proto.length); $\ \/\ figure out if it's got a host /n // user@server is *always* interpreted as a$ hostname, and url\n // resolution will treat //foo/bar as host=foo,path=bar because that's\n // how the browser resolves relative URLs.\n if (slashesDenoteHost || proto || rest.match(/ $\langle \rangle \rangle = 0$ ar slashes = rest.substr(0, 2) === $\frac{1}{2} n$ if (slashes && !(proto && hostlessProtocol[proto])) {\n rest = rest.substr(2); nthis.slashes = true; $n \geq n \leq n \in \mathbb{N}$ (slashes || (proto && $\frac{1}{n} = \frac{1}{n} \frac{1}{n} \frac{1}{n} \frac{1}{n} \frac{1}{n}$ // If there is an @ in the hostname, then non-host chars *are* allowed\n // to the left of the last @ sign, unless some host-ending character\n // comes *before* the @-sign.\n // URLs are obnoxious.\n //\n // ex:\n // $http://a@b@c/ => user:a@b host:c\n // http://a@b?@c => user:a host:c path:/?@c\n\n // v0.12 TODO(isaacs):$ This is not quite how Chrome does things. $\ //$ Review our test case against browsers more comprehensively. $\n\$ // find the first instance of any hostEndingChars\n var hostEnd = -1;\n for (var i = 0; i < hostEndingChars.length; var hec = rest.indexOf(hostEndingChars[i]);\n if (hec !== -1 && (hostEnd === -1 || hec < i++) {\n hostEnd = hec; $\ln \frac{1}{2}$ hostEnd = hec; hostEn hostEnd))\n portion cannot go past, or the last @ char is the decider.\n var auth, atSign;\n if (hostEnd === -1) {\n // atSign atSign = rest.lastIndexOf('@');n } else {n // atSign must be in auth portion.ncan be anywhere.n// atSign = rest.lastIndexOf('@', hostEnd); $\n \// Now we$ http://a@b/c@d => host:b auth:a path:/c@d\n have a portion which is definitely the auth.n // Pull that off. $n if (atSign !== -1) {n auth = rest.slice(0, n) {n auth = rest$ atSign):\n rest = rest.slice(atSign + 1);n this.auth = decodeURIComponent(auth);n }n/n // the host is the remaining to the left of the first non-host char\n hostEnd = -1;\n for (var i = 0; i < nonHostChars.length; i++) {\n var hec = rest.indexOf(nonHostChars[i]); n if (hec != -1 && (hostEnd == -1 || hec < hostEnd))hostEnd = hec; $n \geq n / i$ f we still have not hit it, then the entire thing is a host.n i (hostEnd === -1)nhostEnd = rest.length;\n\n this.host = rest.slice(0, hostEnd);\n rest = rest.slice(hostEnd);\n\n // pull out port.\n this.parseHost();\n\n // we've indicated that there is a hostname,\n // so even if it's empty, it has to be present.\n this.hostname = this.hostname || ";nn // if hostname begins with [and ends with]n // assume that it's an IPv6 address.\n var ipv6Hostname = this.hostname $[0] === '[' \&\& \n$ this.hostname[this.hostname.length - 1] === $'':= \frac{1}{\sqrt{1-1}} - \frac{1}{\sqrt{1-1}}$ for (var i = 0, $l = hostparts.length; i < l; i++) \{ \ n \}$ var part = hostparts[i];\n if (!part) continue;\n if (!part.match(hostnamePartPattern)) {\n for (var j = 0, k = part.length; j < k; j++) {\n var newpart = ";\n if (part.charCodeAt(j) > 127) { \n // we replace non-ASCII char with a temporary placeholder\n -// we need this to make sure size of hostname is not\n // broken by replacing non-ASCII by nothing\n newpart $+= 'x';\n$ } else {nnewpart += part[j]; n}\n }\n // we test again with if (!newpart.match(hostnamePartPattern)) {\n ASCII char only \n var validParts = hostparts.slice(0, i);nvar notHost = hostparts.slice(i + 1);\n var bit = part.match(hostnamePartStart);\n if (bit) $\{ n \}$ validParts.push(bit[1]);\n notHost.unshift(bit[2]);\n }\n if (notHost.length) $\{\n$ rest ='/' + notHost.join('.') + rest;\n }\n this.hostname = validParts.join('.');\n break;\n }\n }\n n = n = n = nthis.hostname = ";n } else {n// hostnames are always lower case.\n this.hostname = this.hostname.toLowerCase(); $\ln \frac{1}{n} = \frac{1}{n}$ // IDNA Support: Returns a punycoded representation of \"domain\".\n // It only converts parts of the domain name // have non-ASCII characters, i.e. it doesn't matter if\n // you call it with a domain that already is that∖n ASCII-only.\n this.hostname = punycode.toASCII(this.hostname);n n var p = this.port ? ':' + this.port : ";\n var h = this.hostname || ";\n this.host = h + p;\n this.href += this.host;\n\n // strip [and] from the hostnamen // the host field still retains them, though n if (ipv6Hostname) {nthis.hostname = this.hostname.substr(1, this.hostname.length - 2);n if (rest[0] !== '/') {nrest = '/' + rest; n// now rest is set to the post-host stuff.\n // chop off any delim chars.\n if (!unsafeProtocol[lowerProto]) {\n\n //

= rest.indexOf('#');\n if (hash !== -1) {\n // got a fragment string.\n this.hash = rest.substr(hash);\n rest = rest.slice(0, hash); $\ \$ var qm = rest.indexOf('?'); $\ \$ if (qm !== -1) {\n this.search = rest.substr(qm); $\$ this.query = rest.substr(qm + 1); n if (parseQueryString) {n this.query = querystring.parse(this.query); n }nrest = rest.slice(0, qm);n } else if (parseQueryString) {n // no query string, but parseQueryString still requested <math>nthis.search = ";\n this.query = {};\n $\ \ if (rest) this.pathname = rest;\n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n n if (slashedProtocol[lowerProto] & \n n if (rest) this.pathname = rest;\n n if (slashedProtocol[lowerP$ this.hostname && !this.pathname) {\n this.pathname = '';\n }\n\n //to support http.request\n if (this.pathname || this.search) { $\ln var p = this.pathname \parallel "; \ln var s = this.search \parallel "; \ln this.path = p + s; n } n/n // finally,$ reconstruct the href based on what has been validated.\n this.href = this.format();\n return this;\n};\n\n// format a parsed object into a url string $function urlFormat(obj) \{ n // ensure it's an object, and not a string url. // If it's an$ obj, this is a no-op.\n // this way, you can call url format() on strings\n // to clean up potentially wonky urls.\n if (util.isString(obj)) obj = urlParse(obj);\n if (!(obj instanceof Url)) return Url.prototype.format.call(obj);\n return $obj.format();n^nurl.prototype.format = function() {n var auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || n auth$ encodeURIComponent(auth); auth = auth.replace(/%3A/i, ':'); $auth += '@'; n \ n var protocol =$ this.protocol || ",\n pathname = this.pathname $\parallel ", \$ $hash = this.hash \parallel ", n \quad host = false, n$ query = ":\n\n if (this.host) {\n host = auth + this.host;\n } else if (this.hostname) {\n host = auth + (this.hostname.indexOf(':') === -1 ?\n this.hostname :\n ('+ this.hostname + ')'), if (this.port) {\n host += ':' + this.port;\n }\n $\ln i$ (this.query & n util.isObject(this.query) & n Object.keys(this.query).length) {\n query = querystring.stringify(this.query);\n }\n\n var search = this.search || (query && ('?' + query)) || ";\n\n if (protocol && protocol.substr(-1) !== ::) protocol += ::: n/n // only the slashedProtocols get the //. Not mailto:, xmpp:, etc./n// unless they had them to begin with. $\$ if (this.slashes $\|\$ (!protocol || slashedProtocol[protocol]) && host !== false) {\n host = $\frac{1}{2}$ host = $\frac{1$ else if (!host) {\n host = ";\n }\n\n if (hash && hash.charAt(0) !== '#') hash = '#' + hash;\n if (search && search.charAt(0) !== '?' search: $n\ = pathname = pathname.replace(/[?#]/g, function(match) {\n$ return encodeURIComponent(match);n });n search = search.replace('#', '%23');n return protocol + host + pathname + search + hash;\n};\n\nfunction urlResolve(source, relative) {\n return urlParse(source, false, true).resolve(relative); $\n\$ nurl.prototype.resolve = function(relative) { $n \$ return this.resolveObject(urlParse(relative, false, true)).format();\n\nfunction urlResolveObject(source, relative) {\n if

(!source) return relative; n return urlParse(source, false, fal

true).resolveObject(relative); $\n\$ (relative); $\n\$ (relative)) $\ln var rel = new Url(); n rel. parse(relative, false, true); n relative = rel; n }/n var result = new Url(); n var$ tkeys = Object.keys(this); for (var tk = 0; $tk < tkeys.length; tk++) \{$ var tkey = tkeys[tk]; result[tkey] = this[tkey];\n $\frac{1}{n} = \frac{1}{n} + \frac{1}{n} +$ relative.hash; n/n // if the relative url is empty, then there's nothing left to do here. if (relative.href === ") {/n (relative.slashes && !relative.protocol) {n // take everything except the protocol from relativen var rkeys = Object.keys(relative);\n for (var rk = 0; rk < rkeys.length; rk++) {\n var rkey = rkeys[rk];nif (rkey !== result[rkey] = relative[rkey];n $n^n //urlParse appends trailing / to urls like$ 'protocol')\n http://www.example.com/n if (slashedProtocol[result.protocol] &&/n result.hostname && !result.pathname) result.path = result.pathname = ''; n }/n/n result.href = result.format(); n return result; n }/n/n if {\n (relative.protocol && relative.protocol !== result.protocol) {\n // if it's a known url protocol, then changing\n // the protocol does weird things/n // first, if it's not file:, then we MUST have a host,/n // and if there was a path/n // to begin with, then we MUST have a path. $\ //$ if it is file:, then the host is dropped, $\ //$ because that's known to be hostless./n // anything else is assumed to be absolute./n if (!slashedProtocol[relative.protocol]) {/nvar keys = Object.keys(relative);\n for (var v = 0; v < keys.length; v++) {\n var k = keys[v]; nresult[k] =relative[k]:\n }\n result.href = result.format();\n return result;n /n/n result.protocol = relative.protocol;\n if (!relative.host && !hostlessProtocol[relative.protocol]) {\n var relPath = (relative.pathname || '').split('/');\n while (relPath.length && !(relative.host = relPath.shift()));\n if (!relative.host) relative.host = ";\n if (!relative.hostname) relative.hostname = ";\n if (relPath[0] !== ")

 $\label{eq:relPath.unshift("); n if (relPath.length < 2) relPath.unshift("); n result.pathname = relPath.join('/'); n } else { n result.pathname = relative.pathname; n } n result.search = relative.search; n result.query = relative.query; n result.host = relative.host || "; n result.auth = relative.auth; n result.hostname = relative.hostname || relative.host; n result.port = relative.port; n // to support http.request n if (result.pathname || result.search) { n var p = result.pathname || "; n var s = result.search || "; n result.path = p + s; n } n result.slashes = result.slashes || relative.slashes; n result.href = result.format(); n return result; n \n var isSourceAbs = (result.pathname && result.pathname.charAt(0) === '/'), n mustEndAbs = (isRelAbs || isSourceAbs$

ll∖n (result.host && relative.pathname)),\n removeAllDots = mustEndAbs,\n srcPath = result.pathname && result.pathname.split('/') $\| [], n = relPath = relative.pathname && relative.pathname.split('/') \|$ [],\n psychotic = result.protocol & & !slashedProtocol[result.protocol]; n/n // if the url is a non-slashed url, then relative\n // links like ../.. should be able\n // to crawl up to the hostname, as well. This is strange.\n // result.protocol has already been set by now.\n // Later on, put the first path part into the host field.\n if (psychotic) $\ln \text{ result.hostname} = :: n \text{ result.port} = \text{null}; n \text{ if (result.host)} \{n \text{ if (srcPath[0]} = == :) \text{ srcPath[0]} = :: n \text{ result.hostname} = :$ else srcPath.unshift(result.host);n |n result.host = ";n if (relative.protocol) {nresult.host;\n relative.hostname = null;\n relative.port = null;\n if (relative.host) {\n if (relPath[0] === ") relPath[0] =relative.host;\n else relPath.unshift(relative.host);\n }\n relative.host = null;n mustEndAbs = mustEndAbs && (relPath[0] === " || srcPath[0] === "); $h \in \mathbb{R}$ is RelAbs ($n \neq 1$ is absolute.) result.host = (relative.host || relative.host === ") ?\n relative.host : result.host;\n result.hostname = (relative.hostname \parallel relative.hostname === ") ?\n relative.hostname : result.hostname;\n result.search = relative.search;\n result.query = relative.query; $n = relPath; n // fall through to the dot-handling below. h } else if$ (relPath.length) $\left(n // it's relative n // throw away the existing file, and take the new path instead. n if$ (!srcPath) srcPath = [];n srcPath.pop();n srcPath = srcPath.concat(relPath);n result.search = relative.search;nresult.query = relative.query; $\ \}$ else if (!util.isNullOrUndefined(relative.search)) { $\ //$ just pull out the search.n // like href='?foo'.n // Put this after the other two cases because it simplifies the booleansn if (psychotic) $\{ n \}$ result.hostname = result.host = srcPath.shift();\n //occationaly the auth can get stuck only in host\n //this especially happens in cases like\n //url.resolveObject('mailto:local1@domain1', local2@domain2' var authInHost = result.host && result.host.indexOf('@') > 0 ?\n result.host.split('@') : false;\n if (authInHost) {\n result.auth = authInHost.shift(); \n result.host = result.hostname = authInHost.shift();\n relative.query;\n //to support http:request\n if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n result.path = (result.pathname ? result.pathname : ") + \n (result.search ? result.search : ");n }nresult.href = result.format();\n return result;\n $\n f(!srcPath.length) \{\n // no path at all. easy.\n // we've$ already handled the other stuff above.n result.pathname = null;n //to support http:request/n if (result.search) {\n result.path = '' + result.search;\n } else {\n result.path = null;\n }\n result.href = result.format();\n return result;\n }\n\n // if a url ENDs in . or ..., then it must get a trailing slash.\n // however, if it ends in anything else non-slashy, n // then it must NOT get a trailing slash. $n = \operatorname{srcPath.slice}(-1)[0]; n var has Trailing Slash$ = (n)(result.host || relative.host || srcPath.length > 1) & $\lambda = :: ' || last == : ' || last === : ' || last == : ' || last === : ' || last == : ' || last$ single dots, resolve double dots to parent dirn // if the path tries to go above the root, up ends up > 0 var up =0; for (var i = srcPath.length; i >= 0; i--) {\n last = srcPath[i];\n if (last === '.') {\n srcPath.splice(i, 1);\n } else if (last === '..') { \n $srcPath.splice(i, 1); n up++; n } else if (up) {\n srcPath.splice(i, 1); n }$ up--;\n $\ln \sqrt{\pi} \sqrt{\pi}$ if the path is allowed to go above the root, restore leading ...s/n if (!mustEndAbs && !removeAllDots) $\{ n \text{ for } (; up--; up) \} \}$ $(1 \operatorname{srcPath}[0] || \operatorname{srcPath}[0].\operatorname{charAt}(0) |== '/') \{ \operatorname{n-srcPath.unshift}('); n \} (has Trailing Slash & \&$ $(srcPath.join('/').substr(-1) !== '/')) \{ n srcPath.push(''); n \} n var isAbsolute = srcPath[0] === " || n var isAbsolute = srcPath[0] === " var isAbsolut$ $(srcPath[0] \&\& srcPath[0].charAt(0) === ''); n/n // put the host back/n if (psychotic) {/n result.hostname =$ result.host = isAbsolute ? ": \n srcPath.length ? srcPath.shift() : ";\n //occationaly the auth can get stuck only in host\n //this especially happens in cases like\n //url.resolveObject('mailto:local1@domain1',

|| dot || dotresult.host.split('@'): false;\n if (authInHost) {\n result.auth = authInHost.shift();\n result.host = result.hostname = authInHost.shift(); $n \geq n \leq n$ (result.host & (result.host & (result.host & (result.host))) srcPath.length);\n\n if (mustEndAbs && !isAbsolute) {\n srcPath.unshift(");\n }\n\n if (!srcPath.length) {\n result.pathname = null; $n \$ else { $n \$ result.pathname = srcPath.join('/'); $n \$ h/n //to support request.http/n if (!util.isNull(result.pathname) \parallel !util.isNull(result.search)) {/n result.path = (result.pathname ? result.pathname : ") +\n (result.search ? result.search : ");n |n result.auth = relative.auth || result.auth;nresult.slashes = result.slashes || relative.slashes;\n result.href = result.format();\n return result;n;n,nUrl.prototype.parseHost = function() {n var host = this.host; n var port = portPattern.exec(host); n if(port) {\n port = port[0];\n if (port !== ':') {\n (this.port = port.substr(1);n }n host = host.substr(0, host.length - port.length);\n }\n if (host) this.hostname = host;\n};\n","// @flow\n\nimport Reference from './reference/v8.json';\nimport type {StylePropertySpecification} from './style-spec';\nimport type {\n StyleSpecification,\n SourceSpecification,\n LayerSpecification,\n PropertyValueSpecification,\n DataDrivenPropertyValueSpecification\n} from './types';\n\nfunction getPropertyReference(propertyName): StylePropertySpecification {\n for (let i = 0; i < Reference.layout.length; i++) {\n for (const key in Reference[Reference.layout[i]]) {\n if (key === propertyName) return (Reference[Reference.layout[i]][key]: any);\n $n \in 0; i < Reference.paint.length; i++) {n}$ for (const key in if (key === propertyName) return (Reference[Reference.paint[i]][key]: Reference[Reference.paint[i]]) {\n $n = n \in \mathbb{N}^{n/n}$ return (null: any); h(nexport function eachSource(style: StyleSpecification, callback: (_: any);\n SourceSpecification) => void) {\n for (const k in style.sources) {\n $}$ callback(style.sources[k]);\n $\ln \ln \exp(1 - \frac{1}{2})$ (const layer of style.layers) $\{\n$ callback(layer); $n \geq n \geq n \leq r$ 'layout', string], // [layerid, paint/layout, property key]\n key: string,\n value: PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification<mixed>,\n reference: StylePropertySpecification,\n set: (PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification < mixed>) => void(n)) => void(n) => voStyleSpecification, n options: {paint?: boolean, layout?: boolean}, n callback: PropertyCallback(n) {nfunction inner(layer, propertyType: 'paint' | 'layout') {\n const properties = (layer[propertyType]: any);\n if (!properties) return;\n Object.keys(properties).forEach((key) $=> \{$ \n $callback(\{\n$ path: [layer.id, propertyType, key],\n key,∖n value: properties [key], nreference: getPropertyReference(key),\n properties[key] = $x;\n$ $set(x) \{ n \}$ }\n });\n });\n }\n\n eachLayer(style, (layer) => {\n if (options.paint) {\n inner(layer, 'paint');\n }\n if (options.layout) $\{\n$ inner(layer, 'layout');\n n);\n}\n","\nimport URL from 'url';\nimport {eachSource, eachLayer, eachProperty} from '../visit';\n\nfunction eachLayout(layer, callback) {\n for (const k in layer) { \n if (k.indexOf('layout') === 0) { \n callback(layer[k], k);n $n \geq n \leq n \leq n \leq n$ eachPaint(layer, callback) {\n for (const k in layer) {\n $}$ if $(k.indexOf('paint') === 0) \{ \ n \}$ callback(layer[k], k);n&& value[0] === '@') {\n return resolveConstant(style, style.constants[value]);\n } else {\n return renameProperty(obj, from, to) $\{n obj[to] = obj[from]; delete obj[from]; n \}$ style.version = 8; n/n // Rename properties, reverse coordinates in source and layers n eachSource(style, (source)) $\Rightarrow \{ n \}$ if (source.type === 'video' && source.url !== undefined) {\n renameProperty(source, 'url', 'urls');\n }\n if (source.type === 'video') { \n source.coordinates.forEach((coord) => $\{$ \n return coord.reverse();\n });\n (n):(n eachLayer(style, (layer) => (neachLayout(layer, $(layout) => \{ \ n \}$ if (layout['symbol-min-distance'] !== undefined) {\n renameProperty(layout, 'symbol-min-distance', 'symbol-spacing');\n }\n });\n\n eachPaint(layer, (paint) => $\{$ \n if $(paint['background-image'] !== undefined) {\n$ renameProperty(paint, 'background-image', 'backgroundif (paint['line-image'] !== undefined) {\n pattern');\n }\n renameProperty(paint, 'line-image',

'line-pattern');\n }\n if (paint['fill-image'] !== undefined) {\n renameProperty(paint, 'fill-});\n });\n\n // Inline Constants\n eachProperty(style, {paint: true, image', 'fill-pattern');\n }\n layout: true}, (property) => { \n const value = resolveConstant(style, property.value);\n\n (isFunction(value)) {\n value.stops.forEach((stop) => $\{\n$ stop[1] = resolveConstant(style, property.set(value);\n });\n delete style.constants;\n\n eachLayer(style, stop[1]); n});\n }\n\n $(layer) => \{ n \}$ // get rid of text-max-size, icon-max-size\n // turn text-size, icon-size into layout properties\n // https://github.com/mapbox/mapbox-gl-style-spec/issues/255\n\n eachLayout(layer, (layout) $=> \{ \n$ delete layout['text-max-size'];\n delete layout['icon-max-size'];\n });\n\n eachPaint(layer, (paint) => {\n if (paint['text-size']) {\n if (!layer.layout) layer.layout = $\{\};\n$ layer.layout['text-size'] = delete paint['text-size'];\n paint['text-size'];\n }\n\n if (paint['icon-size']) {\n if (!layer.layout) layer.layout = $\{\};\n$ layer.layout['icon-size'] = paint['icon-size'];\n delete paint['icon-size'];\n });\n });\n\n function migrateFontstackURL(input) {\n }\n const inputParsed const inputPathnameParts = inputParsed.pathname.split('/');\n\n = URL.parse(input);\n if (inputParsed.protocol !== 'mapbox:') {\n return input;\n\n } else if (inputParsed.hostname === assert(decodeURI(inputParsed.pathname) === '/{fontstack}/{range}.pbf');\n 'fontstack') $\{ n \}$ return 'mapbox://fonts/mapbox/{fontstack}/{range}.pbf';\n\n } else if (inputParsed.hostname === 'fonts') {nassert(inputPathnameParts[1] === 'v1');\n assert(decodeURI(inputPathnameParts[3]) === '{fontstack}');\n assert(decodeURI(inputPathnameParts[4]) === '{range}.pbf');\n return `mapbox://fonts/\${inputPathnameParts[2]}/{fontstack}/{range}.pbf;\n\n } else {\n assert(false);\n function assert(predicate) {\n throw new Error(`Invalid font url: $\lambda n n$ if (!predicate) $\{\n$ $\"\ (input)\");\n$ }\n $n \in (style.glyphs)$ style.glyphs = migrateFontstackURL(style.glyphs);n n function migrateFontStack(font) nfunction splitAndTrim(string) {\n return string.split(',').map((s) => $\{\n$ return s.trim();\n });\n }\n\n if (Array.isArray(font)) {\n // Assume it's a previously migrated font-array.\n return font;\n\n } else if (typeof font === 'string') {\n return splitAndTrim(font);\n\n } else if (typeof font === 'object') $\{ n \}$ font.stops.forEach((stop) => $\{\n$ stop[1] = splitAndTrim(stop[1]); n});\n return font;\n\n } else {nthrow new Error(\"unexpected font value\");\n $n \geq n n$ eachLayer(style, (layer) $=> \{ \n$ eachLayout(layer, (layout) => $\{$ \n if (layout['text-font']) {\n layout['text-font'] = migrateFontStack(layout['text-font']);\n }\n $);n \);n/n // Reverse order of$ symbol layers. This is an imperfect migration n / n / The order of a symbol layer in the layers list affects two things:\n // - how it is drawn relative to other layers (like oneway arrows below bridges)\n // - the placement priority compared to other layers n //n // It's impossible to reverse the placement priority without breaking the draw order/n // in some cases. This migration only reverses the order of symbol layers that/n // are above all other types of layers./n // Symbol layers that are at the top of the map preserve their priority./n // Symbol layers that are below another type (line, fill) of layer preserve their draw order.n/n let firstSymbolLayer = 0;nfor (let i =style.layers.length - 1; $i \ge 0$; $i \rightarrow 0$ (n) const layer = style.layers[i];\n if (layer.type !== 'symbol') firstSymbolLayer = i + 1;\n {\n break;\n style.layers.splice(firstSymbolLayer);\n symbolLayers.reverse();\n style.layers = style.layers.concat(symbolLayers);\n\n return style;\n}\n","//@flow\n\nexport default function (output: any, ...inputs: Array<any>) {\n for (const input of inputs) {\n $}$ for (const k in input) $\{\n$ output[k] =input[k];\n $n \approx 10^{10} n^{-1} = 10^{10} n^{-1} =$ message: string;\n constructor(key: string, message: string) {\n super(message);\n this.message = message;\n from './expression'; $n\n * \racks \times during expression parsing. + @private. * (nclass Scope { n * (nclass Scope }))$ parent: ?Scope;\n bindings: {[_: string]: Expression };\n constructor(parent?: Scope, bindings: Array<[string, Expression]> = []) {nthis.parent = parent;nthis.bindings = $\{\};\n$ for (const [name, expression] of bindings) {\n this.bindings[name] = expression; \n $n \in \mathbb{N}^{n}$ concat(bindings: Array<[string, Expression]>) {\n return new Scope(this, bindings);n and $et(name: string): Expression {<math>n$ if

(this.bindings[name]) { return this.bindings[name]; }\n if (this.parent) { return this.parent.get(name); }\n throw new Error(` $\{name\}$ not found in scope.`);\n $\{n \in Srie \}$ has(name: string): boolean $\{n \in Srie \}$ if (this.bindings[name]) return true;\n return this.parent ? this.parent.has(name) : false;n nScope;\n","// @flow\n\nexport type NullTypeT = { kind: 'null' };\nexport type NumberTypeT = { kind: 'number' };\nexport type StringTypeT = { kind: 'string' };\nexport type BooleanTypeT = { kind: 'boolean' };\nexport type ColorTypeT = { kind: 'color' };\nexport type ObjectTypeT = { kind: 'object' };\nexport type ValueTypeT = { kind: 'value' };\nexport type $ErrorTypeT = \{ kind: 'error' \};$ \nexport type CollatorTypeT = { kind: 'collator' };\nexport type FormattedTypeT = { kind: 'formatted' };\nexport type ResolvedImageTypeT = { kind: 'resolvedImage' };\n\nexport type EvaluationKind = 'constant' | 'source' | 'camera' | 'composite'; n = n NullTypeT |nNumberTypeT |\n StringTypeT |\n BooleanTypeT |\n ColorTypeT |\n ObjectTypeT |\n ValueTypeT |\n ArrayType | // eslint-disable-line no-use-before-define\n ErrorTypeT |\n CollatorTypeT |\n FormattedTypeT |\n ResolvedImageTypeT $\$ n export type ArrayType = {\n kind: 'array',\n itemType: Type,\n N: ?number\n\nexport type NativeType = 'number' | 'string' | 'boolean' | 'null' | 'array' | 'object'\n\nexport const NullType = {kind: 'null'};\nexport const NumberType = {kind: 'number'};\nexport const StringType = {kind: 'string'};\nexport const BooleanType = {kind: 'boolean'};\nexport const ColorType = {kind: 'color'};\nexport const ObjectType = {kind: 'object'}:\nexport const ValueType = {kind: 'value'}:\nexport const ErrorType = {kind: 'error'};\nexport const CollatorType = {kind: 'collator'};\nexport const FormattedType = {kind: 'formatted'};\nexport const ResolvedImageType = {kind: 'resolvedImage'};\n\nexport function array(itemType: Type, N: ?number): ArrayType {\n return {\n $}$ kind: 'array',\n itemType,\n N_n ;\n}\nexport function toString(type: Type): string $\{ n \text{ if (type.kind === 'array')} \}$ const itemType = toString(type.itemType);\n return typeof $array < \{itemType\}, \{type.N\} > : \$ type.N === 'number' ?\n type.itemType.kind === 'value' ? 'array' : `array<\${itemType}>`;\n } else {\n return type.kind;n nNullType,\n NumberType,\n StringType,\n BooleanType,\n ColorType,\n FormattedType,\n ObjectType,\n array(ValueType),\n ResolvedImageType\n];\n\n/**\n * Returns null if `t` is a subtype of `expected`; otherwise returns an\n * error message.\n * @private\n */\nexport function checkSubtype(expected: Type, t: Type): ?string {\n if (t.kind === 'error') {\n // Error is a subtype of every type\n return null;n } else if (expected.kind === 'array') { \n if (t.kind === 'array' & λ ((t.N === 0 && t.itemType.kind ==='value') || !checkSubtype(expected.itemType, t.itemType)) &&\n (typeof expected.N !== 'number' || return null;\n expected.N === t.N)) {\n \ln else if (expected.kind === t.kind) {\n return null;\n } else if (expected.kind === 'value') {nfor (const memberType of valueMemberTypes) {\n if (!checkSubtype(memberType, t)) {\n return null;\n $n \geq n \in Expected$ }\n {toString(expected)} but found {toString(t)} instead.`;\n}\n\nexport function isValidType(provided: Type, allowedTypes: Array<Type>): boolean { \n return allowedTypes.some(t => t.kind === provided.kind);\n}\n\export function isValidNativeType(provided: any, allowedTypes: Array<NativeType>): boolean {\n return allowedTypes.some(t => {\n $}$ if (t === 'null') { \n return provided === null;\n } else if (t === 'array') { \n } else if (t === 'object') {\n return Array.isArray(provided);\n return provided && !Array.isArray(provided) && typeof provided === 'object';\n } else {nreturn t === typeof provided;\n n);\n}\n","// (c) Dean McNamee <dean@gmail.com>, 2012.\n//\n// https://github.com/deanm/css-color-parser-js\n//\n// Permission is hereby granted, free of charge, to any person obtaining a copyn// of this software and associated documentation files (the "Software"), ton// deal in the Software without restriction, including without limitation the\n// rights to use, copy, modify, merge, publish, distribute, sublicense, and/or\n// sell copies of the Software, and to permit persons to whom the Software is\n// furnished to do so, subject to the following conditions: $\frac{n}{\sqrt{n}}$ The above copyright notice and this permission notice shall be included in\n// all copies or substantial portions of the Software.\n/\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n// IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n// FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n// AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n// LIABILITY, WHETHER IN AN ACTION OF

CONTRACT, TORT OR OTHERWISE, ARISING\n// FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS\n// IN THE SOFTWARE.\n\n// http://www.w3.org/TR/css3 $color/nvar kCSSColorTable = {\n \transparent\: [0,0,0,0], \transparent\: [240,248,255,1], \n \transparent\: [240,248,25$ [250,235,215,1], \"aqua\": [0,255,255,1], \n \"aquamarine\": [127,255,212,1], \"azure\": [240,255,255,1], \n \"beige\": [245,245,220,1], \"bisque\": [255,228,196,1],\n \"black\": [0,0,0,1], \"blanchedalmond\": [255,235,205,1],\n \"blue\": [0,0,255,1], \"blueviolet\": [138,43,226,1],\n \"brown\": [165,42,42,1], \"burlywood\": [222,184,135,1],\n \"cadetblue\": [95,158,160,1], \"chartreuse\": [127,255,0,1],\n \"chocolate\": [210,105,30,1], \"coral\": [255,127,80,1],\n \"cornflowerblue\": [100,149,237,1], \"cornsilk\": [255,248,220,1],\n \"crimson\": [220,20,60,1], \"cyan\": [0,255,255,1],\n \"darkblue\": [0,0,139,1], \"darkcyan\": [0,139,139,1],\n \"darkgoldenrod\": [184,134,11,1], \"darkgray\": [169,169,169,1],\n \"darkgreen\": [0,100,0,1], \"darkgrey\": [169,169,169,1],\n \"darkkhaki\": [189,183,107,1], \"darkmagenta\": [139,0,139,1],\n \"darkolivegreen\": [85,107,47,1], "darkorange\": [255,140,0,1],\n \"darkorchid\": [153,50,204,1], \"darkred\": [139,0,0,1],\n \"darksalmon\": [233,150,122,1], \"darkseagreen\": [143,188,143,1],\n \"darkslateblue\": [72,61,139,1], \"darkslategray\": [47,79,79,1],\n \"darkslategrey\": [47,79,79,1], \"darkturquoise\": [0,206,209,1],\n \"darkviolet\": [148,0,211,1], "deeppink\": [255,20,147,1], \n \"deepskyblue\": [0,191,255,1], \"dimgray\": [105,105,105,1], \n \"dimgrey\": [105,105,105,1], \"dodgerblue\": [30,144,255,1],\n \"firebrick\": [178,34,34,1], \"floralwhite\": [255,250,240,1],\n \"forestgreen\": [34,139,34,1], \"fuchsia\": [255,0,255,1],\n \"gainsboro\": [220,220,220,1], \"ghostwhite\": [248,248,255,1],\n \"gold\": [255,215,0,1], \"goldenrod\": [218,165,32,1],\n \"gray\": [128,128,12,1], \"green\": [0,128,0,1],\n \"greenyellow\": [173,255,47,1], \"grey\": [128,128,128,1],\n \"honeydew\": [240,255,240,1], \"hotpink\": [255,105,180,1],\n \"indianred\": [205,92,92,1], \"indigo\": [75,0,130,1],\n \"ivory\": [255,255,240,1], \"khaki\": [240,230,140,1],\n \"lavender\": [230,230,250,1], \"lavenderblush\": [255,240,245,1],\n \"lawngreen\": [124,252,0,1], \"lemonchiffon\": [255,250,205,1],\n \"lightblue\": [173,216,230,1], \"lightcoral\": [240,128,128,1],\n \"lightcyan\": [224,255,255,1], \"lightgoldenrodyellow\": [250,250,210,1],\n \"lightgray\": [211,211,211,1], \"lightgreen\": [144,238,144,1],\n \"lightgrey\": [211,211,211,1], \"lightpink\": [255,182,193,1],\n \"lightsalmon\": [255,160,122,1], \"lightseagreen\": [32,178,170,1],\n \"lightskyblue\": [135,206,250,1], \"lightslategray\": [119,136,153,1],\n \"lightslategrey\": [119,136,153,1], \"lightsteelblue\": [176,196,222,1],\n \"lightyellow\": [255,255,224,1], \"lime\": [0,255,0,1],\n \"limegreen\": [50,205,50,1], \"linen\": [250,240,230,1],\n \"magenta\": [255,0,255,1], \"maroon\": [128,0,0,1],\n \"mediumaquamarine\": [102,205,170,1], \"mediumblue\": [0,0,205,1],\n \"mediumorchid\": [186,85,211,1], \"mediumpurple\": [147,112,219,1],\n \"mediumseagreen\": [60,179,113,1], \"mediumslateblue\": [123,104,238,1],\n \"mediumspringgreen\": [0,250,154,1], \"mediumturquoise\": [72,209,204,1],\n \"mediumvioletred\": [199,21,133,1], \"midnightblue\": [25,25,112,1],\n \"mintcream\": [245,255,250,1], \"mistyrose\": [255,228,225,1],\n \"moccasin\": [255,228,181,1], \"navajowhite\": [255,222,173,1],\n \"navy\": [0,0,128,1], \"oldlace\": [253,245,230,1],\n \"olive\": [128,128,0,1], \"olivedrab\": [107,142,35,1],\n \"orange\": [255,165,0,1], \"orangered\": [255,69,0,1],\n \"orchid\": [218,112,214,1], \"palegoldenrod\": [238,232,170,1],\n \"palegreen\": [152,251,152,1], \"paleturquoise\": [175,238,238,1],\n \"palevioletred\": [219,112,147,1], \"papayawhip\": [255,239,213,1],\n \"peachpuff\": [255,218,185,1], \"peru\": [205,133,63,1],\n \"pink\": [255,192,203,1], \"plum\": [221,160,221,1],\n \"powderblue\": [176,224,230,1], \"purple\": [128,0,128,1],\n \"rebeccapurple\": [102,51,153,1],\n \"red\": [255,0,0,1], \"rosybrown\": [188,143,143,1],\n \"royalblue\": [65,105,225,1], \"saddlebrown\": [139,69,19,1],\n \"salmon\": [250,128,114,1], \"sandybrown\": [244,164,96,1],\n \"seagreen\": [46,139,87,1], \"seashell\": [255,245,238,1],\n \"sienna\": [160,82,45,1], \"silver\": [192,192,192,1],\n \"skyblue\": [135,206,235,1], \"slateblue\": [106,90,205,1],\n \"slategray\": [112,128,144,1], \"slategrey\": [112,128,144,1],\n \"snow\": [255,250,250,1], \"springgreen\": [0,255,127,1],\n \"steelblue\": [70,130,180,1], \"tan\": [210,180,140,1],\n \"teal\": [0,128,128,1], \"thistle\": [216,191,216,1],\n \"tomato\": [255,99,71,1], \"turquoise\": [64,224,208,1],\n \"violet\": [238,130,238,1], \"wheat\": [245,222,179,1],\n \"white\": [255,255,255,1], "whitesmoke\": [245,245,245,1],\n \"yellow\": [255,255,0,1], \"yellowgreen\": [154,205,50,1]\n\nfunction clamp_css_byte(i) { // Clamp to integer 0 .. 255.\n i = Math.round(i); // Seems to be

Clamp to float 0.0 .. 1.0.\n return f < 0? 0 : f > 1? 1 : $f(n) \ln(t) = c_s(t)$ if (str[str.length - 1] === '%')\n return clamp_css_byte(parseFloat(str) / 100 * 255);\n return clamp_css_byte(parseInt(str));\n}\n\nfunction parse_css_float(str) { // float or percentage.\n if (str[str.length - 1] === '%')\n return clamp_css_float(parseFloat(str) / 100);\n return clamp_css_float(parseFloat(str));\n}\n\function $css_hue_to_rgb(m1, m2, h) \{ n \text{ if } (h < 0) h += 1; n \text{ else if } (h > 1) h -= 1; n n \text{ if } (h * 6 < 1) \text{ return } m1 + (m2 - m1) * (h + 6 < 1) n + (m2 - m1) \} \}$ $h \approx 6;$ if $(h \approx 2 < 1)$ return m2; if $(h \approx 3 < 2)$ return m1 + $(m2 - m1) \approx (2/3 - h) \approx 6;$ return m1; h]/n/nfunction parseCSSColor(css str) {\n // Remove all whitespace, not compliant, but should just be more accepting.\n var str = css_str.replace(//g, ").toLowerCase();\n\n // Color keywords (and transparent) lookup.\n if (str in kCSSColorTable) return kCSSColorTable[str].slice(); // dup.\n\n // #abc and #abc123 syntax.\n if (str[0] === '#') {\n if (str.length var iv = parseInt(str.substr(1), 16); // TODO(deanm): Stricter parsing.\n $=== 4) \{ n \}$ if (!(iv >= 0 && iv <= return [((iv & 0xf00) >> 4) | ((iv & 0xf00) >> 8),\n 0xfff)) return null; // Covers NaN.\n (iv & 0xf0) | ((iv (iv & 0xf) | ((iv & 0xf) << 4), n1];n } else if (str.length === 7) {n(0, 0, 0) >> 4), nvar iv = parseInt(str.substr(1), 16); // TODO(deanm): Stricter parsing.\n if $(!(iv \ge 0 \& iv \le 0xfffff))$ return null; // Covers NaN.\n return [(iv & 0xff0000) >> 16,\n (iv & 0xff00) >> 8, niv & 0xff, n1];\n $\ln n$ return null; $\ln \ln var op = str.indexOf('('), ep = str.indexOf(')'); n if (op !== -1 && ep + 1 === str.length)$ $\ln \text{var fname} = \text{str.substr}(0, \text{op}); \quad \text{var params} = \text{str.substr}(\text{op}+1, \text{ep}-(\text{op}+1)).\text{split}(','); \quad \text{var alpha} = 1; // To$ allow case fallthrough.n = switch (fname) {n =case 'rgba':\n if (params.length !== 4) return null;\n alpha = parse css float(params.pop());\n // Fall through.\n case 'rgb':\n if (params.length !== 3) return null;\n return [parse_css_int(params[0]),\n parse css int(params[1]),nparse_css_int(params[2]),\n if (params.length !== 4) return null;\n alpha];\n case 'hsla':\n alpha = parse css float(params.pop());\n // Fall through.\n case 'hsl':\n if (params.length !== 3) return null;\n var h = (((parseFloat(params[0]) % 360) + 360) % 360) / 360; // 0 .. 1\n // NOTE(deanm): According to the // percentages, but we don't bother and let float or percentage.\n CSS spec s/l should only be\n var s =parse css float(params[1]);\n var l = parse css float(params[2]);var m2 = $1 \le 0.5$? 1* (s + 1): 1 + s - 1 * s;\n var m1 = 1 * 2 - m2;return [clamp_css_byte(css_hue_to_rgb(m1, m2, h+1/3) * 255),\n clamp css byte(css hue to rgb(m1, m2, h) * 255),\n clamp css byte(css hue to rgb(m1, m2, h-1/3) *255),\n alpha];\n default:\n exports.parseCSSColor = parseCSSColor } catch(e) { }\n","// @flow\n\nimport {parseCSSColor} from 'csscolorparser';\n\n/**\n * An RGBA color value. Create instances from color strings using the static\n * method Color.parse. The constructor accepts RGB channel values in the range n * [0, 1], premultiplied by A.n * n *@param {number} r The red channel.\n * @param {number} g The green channel.\n * @param {number} b The blue channel. $n * @param \{number\}\ a The alpha channel.<math>n * @private n */nclass Color \{n r: number; n g:$ number;\n b: number;\n a: number;\n constructor(r: number, g: number, b: number, a: number = 1) {\n this.a = a;n n static black: Color;n static white: Color;nthis.r = r;\n this.g = g;\n this.b = b;\n static transparent: Color;\n static red: Color;\n/n /**\n * Parses valid CSS color strings and returns a Color` instance.\n * @returns A `Color` instance, or `undefined` if the input is not a valid color string.\n */\n static parse(input?: string | Color | null): Color | void {\n if if (!input) $\{\n$ return undefined;\n $\lambda n n$ (input instance of Color) {\n return input;\n }\n\n if (typeof input $!== 'string') \{ \ n \}$ return undefined;\n const rgba = parseCSSColor(input);\n if (!rgba) $\{ n \}$ return undefined;\n }\n\n $\lambda n n$ return new Color(\n rgba[0] / 255 * rgba[3], nrgba[1] / 255 * rgba[3], nrgba[2] / 255 * rgba[3],n $rgba[3]\n$);n n / ** n * Returns an RGBA string representing the color value.*\n * @returns An RGBA string.\n * @example\n * var purple = new Color.parse('purple');\n purple.toString; $// = \langle rgba(128,0,128,1) \rangle$ * var translucentGreen = new Color.parse('rgba(26, 207, 26, .73)'); \n * translucentGreen.toString(); $// = \langle rgba(26,207,26,0.73) \rangle \langle n + / n + coString() \rangle$: string $\langle n + coString() \rangle$ const [r, g, b, a] =this.toArray();\n return $rgba({Math.round(r)},{Math.round(g)},{Math.round(b)},{a});\n }n/n$ toArray(): [number, number, number, number] {\n const {r, g, b, a} = this;\n return a === 0? [0, 0, 0, 0] : [\n r * 255 / a,\n g * 255 / a,\n b * 255 / a,\n a∖n]; $n \ nColor.black = new$ Color(0, 0, 0, 1); nColor.white = new Color(1, 1, 1, 1); nColor.transparent = new Color(0, 0, 0, 0); nColor.red = new Color(0, 0, 0, 0);

 $Color(1, 0, 0, 1); \n\export default Color; \n'', ''/ @flow \n/n// Flow type declarations for Intl cribbed from \n// https://github.com/facebook/flow/issues/1270 \n\export later var Intl: {\n Collator:$

 $Class<IntlCollator>\n$;\n\ndeclare class IntlCollator {\n constructor (\n locales?: string | string[],\n options?: CollatorOptions\n): Intl\$Collator;\n\n static (\n locales?: string | string[],\n options?: CollatorOptions\n): Intl\$Collator;\n\n compare (a: string, b: string): number;\n\n resolvedOptions(): $any;(n) \in CollatorOptions = \{ n | localeMatcher?: 'lookup' | 'best fit', n | usage?: 'sort' | 'search', n | usage?: 'sort' | usage?: 'sort'$ sensitivity?: 'base' | 'accent' | 'case' | 'variant', n ignorePunctuation?: boolean, n numeric?: boolean, n caseFirst?: 'upper' | 'lower' | 'false'\n}\n\nexport default class Collator {\n locale: string | null;\n sensitivity: 'base' | 'accent' | 'case' | 'variant';\n collator: Intl\$Collator;\n\n constructor(caseSensitive: boolean, diacriticSensitive: boolean, this.sensitivity = diacriticSensitive ? 'variant' : 'case';\n locale: string | null) { \n if (caseSensitive)\n else∖n this.sensitivity = diacriticSensitive ? 'accent' : 'base';\n\n this.locale = locale;\n this.collator = new Intl.Collator(this.locale ? this.locale : [],\n {sensitivity: this.sensitivity, usage: 'search'}); $n \ n \in \mathbb{N}$ compare(lhs: string, rhs: string): number {\n return this.collator.compare(lhs, rhs); $n \geq n/n$ resolvedLocale(): string {\n // We create a Collator without \"usage: search\" because we don't want\n // the search options encoded in our result (e.g. \"en-u-co-search\")\n return new Intl.Collator(this.locale ? this.locale : [])\n .resolvedOptions().locale;\n }\n","// @flow\nimport type Color from '.././util/color';\nimport type ResolvedImage from '../types/resolved_image';\n\nexport class FormattedSection {\n text: string;\n image: ResolvedImage | null;\n scale: number | null;\n fontStack: string | null;\n textColor: Color | null;\n\n constructor(text: string, image: ResolvedImage | null, scale: number | null, fontStack: string | null, textColor: Color | this.fontStack = fontStack;\n null) $\{ n \}$ this.text = text;nthis.image = image;\n this.scale = scale; \n

Array<FormattedSection>;\n\n constructor(sections: Array<FormattedSection>) {\n this.sections = sections; \n $n = \frac{\ln \pi}{\ln \pi}$ return new Formatted([new FormattedSection(unformatted, null, null, null, null)]);\n }\n\n isEmpty(): boolean {\n if (this.sections.length === 0) return true;\n return !this.sections.some(section => section.text.length !== $0 \parallel n$ (section.image && section.image.name.length !==0); $n \geq n/n$ static factory(text: Formatted | string): Formatted {\n if (text instance of Formatted) {\n return text;\n } else {\n return Formatted.fromString(text);\n $n \in \mathbb{N}^{n}$ if (this.sections.length === 0) return ";\n return this.sections.map(section => section.text).join("); $\n \$ h n serialize(): Array<mixed> {\n const serialized: Array<mixed> = [\"format\"];\n for (const section of this.sections) $\{\$ if (section.image) {\n serialized.push([\"image\", section.image.name]);\n continue;\n }\n serialized.push(section.text);\n const options: { [key: string]: mixed } = { };nif (section.fontStack) {\n options[\"text-font\"] = [\"literal\", section.fontStack.split(',')];\n }\n if (section.scale) $\{\n$

options[\"font-scale\"] = section.scale;\n }\n if (section.textColor) {\n options[\"textcolor\"] = ([\"rgba\"]: Array<mixed>).concat(section.textColor.toArray());\n }\n serialized.push(options);\n }\n return serialized; $n \geq n', ''/ @ flow \ n export type$ ResolvedImageOptions = $\{n \text{ name: string}, n \text{ available: boolean}, n\}; n \text{ name: string}, n \text{ available: boolean}, n\}$ name: string;\n available: boolean;\n\n constructor(options: ResolvedImageOptions) {\n this.name = this.available = options.available; $\n \$ (n to String(): string () options.name;\n return this.name;\n \n\n static fromString(name: string): ResolvedImage | null {\n if (!name) return null; // treat empty values as no image\n return new ResolvedImage({name, available: false});n /n/n serialize(): Array<string> {/n return [\"image\", this.name];\n }\n","// @flow\n\nimport assert from 'assert';\n\nimport Color from '../util/color';\nimport Collator from './types/collator';\nimport Formatted from './types/formatted';\nimport ResolvedImage from './types/resolved_image';\nimport {NullType, NumberType, StringType, BooleanType, ColorType, ObjectType, ValueType, CollatorType, FormattedType, ResolvedImageType, array} from './types';\n\nimport type {Type} from './types';\n\nexport function validateRGBA(r: mixed, g: mixed, b: mixed, a?: mixed): string | null { \n if (!(\n typeof r === 'number' && r >= 0 && r <= 255 & ntypeof g === 'number' && $g \ge 0$ && $g \le 255$ && ntype of b === 'number' && b >= 0 && b <= 255 \n)) {\n const

value = typeof a === 'number' ? [r, g, b, a] : [r, g, b];return `Invalid rgba value [\${value.join(', ')}]: 'r', 'g', and 'b' must be between 0 and 255.`; $n \leq n \in (!(n$ typeof a === 'undefined' || (typeof a === 'number' && a >= $0 \&\& a \le 1 \setminus n$)) {\n return `Invalid rgba value [\${[r, g, b, a].join(', ')}]: 'a' must be between 0 and 1.`;\n \n\n return null;\n\nexport type Value = null | string | boolean | number | Color | Collator | Formatted | ResolvedImage | \$ReadOnlyArray<Value> | { +[string]: Value }\n\nexport function isValue(mixed: mixed): boolean return true;n} else $\{ n \text{ if (mixed === null)} \}$ return true; $n \}$ else if (typeof mixed === 'string') {nif (typeof mixed === 'boolean') $\{\n$ return true; \n } else if (typeof mixed === 'number') { \n return true;\n } else if (mixed instanceof Color) {\n return true; \n } else if (mixed instance f Collator) { \n return true;\n } else if (mixed instanceof Formatted) {\n return true;\n } else if (mixed instanceof ResolvedImage) {\n for (const item of mixed) $\{\n$ return true; $n \}$ else if (Array.isArray(mixed)) {nif (!isValue(item)) {\n return false;\n }\n }\n return true; \n } else if (typeof mixed === 'object') { \n for (const key in mixed) $\{ n \}$ if (!isValue(mixed[key])) {\n return false;\n }\n }\n return true;\n } else $\{n\}$ return NullType;n } else if (typeof value === 'string') {nreturn StringType;\n } else if (typeof value === return BooleanType;\n } else if (typeof value === 'number') {\n 'boolean') {\n return NumberType;\n } else if (value instanceof Color) {\n return ColorType; $n \}$ else if (value instanceof Collator) {nreturn CollatorType; $n \}$ else if (value instanceof Formatted) {nreturn FormattedType;n} else if (value instance of ResolvedImage) {\n return ResolvedImageType;\n } else if (Array.isArray(value)) {\n const length = value.length; nlet itemType: Type | typeof undefined;\n\n for (const item of value) $\{\n$ const $t = typeOf(item); \n$ if (!itemType) {\n itemType = $t;\n$ } else if (itemType === t) {nitemType = ValueType;\n continue;\n } else {nbreak;\n }\n $\lambda n n$ return array(itemType || ValueType, length);\n } else {\n assert(typeof value === 'object');\n return null) $\{n$ return ";n } else if (type === 'string' || type === 'number' || type === 'boolean') {nreturn String(value); $n = \frac{1}{2}$ else if (value instance f Color || value instance of Formatted || value instance f Resolved Image) $\{ n \}$ return JSON.stringify(value);\n }\n\nexport {Color, return value.toString();\n } else {\n Collator ;\n","// @flow\n\nimport assert from 'assert';\nimport {isValue, typeOf, Color } from '../values';\nimport Formatted from '../types/formatted';\n\nimport type { Type } from '../types';\nimport type { Value } from '../values';\nimport type {Expression} from '../expression';\nimport type ParsingContext from .../parsing_context';\n\nclass Literal implements Expression {\n type: Type;\n value: Value;\n\n constructor(type: Type, value: Value) {\n this.type = type; \n this.value = value;n }n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length !== 2)\n return context.error('literal' expression requires exactly one argument, but found \${args.length - 1} instead.`);\n\n if return context.error(`invalid value`);\n\n const value = (args[1]: any);(!isValue(args[1]))\n let type const expected = = typeOf(value);\n\n // special case: infer the item type if possible for zero-length arrays\n context.expectedType;\n if (\n type.kind === 'array' & λ type.N === 0 &&nexpected &&\n expected.kind === 'array' & λ (typeof expected.N !== 'number' || expected.N === 0)\n) $\{ n \}$ type = expected; \n $\lambda n n$ return new Literal(type, value);n {n evaluate() {nreturn return true;n /n/n serialize(): if (this.type.kind === 'array' || this.type.kind === 'object') {\n Array<mixed> $\{\n$ return [\"literal\", this.value];\n } else if (this.value instanceof Color) {\n // Constant-folding can generate Literal expressions that $vou \$ // couldn't actually generate with a \"literal\" expression,\n // so we have to implement an equivalent serialization here\n return [\"rgba\"].concat(this.value.toArray());\n } else if (this.value instance of Formatted) {\n // Same as Color\n return this.value.serialize();\n } else {\n assert(this.value === null $|| \setminus n$ typeof this.value === 'string' ||\n typeof this.value === 'number' ll∖n typeof this.value === 'boolean');\n return (this.value: any);\n $n \geq n \leq n \leq n \leq n$ Literal;\n","// @flow\n\nclass RuntimeError {\n name: string;\n message: string;\n\n constructor(message: string) $\{ n \}$ this.name = 'ExpressionEvaluationError';\n this.message = message; $\n \$ $\n \$ toJSON() { $\n \$

return this.message;\n }\n}\n\nexport default RuntimeError;\n","// @flow\n\nimport assert from 'assert';\n\nimport {\n ObjectType,\n ValueType,\n StringType,\n NumberType,\n BooleanType,\n checkSubtype,\n toString,\n array\n} from '../types';\nimport RuntimeError from '../runtime_error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from $.../types'; n = {n string: StringType, n number: NumberType, boolean: BooleanType, n$ object: ObjectType\n};\n\nclass Assertion implements Expression {\n type: Type;\n args: Array<Expression>;\n\n constructor(type: Type, args: Array<Expression>) {\n this.type = type;nthis.args = args; h n = cruck args; ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if $(args.length < 2) \setminus n$ return context.error(`Expected at least one argument.`);\n\n let i = 1;\n let type; $n\n$ const name: string = (args[0]: any);\n if (name === 'array') { \n let itemType;\n if if (typeof type !== 'string' || !(type in types) || type $(args.length > 2) \{ \n$ const type = $args[1];\n$ === 'object')\n return context.error('The item type argument of \"array\" must be one of string, number, boolean', 1);\n itemType = types[type];\n $i++;\n$ } else {\n itemType = if $(args[2] !== null \&\& \n$ ValueType;\n $\lambda n n$ let N;\n if (args.length > 3) {\n (typeof args[2] !== 'number' ||\n $args[2] < 0 \parallel n$ args[2] !== Math.floor(args[2]))/n) {\n return context.error("The length argument to "array" must be a positive integer literal', 2);\n }\n N = args[2]; n $i++;\n$ }\n\n type = array(itemType, N);n} else {nassert(types[name], name);\n type = types[name];\n }\n\n const parsed = [];\n for (; i < const input = context.parse(args[i], i, ValueType);\n args.length; i++) {\n if (!input) return null;\n parsed.push(input);\n }\n\n return new Assertion(type, parsed); $n \geq n \in C$ EvaluationContext) {\n for (let i = 0; i <this.args.length; i++) {\n const value = const error = checkSubtype(this.type, typeOf(value));\n this.args[i].evaluate(ctx);\n if (!error) $\{n\}$ return value;\n } else if (i === this.args.length - 1) {nthrow new RuntimeError(`Expected value to be of type \${toString(this.type)}, but found \${toString(typeOf(value))} instead.`);\n }\n $\lambda n n$ return null; $n \geq n/n$ eachChild(fn: (: Expression) => void) $\{n \in \mathbb{N}\}$ assert(false);\n this.args.forEach(fn);\n $\ln = \frac{\ln n}{\ln n}$ return this.args.every(arg => arg.outputDefined()); $\n \$ (n/n serialize(): Array<mixed> $\{\n$ const type = this.type; \n const serialized = [type.kind]; \n if (type.kind === 'array') {\n const itemType = type.itemType;\n if (itemType.kind === 'string' ||\n itemType.kind === 'number' ||\n itemType.kind === 'boolean') { \n serialized.push(itemType.kind);\n const N = type.N; nif (typeof N === 'number' || this.args.length > 1) {\n serialized.push(N);\n }\n }\n }\n return serialized.concat(this.args.map(arg => arg.serialize()));n $n \approx 1^{n} e^{-1}$ Assertion;\n","// @flow\n\nimport {NumberType, ValueType, FormattedType, array, StringType, ColorType, ResolvedImageType} from '../types';\nimport Formatted, {FormattedSection} from '../types/formatted';\nimport {toString, typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '.../types'; \n\ntype FormattedSectionExpression = {\n // Content of a section may be Image expression or other\n // type of expression that is coercable to 'string'.\n content: Expression,\n scale: Expression | null;\n font: Expression | null;\n textColor: Expression | null;\n}\n\nexport default class FormatExpression implements Array<FormattedSectionExpression>) {\n this.type = FormattedType; \n this.sections = sections; $\n \$ if (args.length < 2) {nstatic parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n return context.error(`Expected at least one argument.`);\n }\n\n const firstArg = $args[1];\n$ if $(!Array.isArray(firstArg) \&\& typeof firstArg === 'object') {\n$ return context.error(`First argument must be an image or text section.`);\n }\n\n const sections: Array<FormattedSectionExpression> = [];\n let nextTokenMayBeObject = false;\n for (let i = 1; $i \le args.length - 1$; ++i) {\n const arg = (args[i]:

nextTokenMayBeObject = false;nn let scale = null;n if (arg['font-scale']) {n scale =

if (nextTokenMayBeObject && typeof arg === "object" && !Array.isArray(arg)) {\n

any); $n\n$

context.parse(arg['font-scale'], 1, NumberType);\n if (!scale) return null;\n }\n\n let font = null;\n if (arg['text-font']) {\n font = context.parse(arg['text-font'], 1, array(StringType));\n if (!font) return null;\n }\n\n let textColor = null;\n if textColor = context.parse(arg['text-color'], 1, ColorType);\n if (arg['text-color']) {\n (!textColor) return null;\n }\n\n const lastExpression = sections[sections.length - 1];\n lastExpression.scale = scale;\n lastExpression.font = font;\n lastExpression.textColor = textColor;\n const content = context.parse(args[i], 1, ValueType);\n } else {nif (!content) return null;\n\n const kind = content.type.kind;\n if (kind !== 'string' && kind !== 'value' && kind !== 'null' && kind !== 'resolvedImage')\n return context.error(`Formatted text type must be 'string', 'value', 'image' or 'null'.`);\n\n nextTokenMayBeObject = true;\n sections.push({content, scale: null, font: null, textColor: null});\n }\n }\n\n return new FormatExpression(sections);\n }\n\n evaluate(ctx: EvaluationContext) {\n const evaluateSection = section => $\{\n$ const evaluatedContent = section.content.evaluate(ctx);\n if (typeOf(evaluatedContent) === ResolvedImageType) {\n return new FormattedSection(", evaluatedContent, null, null, null);\n }\n\n return new FormattedSection(\n toString(evaluatedContent),\n null,\n section.scale ? section.scale.evaluate(ctx) : section.font ? section.font.evaluate(ctx).join(',') : null,\n section.textColor ? null.\n section.textColor.evaluate(ctx) : null\n);\n $;\n \$ return new Formatted(this.sections.map(evaluateSection));n $n = chchild(fn: (: Expression) => void) {n$ for (const section of this.sections) $\{\n$ fn(section.content);\n if (section.scale) $\{\n$ fn(section.scale);\n }\n if (section.font) {\n fn(section.font);\n }\n if (section.textColor) {\n fn(section.textColor);\n }\n $\ln \ln \pi = \ln \pi$ // Technically the combinatoric set of all children\n // Usually, this.text will be undefined anyway\n return false;n n serialize() nconst serialized = [\"format\"];\n for (const section of this.sections) $\{\n$ serialized.push(section.content.serialize());\n const options = $\{ \}; \$ if (section.scale) $\{ n \}$ options['font-scale'] = section.scale.serialize();\n }\n if (section.font) {\n options['text-font'] = section.font.serialize();\n }\n if (section.textColor) {\n options['text-color'] = section.textColor.serialize();\n }\n serialized.push(options);\n }\n return serialized;\n }\n}\n","// @flow\n\nimport {ResolvedImageType, StringType} from '../types';\nimport ResolvedImage from '../types/resolved_image';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type { Type } from '../types';\n\nexport default class ImageExpression implements Expression {\n type: Type;\n input: Expression;\n\n constructor(input: Expression) {\n this.type = ResolvedImageType;\n this.input = input;n\n\n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if (args.length return context.error(`Expected two arguments.`);\n !== 2) {\n }\n\n const name = context.parse(args[1], 1, StringType);\n if (!name) return context.error(`No image name provided.`);\n\n return new ImageExpression(name);n |n/n evaluate(ctx: EvaluationContext) {/n const evaluatedImageName = this.input.evaluate(ctx);\n\n const value = ResolvedImage.fromString(evaluatedImageName);\n if (value && ctx.availableImages) value.available = ctx.availableImages.indexOf(evaluatedImageName) > -1;\n\n return value;n}n/neachChild(fn: (_: Expression) => void) $\{ \ n \}$ fn(this.input);n n outputDefined() { // The output of image is determined by the list of available images in the evaluation context\n return false; $n \geq n \in (n \in \mathbb{N})$ return [\"image\", this.input.serialize()];\n }\n\\n","//@flow\n\nimport assert from 'assert';\n\nimport {BooleanType, ColorType, NumberType, StringType, ValueType} from '../types';\nimport {Color, toString as valueToString, validateRGBA} from '../values';\nimport RuntimeError from '../runtime_error';\nimport Formatted from '../types/formatted';\nimport FormatExpression from '../definitions/format';\nimport ImageExpression from '../definitions/image';\nimport ResolvedImage from '../types/resolved_image';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from $.../evaluation_context';\new {Type} from '.../types';\new types = {\n 'to-boolean': BooleanType,\n 'to-boolean': Boolean': BooleanType,\n 'to-boolean': BooleanType,\n 'to-boolean': Boolean': BooleanType,\n 'to-boolean': Boolean': Boolean$

'to-color': ColorType, n 'to-number': NumberType, n 'to-string': StringType, n; n/** n Special form for error-coalescing coercion expressions \"to-number\",\n * \"to-color\". Since these coercions can fail at runtime, they accept multiplen * arguments, only evaluating one at a time until one succeeds.n * n * @ private n * / nclassCoercion implements Expression $\{\n type: Type;\n args: Array < Expression >;\n constructor(type: Type, args: Array < Expression >;\n constructor(type: Type, args: Coercion implements Expression + constructor(type)) = 0$ Array<Expression>) {\n this.type = type;nthis.args = args; $\n \$ /n/n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if $(args.length < 2) \setminus n$ return context.error(`Expected at least one argument.`);\n\n const name: string = (args[0]: any);\n if ((name === 'to-boolean' || name === 'to-string') && args.length !== 2)\n assert(types[name], name);\n\n return context.error(`Expected one argument.`);\n\n const type = types[name]; $n\n$ const parsed = [];\n for (let i = 1; i < args.length; i++) {\n const input = context.parse(args[i], i, ValueType);\n if (!input) return null;\n parsed.push(input);\n }\n\n return new Coercion(type, parsed);n |n/n evaluate(ctx: if (this.type.kind === 'boolean') { \n return Boolean(this.args[0].evaluate(ctx));\n EvaluationContext) {\n } else if (this.type.kind === 'color') {nlet input;\n let error:\n for (const arg of this.args) $\{\n$ input = arg.evaluate(ctx);\n error = null;\n if (input instance of Color) {\n } else if (typeof input === 'string') {\n return input;\n const c = ctx.parseColor(input);\n } else if (Array.isArray(input)) {\n if (c) return c;nif (input.length $< 3 \parallel$ input.length > 4) $\{n\}$ error = `Invalid rbga value \${JSON.stringify(input)}: expected an array containing either three or four numeric values.`;\n } else {nerror = validateRGBA(input[0], input[1], input[2], input[3]);\n }\n if (!error) $\{\n$ return new Color((input[0]: any) / 255, (input[1]: any) / 255, (input[2]: any) / 255, (input[3]: any));\n }\n }\n }\n throw new RuntimeError(error || `Could not parse color from value '\${typeof input === 'string' ? input : String(JSON.stringify(input))}'`);\n } else if (this.type.kind === 'number') {\n let value = null;nvalue = arg.evaluate(ctx);\n if (value === null) return $0;\n$ for (const arg of this.args) $\{\n$ const num = Number(value);\n if (isNaN(num)) continue;\n return num;\n }\n throw new RuntimeError(`Could not convert \${JSON.stringify(value)} to number.`);\n } else if (this.type.kind === // There is no explicit 'to-formatted' but this coercion can be implicitly\n 'formatted') $\{ n \}$ // created by properties that expect the 'formatted' type.\n return Formatted.fromString(valueToString(this.args[0].evaluate(ctx)));\n } else if (this.type.kind === 'resolvedImage') {\n return ResolvedImage.fromString(valueToString(this.args[0].evaluate(ctx)));\n } else $\{n\}$ return valueToString(this.args[0].evaluate(ctx));\n $\ln \ln \pi = \ln(\pi - \pi)$ this.args.forEach(fn);n (n outputDefined(): boolean (n void) $\{ n \}$ return this.args.every(arg => $arg.outputDefined()); n } n serialize() { n$ if (this.type.kind === 'formatted') { \n return new FormatExpression([{content: this.args[0], scale: null, font: null, textColor: null}]).serialize();\n }\n\n if (this.type.kind === 'resolvedImage') {\n return new ImageExpression(this.args[0]).serialize();\n }\n\n const serialized = [to-\${this.type.kind}];\n this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized;\n }\n\nexport default Coercion;\n","// @flow\n\nimport {Color} from './values';\nimport type {FormattedSection} from './types/formatted';\nimport type {GlobalProperties, Feature, FeatureState} from './index';\nimport type {CanonicalTileID} from '../../source/tile_id';\n\nconst geometryTypes = ['Unknown', 'Point', 'LineString', 'Polygon'];\n\nclass EvaluationContext {\n globals: GlobalProperties;\n feature: ?Feature;\n featureState: ?FeatureState;\n formattedSection: ?FormattedSection;\n availableImages: ?Array<string>;\n canonical: ?CanonicalTileID;\n\n _parseColorCache: {[_: string]: ?Color};\n\n constructor() {\n this.globals = (null: any);\n this.feature = null: \n this.featureState = null;\n this.formattedSection = null;\n this._parseColorCache = { };\n this.availableImages = null;nthis.canonical = null;n n id() {nreturn this.feature && 'id' in this.feature ? this.feature.id : null; $\ \$ return this.feature? typeof this.feature.type === 'number'? geometryTypes[this.feature.type] : this.feature.type : null; $\$ $n = \frac{n}{n}$ return this.feature && 'geometry' in this.feature ? this.feature.geometry : null;\n }\n\n canonicalID() {\n return this.canonical; $n \geq n/n$ properties() $\{ n \in \mathbb{N} \}$ return this.feature && this.feature.properties || {};n } n^n parseColor(input: string): ?Color {nlet cached =

this._parseColorCache[input];\n if (!cached) $\{\n$ cached = this. parseColorCache[input] = Color.parse(input);\n }\n @flow\n\nimport {toString} from './types';\n\nimport ParsingContext from './parsing_context';\nimport EvaluationContext from './evaluation_context';\nimport assert from 'assert';\n\nimport type {Expression, ExpressionRegistry from './expression';\nimport type {Type} from './types';\nimport type {Value} from './values';\n\nexport type Varargs = {| type: Type |};\ntype Signature = Array<Type> | Varargs;\ntype Evaluate = $(EvaluationContext, Array < Expression >) => Value; ntype Definition = [Type, Signature, Evaluate] |\n {|type:$ Type, overloads: Array<[Signature, Evaluate]>|};\n\nclass CompoundExpression implements Expression {\n name: string;\n type: Type;\n _evaluate: Evaluate;\n args: Array<Expression>;\n\n static definitions: {[_: string]: Definition }:\n\n constructor(name: string, type: Type, evaluate: Evaluate, args: Array<Expression>) {\n this.name = name;nthis.type = type; \n this._evaluate = evaluate; \n this.args = args;n }n/nreturn this._evaluate(ctx, this.args);\n }\n\n eachChild(fn: (_: evaluate(ctx: EvaluationContext) {\n Expression) => void) $\{ \$ return false;n}nserialize(): Array<mixed> {\n return [this.name].concat(this.args.map(arg => arg.serialize()));n h static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n const op: string = (args[0]: any);\n const definition = CompoundExpression.definitions[op];\n if (!definition) {\n return context.error(`Unknown expression \"\${op}\". If you wanted a literal array, use [\"literal\", [...]].`, 0);\n }\n\n // Now check argument types against each signature\n const type = Array.isArray(definition) ?\n const availableOverloads = Array.isArray(definition) ?\n definition[0] : definition.type;\n\n [[definition[1], definition[2]]] :\n definition.overloads;\n\n const overloads = availableOverloads.filter(([signature]) \Rightarrow (\n !Array.isArray(signature) || // varags\n signature.length === args.length - 1 // correct param count\n));\n\n let signatureContext: ParsingContext = (null: any);\n\n for (const [params, evaluate] of overloads) {\n // Use a fresh context for each attempted signature so that, if\n // we eventually succeed, we haven't polluted `context.errors`.\n signatureContext = new ParsingContext(context.registry, context.path, null, context.scope);\n\n // First parse all the args, potentially coercing to the\n // types expected by this overload.\n const parsedArgs: Array<Expression> = []; nlet argParseFailed = false;nfor (let i = 1; i < args.length; i++) {\n const arg = $args[i];\n$ const expectedType = Array.isArray(params) ?\n params[i - 1] :\n params.type;\n\n const parsed = signatureContext.parse(arg, 1 + parsedArgs.length, expectedType);\n if (!parsed) $\{\n$ argParseFailed = true; nbreak;\n }\n parsedArgs.push(parsed);\n }\n if (argParseFailed) $\{\n$ // Couldn't coerce args of this overload to expected type, move\n // on to next one.\n continue;\n $\lambda n n$ if (Array.isArray(params)) {\n if (params.length !== parsedArgs.length) $\{\n$ signatureContext.error(`Expected \${params.length} arguments, but found \${parsedArgs.length} instead.`);\n continue;\n for (let i = 0; i <}\n }\n\n parsedArgs.length; i++) {\n const expected = Array.isArray(params) ? params[i] : params.type;\n const arg = parsedArgs[i];\n signatureContext.concat(i + 1).checkSubtype(expected, arg.type);\n if (signatureContext.errors.length === 0) { \n return new CompoundExpression(op, type, $\lambda n n$ evaluate, parsedArgs);\n }\n }\n\n assert(!signatureContext || signatureContext.errors.length > 0);\n\n if (overloads.length === 1) {ncontext.errors.push(...signatureContext.errors);\n } else {nconst expected = overloads.length ? overloads : availableOverloads;\n const signatures = expected \n $.map(([params]) \Rightarrow stringifySignature(params)) \$.join(' | '); n nconst actualTypes = [];\n // For error message, re-parse arguments without trying to\n // apply any coercions\n for (let i = 1; i < 1) args.length; i++) {\n const parsed = context.parse(args[i], 1 + actualTypes.length);\n if (!parsed) return null;\n actualTypes.push(toString(parsed.type));\n }\n context.error(`Expected arguments of type \${signatures}, but found (\${actualTypes.join(', ')}) instead.`);\n }\n\n return null;\n $n \in static register(\n$ registry: ExpressionRegistry,\n definitions: {[_: string]: Definition }n) {nassert(!CompoundExpression.definitions);\n CompoundExpression.definitions = definitions;\n for (const name in definitions) {\n registry[name] = CompoundExpression;\n $n \geq n \leq n \leq n \leq n$

stringifySignature(signature: Signature): string {\n if (Array.isArray(signature)) {\n return `(\${signature.map(toString).join(', ')})`;\n } else {\n return `(\${toString(signature.type)}...)`;\n }\n}\n\nexport default CompoundExpression;\n","// @flow\n\nimport {StringType, BooleanType, CollatorType} from '../types';\nimport Collator from '../types/collator';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type {Type} from '../types';\n\nexport default class CollatorExpression implements Expression {\n type: Type;\n caseSensitive: Expression;\n diacriticSensitive: Expression;\n locale: Expression | null;\n\n constructor(caseSensitive: Expression, diacriticSensitive: Expression, locale: Expression | null) {\n this.type = CollatorType;\n this.locale = locale;\n this.caseSensitive = caseSensitive;\n this.diacriticSensitive = diacriticSensitive;\n }\n\n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression $\{ n \}$ if (args.length !== 2)\n return context.error(`Expected one argument.`);\n\n const options = if (typeof options !== \"object\" || Array.isArray(options))\n (args[1]: any);\n return context.error(`Collator options argument must be an object.`);\n\n const caseSensitive = context.parse(\n if (!caseSensitive) options['case-sensitive'] === undefined ? false : options['case-sensitive'], 1, BooleanType);\n return null;\n\n const diacriticSensitive = context.parse(\n options['diacritic-sensitive'] === undefined ? false : options['diacritic-sensitive'], 1, BooleanType);\n if (!diacriticSensitive) return null;\n\n let locale =null;\n if (options['locale']) {\n locale = context.parse(options['locale'], 1, StringType);\n if (!locale) return null;\n }\n\n return new CollatorExpression(caseSensitive, diacriticSensitive, locale);\n $\left(x \right) = \left(x \right)^{n}$ return new Collator(this.caseSensitive.evaluate(ctx), this.diacriticSensitive.evaluate(ctx), this.locale ? this.locale.evaluate(ctx) : null);\n }\n\n eachChild(fn: (_: Expression) => void) $\{\n$ fn(this.caseSensitive);\n fn(this.diacriticSensitive);\n if (this.locale) $\{ n \}$ fn(this.locale);\n $n \geq n \in O(n)$ // Technically the set of possible outputs is the // by all possible outputs of locale/caseSensitive/diacriticSensitive\n combinatoric set of Collators produced\n // But for the primary use of Collators in comparison operators, we ignore the Collator's \n // possible outputs anyway, so we can get away with leaving this false for now.\n return false; $n \geq n/n$ serialize() $\{$ const options = $\{\};\n$ options['case-sensitive'] = this.caseSensitive.serialize();\n options['diacritic-sensitive'] = this.diacriticSensitive.serialize();\n if (this.locale) $\{ n \}$ options['locale'] = this.locale.serialize();\n }\n return [\"collator\", options];\n }\n}\n","// @flow\n\nimport {isValue} from '../values';\nimport type {Type} from '../types';\nimport {BooleanType} from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing context';\nimport type EvaluationContext from '../evaluation context';\nimport type {GeoJSON, GeoJSONPolygon, GeoJSONMultiPolygon} from '@mapbox/geojson-types';\nimport Point from '@mapbox/point-geometry';\nimport type {CanonicalTileID} from '../././source/tile id';\n\ntype GeoJSONPolygons =| GeoJSONPolygon | GeoJSONMultiPolygon;\n\n// minX, minY, maxX, maxY\ntype BBox = [number, number, number, number];nconst EXTENT = 8192;n/nfunction updateBBox(bbox: BBox, coord: Point) {/n bbox[0] = Math.min(bbox[0], coord[0]);\n bbox[1] = Math.min(bbox[1], coord[1]);\n bbox[2] = Math.max(bbox[2], coord[0]; h bbox[3] = Math.max(bbox[3], coord[1]); h \n\nfunction mercatorXfromLng(lng: number) {\n return (180 + lng) / 360;\n}\n\nfunction mercatorYfromLat(lat: number) {\n return (180 - (180 / Math.PI * Math.log(Math.tan(Math.PI / 4 + lat * Math.PI / 360)))) / 360;\n}\n\nfunction boxWithinBox(bbox1: BBox, bbox2: BBox) {\n if $(bbox1[0] \le bbox2[0])$ return false;\n if $(bbox1[2] \ge bbox2[2])$ return false;\n if $(bbox1[1] \le bbox2[2])$ return false;\n if $(bbox1[1] \ge bbox2[2])$ return false;\n if (bbox1[1] \ge bbox2[2]) return false;\n if (bbox1[1] \ge bbox2[1]) $bbox_{[1]}$ return false;\n if $(bbox_{[3]} \ge bbox_{[3]})$ return false;\n return true;\n}\n\nfunction getTileCoordinates(p, canonical: CanonicalTileID) {n const x = mercatorXfromLng(p[0]); n const y =mercatorY fromLat(p[1]); const tilesAtZoom = Math.pow(2, canonical.z); n return [Math.round(x * tilesAtZoom * EXTENT), Math.round(y * tilesAtZoom * EXTENT)];\n\n(nfunction onBoundary(p, p1, p2) {\n $const x_1 = p[0] - p_1[0];$ $n const y_1 = p[1] - p_1[1];$ $n const x_2 = p[0] - p_2[0];$ $n const y_2 = p[1] - p_2[1];$ $n const y_1 = p_1[1] - p_2[1];$ return (x1 * y2 - x2 * y1 === 0) & (x1 * x2 <= 0) & (y1 * y2 <= 0); |n| = 0, |n| = 0return ((p1[1] > p[1]) !== (p2[1] > p[1])) & (p2[0] < (p2[0] - p1[0]) * (p[1] - p1[1]) / (p2[1] - p1[1]) + (p2[1] - p2[1]) + (p2[1] - p1[p1[0]);\n}\n\n/ ray casting algorithm for detecting if point is in polygon\nfunction pointWithinPolygon(point, rings) $\{ n \text{ let inside} = \text{false}; n \text{ for (let } i = 0, \text{ len} = \text{rings.length}; i < \text{len}; i++) \}$ const ring = rings[i];\n for (let j

= 0, len2 = ring.length; j < len2 - 1; j++) {\n if (onBoundary(point, ring[j], ring[j + 1])) return false;\n if (rayIntersect(point, ring[j], ring[j + 1])) inside = !inside;\n pointWithinPolygons(point, polygons) {\n for (let i = 0; i < polygons.length; i++) {\n if (pointWithinPolygon(point, polygons[i])) return true;n\n return false;n\n/nfunction perp(v1, v2) {\n return (v1[0] * v2[1] - v1[1] * v2[0]); h/n/// check if p1 and p2 are in different sides of line segment q1->q2/nfunction twoSided(p1, p2, q1, q2) {\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n (x1, y1), q1->p2 (x3, y3)\n (x1, y1), q1->p2 (x3, y1), q1->p2 (x3, y1), q1->p2 (x3, y1), q1->p2 (x3, y1), q1->p $const y_1 = p_1[1] - q_1[1]; n const x_2 = p_2[0] - q_1[0]; n const y_2 = p_2[1] - q_1[1]; n const x_3 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n const x_2 = q_2[0] - q_1[0]; n const y_1 = q_1[1]; n cons$ $const y_3 = q_2[1] - q_1[1];$ $n = const det_1 = (x_1 * y_3 - x_3 * y_1);$ $n = const det_2 = (x_2 * y_3 - x_3 * y_2);$ $n = if((det_1 > 0))$ && det2 < 0 || (det1 < 0 && det2 > 0)) return true;\n return false;\n}\n// a, b are end points for line segment1, c and d are end points for line segment2\nfunction lineIntersectLine(a, b, c, d) $\left(\frac{1}{2}, \frac{1}{2}, \frac{1}{2}\right)$ parallel or not\n // precondition is end point a, b is inside polygon, if line a->b is\n // parallel to polygon edge c->d, then a->b won't intersect with c->d\n const vector P = [b[0] - a[0], b[1] - a[1]];\n const vector Q = [d[0] - c[0], c[d[1] - c[1]; n if (perp(vectorQ, vectorP) === 0) return false; n/n // If lines are intersecting with each other, the relative location should be:n // a and b lie in different sides of segment c->dn // c and d lie in different sides of segment $a \rightarrow b n$ if (twoSided(a, b, c, d) && twoSided(c, d, a, b)) return true; n return false; $n \geq n n - 1$ lineIntersectPolygon(p1, p2, polygon) {\n for (const ring of polygon) {\n // loop through every edge of the ring\n for (let j = 0; j < ring.length - 1; ++j) {\n if (lineIntersectLine(p1, p2, ring[j], ring[j + 1])) {\n return true;\n }\n // First, check if geometry points of line segments are all inside polygonn for (let i = 0; i < line.length; ++i) {nif (!pointWithinPolygon(line[i], polygon)) {\n return false;\n $n \in \mathbb{N}^{n} //$ Second, check if there is line segment intersecting polygon edge/n for (let i = 0; i < line.length - 1; ++i) {/n if (lineIntersectPolygon(line[i], line[i + 1], polygon)) {\n return false;\n lineStringWithinPolygons(line, polygons) {\n for (let i = 0; i < polygons.length; i++) {\n if (lineStringWithinPolygon(line, polygons[i])) return true; $n \ n \ return false; n \ n \ n \ n$ getTilePolygon(coordinates, bbox, canonical) {n = [];n = 0; i < coordinates.length; i++)for (let j = 0; j < coordinates[i].length; j + +) {\n {\n const ring = $[];\n$ const coord =getTileCoordinates(coordinates[i][j], canonical);\n updateBBox(bbox, coord);\n ring.push(coord);\n polygon.push(ring); n > n return polygon; n > n}\n $\ln \text{ const polygons} = []; \ \text{ for (let } i = 0; i < \text{ coordinates.length}; i++) }$ const polygon = getTilePolygon(coordinates[i], bbox, canonical);\n polygons.push(polygon);\n }\n return polygons; $\]$ n/nfunction updatePoint(p, bbox, polyBBox, worldSize) {\n if (p[0] < polyBBox[0] || p[0] > const halfWorldSize = worldSize * 0.5;\n $polyBBox[2]) \{ \n$ let shift = (p[0] - polyBBox[0] >halfWorldSize) ? -worldSize : (polyBBox[0] - p[0] > halfWorldSize) ? worldSize : 0;\n if (shift === 0) { \n shift = (p[0] - polyBBox[2] > halfWorldSize)? -worldSize : (polyBBox[2] - p[0] > halfWorldSize) ? worldSize : 0:\n }\n $p[0] += shift; n \ n \ updateBBox(bbox, p); n \ n \ n \ bbox[0] =$ bbox[1] = Infinity; n bbox[2] = bbox[3] = -Infinity; n n n function getTilePoints(geometry, pointBBox, bbox[1] = n finity; n bbox[2] = bbox[3] = -Infinity; n n function getTilePoints(geometry, pointBBox, bbox[2] = bbox[3] = -Infinity; n n function getTilePoints(geometry, pointBBox, bbox[3] = -Infinity; n function getTilePoints(geometry, pointBBox] = -Infinity; n function getTilePoints(geomepolyBBox, canonical) {\n const worldSize = Math.pow(2, canonical.z) * EXTENT;\n const shifts = [canonical.x] * EXTENT, canonical.y * EXTENT]; n = 0 const tilePoints = []; n = 0 for (const points of geometry) {n = 0for (const point of points) $\{ \ n \$ const p = [point.x + shifts[0], point.y + shifts[1]]; nupdatePoint(p, pointBBox, polyBBox, worldSize);\n tilePoints.push(p);\n $n \leq n \leq n \leq n$ getTileLines(geometry, lineBBox, polyBBox, canonical) $\left(n - const worldSize = Math.pow(2, canonical.z) \right)$ EXTENT;n = [canonical.x * EXTENT, canonical.y * EXTENT]; n = []; n for(const line of geometry) $\{\n$ const tileLine = [];\n for (const point of line) $\{\n$ const p = [point.x +shifts[0], point.y + shifts[1]];\n updateBBox(lineBBox, p);\n tileLine.push(p);\n }\n tileLines.push(tileLine);n }n if (lineBBox[2] - lineBBox[0] <= worldSize / 2) {nresetBBox(lineBBox);\n for (const line of tileLines) $\{\n$ for (const p of line) $\{\n$ updatePoint(p, lineBBox, polyBBox, worldSize);\n }\n $n \leq n \leq n \in \mathbb{N}^n$ return tileLines; $n \leq n \in \mathbb{N}^n$ EvaluationContext, polygonGeometry: GeoJSONPolygons) {\n const pointBBox = [Infinity, Infinity, -Infinity, -

Infinity];n = [Infinity, Infinity, -Infinity]; n = const canonical = ctx.canonicalID(); n/nif (polygonGeometry.type === 'Polygon') { \n const tilePolygon = getTilePolygon(polygonGeometry.coordinates, polyBBox, canonical);\n const tilePoints = getTilePoints(ctx.geometry(), pointBBox, polyBBox, canonical);\n if (!boxWithinBox(pointBBox, polyBBox)) for (const point of tilePoints) $\{\n$ return false;\n\n if (!pointWithinPolygon(point, tilePolygon)) return false;\n $n \in (polygonGeometry.type === 'MultiPolygon') {\n$ const tilePolygons = getTilePolygons(polygonGeometry.coordinates, polyBBox, canonical);\n const tilePoints = if (!boxWithinBox(pointBBox, polyBBox)) getTilePoints(ctx.geometry(), pointBBox, polyBBox, canonical);\n return false;\n\n for (const point of tilePoints) $\{\n$ if (!pointWithinPolygons(point, tilePolygons)) return false:\n polygonGeometry: GeoJSONPolygons) {\n const lineBBox = [Infinity, Infinity, -Infinity];\n const polyBBox = [Infinity, Infinity, -Infinity]; n/n const canonical = ctx.canonicalID(); n/n if $(polygonGeometry.type === 'Polygon') \{ \ n \}$ const tilePolygon = getTilePolygon(polygonGeometry.coordinates, polyBBox, canonical);\n const tileLines = getTileLines(ctx.geometry(), lineBBox, polyBBox, canonical);\n if (!boxWithinBox(lineBBox, polyBBox)) return false;\n\n for (const line of tileLines) $\{\n$ if (!lineStringWithinPolygon(line, tilePolygon)) return false;\n $n \in 10^{10} \text{ if (polygonGeometry.type} == 10^{10} \text{ s}^{-1} \text$ 'MultiPolygon') {\n const tilePolygons = getTilePolygons(polygonGeometry.coordinates, polyBBox, canonical);\n const tileLines = getTileLines(ctx.geometry(), lineBBox, polyBBox, canonical);\n if (!boxWithinBox(lineBBox, polyBBox)) return false;\n\n for (const line of tileLines) $\{\n$ if (!lineStringWithinPolygons(line, tilePolygons)) return false;\n $n \leq n \leq n$ return true; $n \leq n$ within implements Expression {\n type: Type;\n geojson: GeoJSON\n geometries: GeoJSONPolygons;\n\n constructor(geojson: GeoJSON, geometries: GeoJSONPolygons) {\n this.type = BooleanType;\n this.geometries = geometries; $\n \$ have a static parse(args: \$ReadOnlyArray<mixed>, this.geojson = geojson;ncontext: ParsingContext) {\n if (args.length !== 2)\n return context.error(`'within' expression requires exactly one argument, but found \${args.length - 1} instead.`);\n if (isValue(args[1])) {\n const geojson = (args[1]: Object);\n if (geojson.type === 'FeatureCollection') $\{$ for (let i = 0; i < 0) geojson.features.length; ++i) { \n const type = geojson.features[i].geometry.type;\n if (type === 'Polygon' || type === 'MultiPolygon') {\n return new Within(geojson, geojson.features[i].geometry);\n }\n }\n } else if (geojson.type === 'Feature') {nconst type = geojson.geometry.type;nif (type === 'Polygon' || type === 'MultiPolygon') {\n return new Within(geojson, geojson.geometry);\n } else if (geojson.type === 'Polygon' || }\n geojson.type === 'MultiPolygon') {nreturn new Within(geojson, geojson);\n }\n }\n return context.error('within' expression requires valid geojson object that contains polygon geometry type.`);\n }\n\n evaluate(ctx: EvaluationContext) {\n if (ctx.geometry() != null && ctx.canonicalID() != null) {\n if (ctx.geometryType() === 'Point') {\n return pointsWithinPolygons(ctx, this.geometries);\n } else if (ctx.geometryType() === 'LineString') {\n return linesWithinPolygons(ctx, this.geometries);\n }\n return false; $n \geq n/n$ eachChild() $\geq n/n$ outputDefined(): boolean n}\n return true;n }n/nserialize(): Array<mixed> {\n return [\"within\", this.geojson];n } $n^{n}=$ @flow\n\nimport CompoundExpression from './compound_expression';\nimport Within from './definitions/within';\nimport type {Expression} from './expression.js';\n\nfunction isFeatureConstant(e: Expression) \ln if (e instance of Compound Expression) \ln if (e.name === 'get' & e.args.length === 1) {nreturn false;\n } else if (e.name === 'feature-state') {\n return false;\n } else if (e.name === 'has' && e.args.length === 1) { \n return false;\n } else if (ne.name === 'properties' ||\n e.name === 'geometry-type' ||\n e.name === 'id'\n) {\n return false;\n } else if (/^filter-/.test(e.name)) {\n return false;\n $n \in n \in \mathbb{N}$ return false;n}n = true;<math>ne.eachChild(arg => $\{\n$ if (result && !isFeatureConstant(arg)) { result = false; }n });n return result;n\n/nfunction isStateConstant(e: Expression) {\n if (e instanceof CompoundExpression) {\n if (e.name === 'feature-state') {\n return false;\n if

(result && !isStateConstant(arg)) { result = false; $|n \rangle$; n return result; n /n n function isGlobalPropertyConstant(e: Expression, properties: Array<string>) {\n if (e instanceof CompoundExpression && properties.indexOf(e.name) >= 0) { return false; }\n let result = true;\n e.eachChild((arg) => {\n $}$ if (result && $(sGlobalPropertyConstant(arg, properties)) \{ result = false; \n); n return result; n \n/nexport$ {isFeatureConstant, isGlobalPropertyConstant, isStateConstant};\n","// @flow\n\nimport type { Type } from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from .../parsing context';\nimport type EvaluationContext from '.../evaluation context';\n\nclass Var implements Expression {\n type: Type;\n name: string;\n boundExpression: Expression;\n\n constructor(name: string, boundExpression: Expression) {\n this.type = boundExpression.type;\n this.name = name;nthis.boundExpression = boundExpression;n n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length $!== 2 \parallel \text{typeof args}[1] !== 'string') \n$ return context.error(`'var' expression requires exactly one string literal argument.`);\n\n const name = $args[1];\n$ if return context.error(`Unknown variable \"\${name}\". Make sure \"\${name}\" (!context.scope.has(name)) {\n has been bound in an enclosing "let" expression before using it., 1);\n }\n\n return new Var(name, context.scope.get(name));\n }\n\n evaluate(ctx: EvaluationContext) {\n return return false;n}nserialize() {\n return [\"var\", this.name];\n }\n\nexport default Var;\n","// @flow\n\nimport Scope from './scope';\nimport {checkSubtype} from './types';\nimport ParsingError from './parsing error';\nimport Literal from './definitions/literal';\nimport Assertion from './definitions/assertion';\nimport Coercion from './definitions/coercion';\nimport EvaluationContext from './evaluation_context';\nimport CompoundExpression from ./compound expression';\nimport CollatorExpression from './definitions/collator';\nimport Within from './definitions/within';\nimport {isGlobalPropertyConstant, isFeatureConstant} from './is constant';\nimport Var from './definitions/var';\n\nimport type {Expression, ExpressionRegistry} from './expression';\nimport type {Type} from $./types':\lnn/** n * State associated parsing at a given point in an expression tree. <math>n * @private. n */nclass$ ParsingContext {\n registry: ExpressionRegistry;\n path: Array<number>;\n key: string;\n scope: Scope;\n errors: Array<ParsingError>;\n\n // The expected type of this expression. Provided only to allow Expression\n // implementations to infer argument types: Expression#parse() need not\n // check that the output type of the parsed expression matches\n //`expectedType`.\n expectedType: ?Type;\n\n constructor(\n registry: ExpressionRegistry,\n path: Array<number> = [],nexpectedType: ?Type,\n scope: Scope = newScope(), nerrors: Array<ParsingError> = $[]\n$) {\n this.registry = registry;nthis.path = path;nthis.key = path.map(part => $[{\text{part}}]$).join(");\n this.errors = errors;nthis.scope = scope;nthis.expectedType = expectedType;n n /** n * @param expr the JSON expression to parse * @paramindex the optional argument index if this expression is an argument of a parent expression that's being parsed\n @param options\n * @param options.omitTypeAnnotations set true to omit inferred type annotations. Caller beware: with this option set, the parsed expression's type will NOT satisfy `expectedType` if it would normally be wrapped in an inferred annotation. $\ * @ private \ n \ * \ n \ parse(\ n \ n \ n) \ n \ n)$ expr: mixed, \n index?: number,\n bindings?: Array<[string, Expression]>,\n expectedType?: ?Type,\n options: {typeAnnotation?: 'assert' | 'coerce' | 'omit' $\} = \{ \} \setminus n \}$: ?Expression $\{ \setminus n \}$ if (index) $\{ n \}$ return this.concat(index, expectedType, bindings)._parse(expr, options);\n return this._parse(expr, options);n $n^{n} _parse(expr: mixed,$ }\n options: {typeAnnotation?: 'assert' | 'coerce' | 'omit'}): ?Expression {\n if (expr === null || typeof expr === 'string' || typeof expr === 'boolean' || typeof expr === 'number') {\n expr = ['literal', expr]; n $\lambda n n$ function annotate(parsed, type, typeAnnotation: 'assert' | 'coerce' | 'omit') {\n if (typeAnnotation === 'assert') $\{ n \}$ return new Assertion(type, [parsed]);\n } else if (typeAnnotation === 'coerce') {nreturn new Coercion(type, [parsed]);\n } else {nreturn parsed;\n }\n $\left(n \right)$ if (Array.isArray(expr)) {\n if (expr.length === 0) { \n return this.error(`Expected an array with at least one element. If you wanted a literal array, use [\"literal\", []].`);\n $\left(n \right)$ const op = expr[0];\n if (typeof op $!== 'string') \{ \ n \}$ this.error(`Expression name must be a string, but found \${typeof op} instead. If you wanted a literal array, use [\"literal\", [...]].`, 0);\n return null;\n }\n\n const Expr =

this.registry[op];\n if (Expr) $\{ n \}$ let parsed = Expr.parse(expr, this);\n if (!parsed) return if (this.expectedType) { \n null;\n\n const expected = this.expectedType; \n const actual = parsed.type; $n\n$ // When we expect a number, string, boolean, or array but have a value, wrap it in an assertion.\n // When we expect a color or formatted string, but have a string or value, wrap it in a // Otherwise, we do static type-checking.\n coercion.\n //\n // These behaviors are overridable for:\n // * The \"coalesce\" operator, which needs to omit type annotations.\n // * String-valued properties (e.g. `text-field`), where coercion is more convenient than assertion.\n // nif ((expected.kind === 'string' || expected.kind === 'number' || expected.kind === 'boolean' || expected.kind === 'object' || expected.kind === 'array') && actual.kind === 'value') {\n parsed = annotate(parsed, expected, options.typeAnnotation || 'assert');\n } else if ((expected.kind === 'color' || expected.kind === 'formatted' || expected.kind === 'resolvedImage') && (actual.kind === 'value' || actual.kind === 'string')) {\n

parsed = annotate(parsed, expected, options.typeAnnotation || 'coerce');\n } else if return null:\n // If an (this.checkSubtype(expected, actual)) {\n }\n }\n\n expression's arguments are all literals, we can evaluate\n // it immediately and replace it with a literal value // parsed/compiled result. Expressions that expect an image should\n in the\n // not be resolved if (!(parsed instanceof Literal) && (parsed.type.kind !== here so we can later get the available images.\n 'resolvedImage') && isConstant(parsed)) {\n const ec = new EvaluationContext();\n try {\n

parsed = new Literal(parsed.type, parsed.evaluate(ec));\n } catch (e) {\n this.error(e.message);\n return null:\n }\n }\n\n return parsed;\n return this.error(`Unknown expression \"\${op}\". If you wanted a literal array, use [\"literal\", [...]].`, $\lambda n n$ 0);\n } else if (typeof expr === 'undefined') {\n return this.error(`'undefined' value invalid. Use null instead.`);\n } else if (typeof expr === 'object') {\n return this.error(`Bare objects invalid. Use [\"literal\", return this.error(`Expected an array, but found \${typeof expr} instead.`);\n $\{\dots\}$] instead.`);\n } else {\n $n = n^{-1} n^{$ optionally appending to 'let' binding map.\n *\n * Note that `errors` property, intended for collecting errors while $n \approx parsing$, is copied by reference rather than cloned. $n \approx @private n \ll n \ concat(index: number, n)$ expectedType?: ?Type, bindings?: Array<[string, Expression]>) {\n const path = typeof index === 'number' ? this.path.concat(index) : this.path;\n const scope = bindings ? this.scope.concat(bindings) : this.scope;\n return new ParsingContext(\n this.registry,\n path,\n expectedType || null,\n scope,\n this.errors\n);\n }\n\n /**\n * Push a parsing (or type checking) error into the `this.errors`\n @param error The message\n * @param keys Optionally specify the source of the error at a child\n * of the current expression at `this.key`. $n * @private n */n error(error: string, ...keys: Array<number>) {n$ const $key = \{this.key\} \{keys.map(k => [\{k\}]), join(")\}; \$ this.errors.push(new ParsingError(key, error));\n $\ln n /** n *$ Returns null if `t` is a subtype of `expected`; otherwise returns an n * error message and also pushes it to `this.errors`.n */n checkSubtype(expected: Type, t: Type): ?string {/n const error = checkSubtype(expected, t);\n if (error) this.error(error);\n return error; $\n \ \n$ ParsingContext;\n\nfunction isConstant(expression: Expression) {\n if (expression instance of Var) {\n return isConstant(expression.boundExpression);\n } else if (expression instanceof CompoundExpression && expression.name === 'error') {\n return false;\n } else if (expression instanceof CollatorExpression) {\n // Although the results of a Collator expression with fixed arguments\n // generally shouldn't change between executions, we can't serialize them\n // as constant expressions because results change based on environment.\n return false; $\$ } else if (expression instance of Within) {\n return false; $\n \$ h const isTypeAnnotation = expression instanceof Coercion ||\n expression instance of Assertion;n = true;n = trueexpression.eachChild(child => $\{\n$ // We can _almost_ assume that if `expressions` children are constant,\n // they would already have been evaluated to Literal values when they\n // were parsed. Type annotations are the exception, because they might\n // have been inferred and added after a child was parsed.\n\n // So we recurse into isConstant() for the children of type annotations,\n // but otherwise simply check whether they are Literals.\n if (isTypeAnnotation) {\n childrenConstant = childrenConstant && isConstant(child);\n -}

else $\{n\}$ childrenConstant = childrenConstant && child instanceof Literal;\n n); n if (!childrenConstant) {\n return false; $n \geq n/n$ return isFeatureConstant(expression) &&/n isGlobalPropertyConstant(expression, ['zoom', 'heatmap-density', 'line-progress', 'accumulated', 'is-supportedscript']);\n\\n","// @flow\n\nimport RuntimeError from './runtime_error';\n\nimport type {Expression} from './expression';\n\nexport type Stops = Array<[number, Expression]>;\n\n/**\n * Returns the index of the last stop <= input, or 0 if it doesn't exist.\n * @private\n */nexport function findStopLessThanOrEqualTo(stops: Array<number>, input: number) {\n const lastIndex = stops.length - 1;\n let lowerIndex = 0;\n let upperIndex = lastIndex; n = 0; n = 1 currentValue, nextValue; n/n = 0; n = 0;currentIndex = Math.floor((lowerIndex + upperIndex) / 2);currentValue = stops[currentIndex];\n nextValue = stops[currentIndex + 1]; $\n\$ if (currentValue <= input) {\n if (currentIndex === lastIndex || input < nextValue) { // Search complete\n</pre> return currentIndex;\n $\lambda n n$ lowerIndex = currentIndex + 1;\n } else if (currentValue > input) {\n upperIndex = currentIndex - 1;n} else {n $\ln \ln \pi = \ln \theta + \frac{1}{2} \ln \theta +$ throw new RuntimeError('Input is not a number.');\n {NumberType} from '../types';\n\nimport {findStopLessThanOrEqualTo} from '../stops';\n\nimport type {Stops} from '../stops';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type} from '../types';\n\nclass Step implements Expression {\n type: Type;\n\n input: Expression;\n labels: $Array < number >: \n outputs: Array < Expression >: \n constructor(type: Type, input: Expression, stops: Stops) {\n }$ this.type = type; \n this.input = input; $n\n$ this.labels = $[];\n$ this.outputs = [];\n for (const [label, this.labels.push(label);\n expression] of stops) $\{\n$ this.outputs.push(expression);\n $n \geq n n$ static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length - 1 < 4) {\n return context.error(`Expected at least 4 arguments, but found only \${args.length - 1}.`);\n }\n\n if $((args.length - 1) \% 2 !== 0) \{ \ n \}$ return context.error(`Expected an even number of arguments.`);\n }\n\n const input = context.parse(args[1], 1, NumberType);\n if (!input) return null;\n\n const stops: Stops = [];\n\n let outputType: Type = (null: any);\n if (context.expectedType && context.expectedType.kind !== 'value') {\n outputType = context.expectedType;\n }\n\n for (let i = 1; i < args.length; i += 2) {\n const label = i == 1 ? -Infinity : args[i];\n const value = $args[i + 1];\n\n$ const labelKey = i;\n const valueKey = i + 1;\n\n if (typeof label !== 'number') {\n return context.error('Input/output pairs for \"step\" expressions must be defined using literal numeric values (not computed expressions) for the input values.', labelKey);\n }\n\n if (stops.length && stops[stops.length - 1][0] >= label) {nreturn context.error('Input/output pairs for \"step\" expressions must be arranged with input values in strictly ascending order.', labelKey);\n }\n\n const parsed = context.parse(value, valueKey, outputType);\n if (!parsed) return null;\n outputType = outputType || parsed.type;\n stops.push([label, parsed]);\n return new Step(outputType, input, stops);n n evaluate(ctx: EvaluationContext) (n}\n\n const labels = this.labels;nconst outputs = this.outputs; $\n\$ if (labels.length === 1) { \n return outputs[0].evaluate(ctx);\n }\n\n const value = ((this.input.evaluate(ctx): any): number);\n if (value <= labels[0]) {nreturn outputs[0].evaluate(ctx);\n }\n\n const stopCount = labels.length;nif (value $\geq labels[stopCount - 1]) \{ \n$ return outputs[stopCount - 1].evaluate(ctx);\n $\lambda n n$ const index = findStopLessThanOrEqualTo(labels, value);\n return outputs[index].evaluate(ctx);\n }\n\n eachChild(fn: (_: Expression) => void) $\{ \ n \}$ fn(this.input);\n for (const expression of this.outputs) $\{\n$ fn(expression);\n $n \geq n \in \mathbb{N}$ return this.outputs.every(out => out.outputDefined()); $\n \ /n$ serialize() $\{\n$ const serialized = [\"step\", this.input.serialize()];\n for (let i = 0; i <this.labels.length; i++) {\n if $(i > 0) \{ \ n \}$ serialized.push(this.labels[i]);\n }\n serialized.push(this.outputs[i].serialize());\n }\n return serialized; $n \geq n \leq n, n', n' \leq n'$ Copyright (C) 2008 Apple Inc. All Rights Reserved.\n *\n * Redistribution and use in source and binary forms, with or without\n * modification, are permitted provided that the following conditions\n * are met:\n * 1. Redistributions of source code must retain the above copyright/n * notice, this list of conditions and the following disclaimer./n * 2. Redistributions in binary form must reproduce the above copyright/n * notice, this list of conditions and the

following disclaimer in the\n * documentation and/or other materials provided with the distribution.\n *\n * THIS SOFTWARE IS PROVIDED BY APPLE INC. ``AS IS" AND ANY\n * EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE\n * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR\n * PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL APPLE INC. OR\n * CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,\n * EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,\n * PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR\n * PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY\n * OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT\n * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE\n * OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.\n *\n * Ported from Webkit\n *

http://svn.webkit.org/repository/webkit/trunk/Source/WebCore/platform/graphics/UnitBezier.h\n */n/module.exports = UnitBezier;n/nfunction UnitBezier(p1x, p1y, p2x, p2y) {/n // Calculate the polynomial coefficients, implicit first and last control points are (0,0) and (1,1). In this.cx = $3.0 \times p1x$; here $x = 3.0 \times p2x$. p_1x) - this.cx;\n this.ax = 1.0 - this.cx - this.bx;\n\n this.cy = 3.0 * p_1y ;\n this.by = 3.0 * $(p_2y - p_1y)$ - this.cy;\n this.ay = 1.0 - this.cy - this.by; $\ln n$ this.p1x = p1x; $\ln this.p1y = p2y; \ln this.p2x = p2x; \ln this.p2y = p2x; \ln this.p2y; \ln this.p2y = p2$ $p2y;(n) \in CurveX = function(t) (n // `ax t^3 + bx t^2 + cx t' expanded using)$ Horner's rule.\n return ((this.ax * t + this.bx) * t + this.cx) * t;\n};\n\nUnitBezier.prototype.sampleCurveY = function(t) {\n return ((this.ay *t + this.by) *t + this.cy) * $t;n};n=1,0,0$ return (3.0 * this.ax * t + 2.0 * this.bx) * t + this.cx;n;nunitBezier.prototype.solveCurveX = function(x, epsilon) {n if (typeof epsilon === 'undefined') epsilon = 1e-6; n = 1e-6; r = 1e-6;for $(t^2 = x, i = 0; i < 8; i^+) \{ (n \in \mathbb{N}) \}$ $x^2 = this.sampleCurveX(t^2) - x;$ if (Math.abs(x2) < epsilon) return $t2;\n\n$ var d2 = this.sampleCurveDerivativeX(t2); \n if (Math.abs(d2) < 1e-6) break; \ln t2 = t2 - x2 / $d_{2,n} = \frac{1}{2} \ln \frac{1}$ t0) return t0;\n if (t2 > t1) return t1;\n\n while (t0 < t1) {\n\n $x2 = this.sampleCurveX(t2);\n$ if (Math.abs(x2 - x) < epsilon) return t2;\n\n if $(x > x^2) \{ n \}$ t0 = t2; n} else {\n t1 = t2; n $t^2 = (t_1 - t_0) * 0.5 + t_0;$ $n = \frac{n}{2} = t_2;$ $t_1 - t_0 = t_0;$ }\n\n function(x, epsilon) { $\$ return this.sampleCurveY(this.solveCurveX(x, epsilon)); $\$; $\$; $\$,"// @flow/n/nimport t);\n}\n\nexport function color(from: Color, to: Color, t: number) {\n return new Color(\n number(from.r, to.r, t),\n number(from.g, to.g, t), \n number(from.b, to.b, t),\n number(from.a, to.a, t)n);nfunction array(from: Array<number>, to: Array<number>, t: number): $Array<number> \{\n return from.map((d, i) n return fr$ return number(d, to[i], t);\n });\n}\n","// @flow\n\nimport Color from './color';\n\nimport {number as $\Rightarrow \{ n \}$ interpolateNumber} from './interpolate'; $\ LABColor = \{\ n \ l: number,\ n \ a: number,\ n \ b: number,\ n \$ Constants\nconst Xn = 0.950470, // D65 standard referent\n Yn = 1,\n Zn = 1.088830,\n t0 = 4/29,\n t1 = 6/200029,n t2 = 3 * t1 * t1,n t3 = t1 * t1 * t1,n deg2rad = Math.PI / 180,n rad2deg = 180 / Math.PI;n///Utilities\nfunction xyz2lab(t: number) {\n return t > t3? Math.pow(t, 1/3) : t/t2 + t0;\n}\n\nfunction lab2xyz(t: number) {\n return t > t1 ? t * t * t : t2 * (t - t0);\n}\n\nfunction xy22rgb(x: number) {\n return 255 * (x <= 0.0031308? $12.92 * x : 1.055 * Math.pow(x, 1 / 2.4) - 0.055); h \n function rgb2xyz(x: number) {n x /= 255; h$ return x <= 0.04045 ? x / 12.92 : Math.pow((x + 0.055) / 1.055, 2.4);\n\\n\//LAB\nfunction rgbToLab(rgbColor: Color): LABColor {\n const b = rgb2xyz(rgbColor.r),\n a = rgb2xyz(rgbColor.g), n1 = rgb2xyz(rgbColor.b),\n x = xyz2lab((0.4124564 * b + 0.3575761 * a + 0.1804375 * l) / Xn), $\mathbf{v} =$ xyz2lab((0.2126729 * b + 0.7151522 * a + 0.0721750 * l) / Yn),\n z = xyz2lab((0.0193339 * b + 0.1191920 * a $+ 0.9503041 * 1) / Zn); (n return {$ l: 116 * y - 16,\n a: 500 * (x - y),\n b: 200 * (y - z),\n alpha: rgbColor.an };n\n/nfunction labToRgb(labColor: LABColor): Color {n = (abColor.l + 16) / 116, n = (abColor.l

* lab2xyz(y); x = Xn * lab2xyz(x); x = Zn * lab2xyz(z); return new Color(\n xyz2rgb(3.2404542 * x xyz2rgb(-0.9692660 * x + 1.8760108 * y + 0.0415560 * - 1.5371385 * y - 0.4985314 * z), // D65 -> sRGB\n xyz2rgb(0.0556434 * x - 0.2040259 * y + 1.0572252 * z),\n z),\n $labColor.alpha \rangle); \); \) \)$ interpolateLab(from: LABColor, to: LABColor, t: number) {\n return {\n $}$ l: interpolateNumber(from.l, to.l, a: interpolateNumber(from.a, to.a, t),\n t).\n b: interpolateNumber(from.b, to.b, t),\n alpha: $\{n \text{ const } \{1, a, b\} = rgbToLab(rgbColor); n \text{ const } h = Math.atan2(b, a) * rad2deg; n \text{ return } \{n \}$ h: h < 0 ? h+360:h,nc: Math.sqrt(a * a + b * b),\n 1,\n alpha: rgbColor.an; $n}^n$ $hclToRgb(hclColor: HCLColor): Color {\n const h = hclColor.h * deg2rad, n$ c = hclColor.c, n1 =hclColor.l;\n return labToRgb({\n a: Math.cos(h) * c,\n b: Math.sin(h) * c,\n 1.\n alpha: $hclColor.alpha \);(n) \ (n \ const d = b - a;(n \ const d = b \ const d = b)))))$ return a + t * (d > 180 || d < -180 ? d - 360 * Math.round(d / 360) : d);h/n/nfunction interpolateHcl(from: HCLColor, to: HCLColor, t: number) {\n return {\n $}$ h: interpolateHue(from.h, to.h, t),\n c: interpolateNumber(from.c, to.c, t),\n l: interpolateNumber(from.l, to.l, t),\n alpha: interpolateNumber(from.alpha, to.alpha, t)n; $n \ t \in \mathbb{R}$ forward: rgbToLab, reverse: $labToRgb,\$ interpolate: interpolateLab $\$; n/nexport const hcl = {\n forward: rgbToHcl,\n reverse: hclToRgb,\n interpolate: interpolateHcl\n};\n","// @flow\n\nimport UnitBezier from '@mapbox/unitbezier';\n\nimport * as interpolate from '../../util/interpolate';\nimport {toString, NumberType, ColorType} from '../types';\nimport {findStopLessThanOrEqualTo} from '../stops';\nimport {hcl, lab} from '../../util/color_spaces';\n\nimport type {Stops} from '../stops';\nimport type {Expression} from .../expression';\nimport type ParsingContext from '.../parsing context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from '../types';\n\nexport type InterpolationType =\n { name: 'linear' } |\n { name: 'exponential', base: number } |\n { name: 'cubic-bezier', controlPoints: [number, number, number, number] };\n\nclass Interpolate implements Expression {\n type: Type;\n\n operator: 'interpolate' | 'interpolatehcl' | 'interpolate-lab';\n interpolation: InterpolationType;\n input: Expression;\n labels: Array<number>;\n outputs: Array<Expression>;\n\n constructor(type: Type, operator: 'interpolate' | 'interpolate-hcl' | 'interpolate-lab', interpolation: InterpolationType, input: Expression, stops: Stops) {\n this.type = type;nthis.operator = this.interpolation = interpolation;nthis.input = input; $n\n$ this.labels = $[];\n$ operator;\n this.outputs = []; nfor (const [label, expression] of stops) $\{\n$ this.labels.push(label);\n this.outputs.push(expression);\n $n \leq n \leq n$ static interpolationFactor(interpolation: InterpolationType, input: number, lower: number, upper: number) $\{$ let t = 0; nif (interpolation.name === 'exponential') $\{$ t = exponentialInterpolation(input, interpolation.base, lower, upper);\n } else if (interpolation.name === 'linear') $\{ n \}$ t = exponentialInterpolation(input, 1, lower, upper);\n } else if (interpolation.name === 'cubicbezier') $\{ n \}$ const c = interpolation.controlPoints;\n const ub = new UnitBezier(c[0], c[1], c[2], c[3]);\n t = ub.solve(exponentialInterpolation(input, 1, lower, upper));\n }\n return t;\n λn parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n let [operator, interpolation, input, ...rest] = if (!Array.isArray(interpolation) || interpolation.length === 0) {nargs; $n\n$ return if (interpolation[0] === 'linear') { \n context.error(`Expected an interpolation type expression.`, 1);\n }\n\n interpolation = {name: 'linear'};\n } else if (interpolation[0] === 'exponential') {\n const base = interpolation[1];\n if (typeof base !== 'number')\n return context.error(`Exponential interpolation requires a numeric base., 1, 1);\n interpolation = $\{ \ n \}$ name: 'exponential',\n base\n };\n } else if (interpolation[0] === 'cubic-bezier') {nconst controlPoints = interpolation.slice(1);\n if (\n controlPoints.length $!== 4 \parallel n$ controlPoints.some(t => typeof t !== 'number' || t < 0 || t >1)\n) {\n return context.error('Cubic bezier interpolation requires four numeric arguments with values between 0 and 1.', 1);\n }\n\n interpolation = $\{ \ n \}$ name: 'cubic-bezier',\n controlPoints: (controlPoints: any)\n };\n } else {nreturn context.error(`Unknown interpolation type $\{String(interpolation[0])\}$, 1, 0);\n }\n\n if (args.length - 1 < 4) {\n return context.error(`Expected at least 4 arguments, but found only \${args.length - 1}.`);\n $\lambda n n$ if ((args.length -

1) % 2 !== 0) {\n return context.error(`Expected an even number of arguments.`);\n }\n\n input = context.parse(input, 2, NumberType);\n if (!input) return null;\n\n const stops: Stops = $[];\n\n$ let outputType: Type = (null: any);\n if (operator === 'interpolate-hcl' || operator === 'interpolate-lab') {\n outputType = ColorType;\n } else if (context.expectedType && context.expectedType.kind !== 'value') {\n outputType = context.expectedType;\n }\n\n for (let i = 0; i < rest.length; i += 2) {\n const label =rest[i];\n const value = rest[i + 1];\n\n const labelKey = i + 3;\n const valueKey = i + 4;\n\n return context.error('Input/output pairs for \"interpolate\" expressions if (typeof label !== 'number') {\n must be defined using literal numeric values (not computed expressions) for the input values.', labelKey);\n }\n\n if (stops.length && stops[stops.length - 1][0] >= label) { \n return context.error('Input/output pairs for \"interpolate\" expressions must be arranged with input values in strictly ascending order.', labelKey);\n }\n\n const parsed = context.parse(value, valueKey, outputType);\n if (!parsed) return null;\n outputType = outputType || parsed.type;\n stops.push([label, parsed]);\n }\n\n if (outputType.kind outputType.kind !== 'color' &&\n !== 'number' &&\n !(\n outputType.kind === 'array' & λ outputType.itemType.kind === 'number' &&\n typeof outputType.N === 'number'\n)\n return context.error(`Type \${toString(outputType)} is not interpolatable.`);\n) {\n }\n\n return new const labels = this.labels;\n const outputs = this.outputs; $n\n$ if (labels.length === 1) { \n return outputs[0].evaluate(ctx);\n }\n\n const value = ((this.input.evaluate(ctx): any): number);\n if (value <= labels[0]) {nreturn outputs[0].evaluate(ctx);\n }\n\n const stopCount = labels.length;nif (value return outputs[stopCount - 1].evaluate(ctx);\n $\geq labels[stopCount - 1]) \{ n \}$ $\lambda n n$ const index = findStopLessThanOrEqualTo(labels, value);\n const lower = labels[index];nconst upper = labels[index +1];\n const t = Interpolate.interpolationFactor(this.interpolation, value, lower, upper);\n\n const const outputUpper = outputs[index + 1].evaluate(ctx);\n\n outputLower = outputs[index].evaluate(ctx);\n if (this.operator === 'interpolate') $\{\n$ return (interpolate[this.type.kind.toLowerCase()]: any)(outputLower, outputUpper, t); // eslint-disable-line import/namespace\n } else if (this.operator === 'interpolate-hcl') {nreturn hcl.reverse(hcl.interpolate(hcl.forward(outputLower), hcl.forward(outputUpper), t));\n } else {nreturn lab.reverse(lab.interpolate(lab.forward(outputLower), lab.forward(outputUpper), t));\n $n \leq n \leq n \leq n$ eachChild(fn: (_: Expression) => void) {\n fn(this.input);\n for (const expression of this.outputs) $\{\n$ fn(expression);\n $n \geq n \in \mathbb{N}$ return this.outputs.every(out => out.outputDefined());n |n/n serialize(): Array<mixed> {nlet interpolation;\n if (this.interpolation.name === 'linear') {\n interpolation = [\"linear\"];\n } else if (this.interpolation.name === 'exponential') {\n if (this.interpolation.base === 1) { \n interpolation = [\"linear\"];\n } else $\{ n \}$ interpolation = [\"exponential\", this.interpolation.base];\n }\n } else {ninterpolation = [\"cubic-bezier\"].concat(this.interpolation.controlPoints);\n $\lambda n n$ const serialized = [this.operator, interpolation, this.input.serialize()];\n\n for (let i = 0; i <this.labels.length; i++) {\n serialized.push(\n this.labels[i],nthis.outputs[i].serialize()\n);\n }\n return serialized; $n = \frac{n}{n} = \frac{n}{n} + \frac{n}{n} + \frac{n}{n}$ stops.\n * How it works: Two consecutive stop values define a (scaled and shifted) exponential function f(x) = a *basex + b, where `base` is the user-specified base, n * and `a` and `b` are constants affording sufficient degrees offreedom to fit\n * the function to the given stops.\n *\n * Here's a bit of algebra that lets us compute f(x) directly from the stopn * values without explicitly solving for `a` and `b`:n * First stop value: $f(x0) = y0 = a * base^{x0}$ + b'\n * Second stop value: $f(x_1) = y_1 = a * base^x_1 + b'(n * => y_1 - y_0 = a(base^x_1 - base^x_0)'(n * => a = (y_1 - base^x_1) + b'(n * => base^x_1) + b'(n * => base^x_1) + b'(n * => base^x_1 + b'(n * => base^x_1) + b'(n * => base^x_1)$ $y_0/(base^x1 - base^x0)$ $n * n * Desired value: f(x) = y = a * base^x + b n * => f(x) = y_0 + a * (base^x - base^x)$ $base^x0$ \n *\n * From the above, we can replace the `a` in `a * (base^x - base^x0)` and do a\n * little algebra:\n * $(n * a * (base^x - base^x0) = (y1 - y0)/(base^x1 - base^x0) * (base^x - base^x0)/n *$ = (v1 - v0) * $(base^x - base^x0) / (base^x1 - base^x0) n * (n * n * If we let (base^x - base^x0) / (base^x1 base^x0)), then we$ have\n * f(x) = y0 + (y1 - y0) * ratio. In other words, ratio may be treated as\n * an interpolation factor between the two stops' output values. $n * (Note: a slightly different form for ratio, <math>n * (base^{(x-x0)} - 1) / (base^{(x1-x0)})$

- 1) `, is equivalent, but requires fewer/n * expensive `Math.pow()` operations.)/n */n * @private/n*//nfunction exponentialInterpolation(input, base, lowerValue, upperValue) { $\ \ const difference = upperValue - lowerValue; \$ const progress = input - lowerValue; $n\n$ if (difference === 0) {nreturn 0;\n } else if (base === 1) {\n return progress / difference;\n } else {\n return (Math.pow(base, progress) - 1) / (Math.pow(base, difference) -1);\n }\n\nexport default Interpolate;\n","// @flow\n\nimport assert from 'assert';\n\nimport {checkSubtype, ValueType} from '../types';\nimport ResolvedImage from '../types/resolved_image';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type} from '../types';\n\nclass Coalesce implements Expression {\n type: Type;\n args: Array<Expression>;\n\n constructor(type: Type, args: Array<Expression>) {\n this.type = this.args = args; $\ \$ args = args; $\ \$ args = args; $\$ arg type:\n if (args.length < 2) {\n return context.error(\"Expectected at least one argument.\");\n }\n let outputType: Type = (null: any);\n const expectedType = context.expectedType;\n if (expectedType && expectedType.kind $!== 'value' \left(\left(n \right) \right)$ outputType = expectedType;\n }\n const parsedArgs = $[];\n\n$ for (const arg of args.slice(1)) $\{\n$ const parsed = context.parse(arg, 1 + parsedArgs.length, outputType, undefined, {typeAnnotation: 'omit'});\n outputType = outputType || if (!parsed) return null;\n assert(outputType);\n\n parsed.type;\n parsedArgs.push(parsed);\n }\n // Above, we parse arguments without inferred type annotation so that\n // they don't produce a runtime error for `null` input, which // preempt the desired null-coalescing behavior.\n would\n // Thus, if any of our arguments would have const needed an annotation, we\n // need to wrap the enclosing coalesce expression with it instead. needsAnnotation = expectedType &&\n parsedArgs.some(arg => checkSubtype(expectedType, new Coalesce(ValueType, parsedArgs) :\n arg.type));\n\n return needsAnnotation ?\n new let result = null;nlet requestedImageName;\n let argCount = 0;\n for (const arg of this.args) $\{\n$ argCount++;\n result = arg.evaluate(ctx);n// we need to keep track of the first requested image in a coalesce statement\n // if coalesce can't find a valid image, we return the first image name so styleimagemissing can fire\n if (result && result instance of ResolvedImage && !result.available) {\n if (!requestedImageName) {\n

requestedImageName = result.name;\n }\n result = null;\n if (argCount === this.args.length) $\{\n$ result = requestedImageName; nif (result !== null) }\n }\n\n return result; $n \geq n = \text{void} \leq n = \text{void} \leq n$ break;\n }\n this.args.forEach(fn); $\n \ \n$ outputDefined(): boolean {\n return this.args.every(arg => arg.outputDefined());n arg.outputDefined());n (nconst serialized = $[\"coalesce\"];\n$ this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized; $n \geq n \geq n, n', n''$ @flow\n\nimport type {Type} from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\n\nclass Let implements Expression {\n type: Type;\n bindings: Array<[string, Expression]>;\n result: Expression;\n\n constructor(bindings: Array<[string, Expression]>, result: Expression) {\n this.type = result.type; \n this.bindings = [].concat(bindings);\n this.result = result;n n evaluate(ctx: EvaluationContext) nreturn this.result.evaluate(ctx);n achChild(fn: (_: Expression) => void) {nfor (const binding of this.bindings) {\n fn(binding[1]);\n fn(this.result); $\n \$ h static parse(args: }\n \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if $(args.length < 4) \setminus n$ return context.error(`Expected at least 3 arguments, but found \${args.length - 1} instead.`);\n\n const bindings: Array<[string, Expression]> = [];\n for (let i = 1; i < args.length - 1; i += 2) {\n const name = $args[i];\n\n$ if (typeof name $!== 'string') \{ \ n \}$ return context.error(`Expected string, but found \${typeof name} instead., i);\n }\n\n if (/[^a-zA-Z0-9_]/.test(name)) {\n return context.error(`Variable names must contain only alphanumeric characters or '_'.`, i);\n }\n\n const value = context.parse(args[i + 1], i + 1);\n if (!value) return null;\n\n bindings.push([name, value]);\n $\left(n \right)$ const result = context.parse(args[args.length - 1], args.length - 1, context.expectedType, bindings);\n if (!result) return null;\n\n return new Let(bindings, result); $\ \$ outputDefined() {\n return

this.result.outputDefined();n n serialize() nconst serialized = ["let"];for (const [name, expr] serialized.push(name, expr.serialize());\n of this.bindings) $\{\n$ }\n serialized.push(this.result.serialize());\n {array, ValueType, NumberType} from '../types';\n\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type, ArrayType} from '../types';\nimport type {Value} from '../values';\n\nclass At implements Expression {\n type: Type;\n index: Expression;\n input: Expression;\n\n constructor(type: Type, index: Expression, input: Expression) {\n this.type = type;nthis.index = index;nthis.input = input;n}n/n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length !== 3)\n return context.error(`Expected 2 arguments, but found ${\rm s}_{\rm args.length - 1}$ instead.);\n\n const index = context.parse(args[1], 1, NumberType);\n const input = context.parse(args[2], 2, array(context.expectedType || ValueType));\n\n if (!index || !input) return null;\n\n const t: ArrayType = (input.type: any);\n return new At(t.itemType, index, input); $\n \$ evaluate(ctx: EvaluationContext) {\n const index = ((this.index.evaluate(ctx): any): number);\n const array = ((this.input.evaluate(ctx): any): Array<Value>);\n\n if (index < 0) $\{ n \}$ throw new RuntimeError(`Array index out of bounds: $\{index\} < 0.$;\n }\n\n if (index \geq array.length) {\n throw new RuntimeError(`Array index out of bounds: ${index} > {array.length - 1}.`);$ }\n\n if (index !== Math.floor(index)) {\n throw new RuntimeError(`Array index must be an integer, but found \${index} instead.`);\n }\n\n return array[index];n} n^n eachChild(fn: (_: Expression) => void) {nfn(this.index);\n fn(this.input);n (n outputDefined() (nreturn false;n n serialize() {n{BooleanType, StringType, ValueType, NullType, toString, NumberType, isValidType, isValidNativeType} from '../types';\nimport RuntimeError from '../runtime_error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from '../types';\n\nclass In implements Expression $\{n \text{ type: Type; } n \text{ needle: Expression; } n \text{ haystack: Expression; } n \}$ Expression, haystack: Expression) {\n this.type = BooleanType; \n this.needle = needle;nthis.haystack = haystack;n hn/n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {nif (args.length return context.error(`Expected 2 arguments, but found \${args.length - 1} instead.`);\n !== 3) {\n $\lambda n n$ const needle = context.parse(args[1], 1, ValueType);\n\n const haystack = context.parse(args[2], 2,ValueType);\n\n if (!needle || !haystack) return null;\n\n if (!isValidType(needle.type, [BooleanType, StringType, NumberType, NullType, ValueType])) {\n return context.error(`Expected first argument to be of type boolean, string, number or null, but found \${toString(needle.type)} instead`);\n }\n\n return new In(needle, haystack); $\n \$ how evaluate(ctx: EvaluationContext) { $\n \$ const needle = (this.needle.evaluate(ctx): any);\n const haystack = (this.haystack.evaluate(ctx): any);\n\n if (!haystack) return false;\n\n if (!isValidNativeType(needle, ['boolean', 'string', 'number', 'null'])) {\n throw new RuntimeError(`Expected first argument to be of type boolean, string, number or null, but found \${toString(typeOf(needle))} instead.`);\n }\n\n if (!isValidNativeType(haystack, ['string', 'array'])) {\n throw new RuntimeError(`Expected second argument to be of type array or string, but found \${toString(typeOf(haystack))} instead.`);\n }\n\n return haystack.indexOf(needle) >= 0;n {n eachChild(fn: (_: Expression) => void) {nfn(this.needle);\n fn(this.haystack); $\n \ \n$ outputDefined() { \n return [\"in\", {BooleanType, StringType, ValueType, NullType, toString, NumberType, isValidType, isValidNativeType} from '../types';\nimport RuntimeError from '../runtime_error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type} from '../types';\n\nclass IndexOf implements Expression $\{ n \text{ type: Type}; n \text{ needle: Expression}; n \text{ haystack: Expression}; n \text{ fromIndex: ?Expression}; n \$ constructor(needle: Expression, haystack: Expression, fromIndex?: Expression) {\n this.type = NumberType; \n

this.needle = needle; \n this.haystack = haystack; \n this.fromIndex = fromIndex; $\n \$ parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length $\leq 2 \parallel \text{args.length} \geq 5$) {\n return context.error(`Expected 3 or 4 arguments, but found \${args.length - 1} instead.`);\n $\lambda n n$ const needle = context.parse(args[1], 1, ValueType);\n\n const haystack = context.parse(args[2], 2, ValueType);\n\n if (!isValidType(needle.type, [BooleanType, StringType, NumberType, if (!needle || !haystack) return null;\n NullType, ValueType])) {\n return context.error(`Expected first argument to be of type boolean, string, number or null, but found \${toString(needle.type)} instead`);\n if (args.length === 4) { \n }\n\n const fromIndex = context.parse(args[3], 3, NumberType);\n if (!fromIndex) return null;\n return new IndexOf(needle, haystack, fromIndex);\n } else {nreturn new IndexOf(needle, haystack);\n }\n $n\n$ evaluate(ctx: EvaluationContext) {\n const needle = (this.needle.evaluate(ctx): any);\n const haystack = (this.haystack.evaluate(ctx): any); $\n\$ if (!isValidNativeType(needle, ['boolean', 'string', 'number', throw new RuntimeError(`Expected first argument to be of type boolean, string, number or null, 'null'])) {\n but found \${toString(typeOf(needle))} instead.`);\n }\n\n if (!isValidNativeType(haystack, ['string', 'array'])) { \n throw new RuntimeError(`Expected second argument to be of type array or string, but found \${toString(typeOf(haystack))} instead.`);\n $\lambda n n$ if (this.fromIndex) $\{ n \}$ const fromIndex = return haystack.indexOf(needle, fromIndex);\n $\left(n \right)$ (this.fromIndex.evaluate(ctx): number);\n fn(this.needle);\n fn(this.haystack);\n if (this.fromIndex) $\{\n$ fn(this.fromIndex);\n $n \geq n \in O(n)$ return false; $n \geq n \in (n \in \mathbb{N})$ if (this.fromIndex != null && this.fromIndex !== undefined) {\n const fromIndex = this.fromIndex.serialize();\n return [\"index-of\", this.needle.serialize(), return [\"index-of\", this.needle.serialize(), this.haystack.serialize(), fromIndex];\n }\n this.haystack.serialize()];\n }\n\nexport default IndexOf;\n","// @flow\n\nimport assert from 'assert';\n\nimport {typeOf} from '../values';\nimport {ValueType, type Type} from '../types';\n\nimport type {Expression} from ../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\n\n// Map input label values to output expression index\ntype Cases = {[number | string]: number}; $\n\$ input: Expression {\n type: Type;\n input: Expression;\n cases: Cases;\n outputs: Array<Expression>;\n otherwise: Expression;\n\n constructor(inputType: Type, outputType: Type, input: Expression, cases: Cases, outputs: Array<Expression>, otherwise: Expression) {\n this.inputType = inputType; \n this.type = outputType; \n this.input = input;nthis.cases = cases;\n this.outputs = outputs;nthis.otherwise = otherwise;n} n^{r} , static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if $(args.length < 5) \setminus n$ return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.);$ if (args.length % 2 !== 1)\n return context.error(`Expected an even number of arguments.); $n\n$ let inputType;\n let outputType;\n if (context.expectedType && context.expectedType.kind !== 'value') {\n outputType = context.expectedType;\n }\n const cases = { };\n const outputs = [];\n for (let i = 2; i < args.length - 1; i += 2) {\n let labels = $args[i];\n$ labels = [labels];nconst value = $args[i + 1]; \n\n$ if (!Array.isArray(labels)) {\n $\lambda n n$ const labelContext = context.concat(i);\n if (labels.length === 0) $\{ n \}$ return labelContext.error('Expected at least one branch label.');\n }\n\n for (const label of labels) $\{\n$ if (typeof label !== 'number' && typeof label !== 'string') {\n return labelContext.error(`Branch labels must be numbers or strings.`);\n } else if (typeof label === 'number' && Math.abs(label) > Number.MAX_SAFE_INTEGER) {\n return labelContext.error(`Branch labels must be integers no larger than \${Number.MAX_SAFE_INTEGER}.`);\n\n } else if (typeof label === 'number' && Math.floor(label) !== label) {\n return labelContext.error(`Numeric branch labels must be integer values.`);\n\n } else if (!inputType) {\n inputType = typeOf(label);\n } else if (labelContext.checkSubtype(inputType, typeOf(label))) {\n return null:\n }\n\n if (typeof cases[String(label)] !== 'undefined') {\n return labelContext.error('Branch labels must be unique.');\n }\n\n cases[String(label)] = outputs.length; n $\lambda n n$ const result = context.parse(value, i, outputType);\n if (!result) return null;\n outputType = outputType ||

outputs.push(result);\n result.type;\n }\n\n const input = context.parse(args[1], 1, ValueType);\n if (!input) return null;\n\n const otherwise = context.parse(args[args.length - 1], args.length - 1, outputType);\n if (!otherwise) return null;\n\n assert(inputType && outputType);\n\n if (input.type.kind !== 'value' && context.concat(1).checkSubtype((inputType: any), input.type)) {\n return null;\n }\n\n return new Match((inputType: any), (outputType: any), input, cases, outputs, otherwise); $h = \frac{1}{2}$ EvaluationContext) {\n const input = (this.input.evaluate(ctx): any);\n const output = (typeOf(input) === this.inputType && this.outputs[this.cases[input]]) || this.otherwise;\n return output.evaluate(ctx);n}n/neachChild(fn: (_: Expression) => void) $\{\n$ fn(this.input);\n this.outputs.forEach(fn);\n fn(this.otherwise);n n outputDefined(): boolean nreturn this.outputs.every(out => out.outputDefined()) & this.otherwise.outputDefined(); $\ \$ const serialized = [\"match\", this.input.serialize()];\n\n // Sort so serialization has an arbitrary defined order, even // branch order doesn't affect evaluation\n const sortedLabels = Object.keys(this.cases).sort();\n\n though\n // Group branches by unique match expression to support condensed\n // serializations of the form [case1, case2, ...] -> matchExpression \n const groupedByOutput: Array<[number, Array<number | string>]> = [];\n const outputLookup: {[index: number]: number} = {}; // lookup index into groupedByOutput for a given output expression\n for (const label of sortedLabels) {\n const outputIndex = outputLookup[this.cases[label]];\n if (outputIndex === undefined) { \n // First time seeing this output, add it to the end of the grouped outputLookup[this.cases[label]] = groupedByOutput.length;\n list\n groupedByOutput.push([this.cases[label], [label]]);\n $else \{ n \}$ // We've seen this expression before, add the label to that output's group\n groupedByOutput[outputIndex][1].push(label);\n }\n $\lambda n n$ const coerceLabel = (label) => this.inputType.kind === 'number' ? Number(label) : label;\n\n for (const [outputIndex, labels] of groupedByOutput) {\n if (labels.length === 1) { \n // Only a single label serialized.push(coerceLabel(labels[0]));\n matches this output expression\n } else {n// Array of literal labels pointing to this output expression/n serialized.push(labels.map(coerceLabel));\n }\n serialized.push(this.outputs[outputIndex].serialize());\n }\n serialized.push(this.otherwise.serialize());\n @flow\n\nimport assert from 'assert';\n\nimport {BooleanType} from '../types';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type} from '../types';\n\ntype Branches = Array<[Expression, Expression]>;\n\nclass Case implements Expression {\n type: Type;\n\n branches: Branches;\n otherwise: Expression;\n\n constructor(type: Type, branches: Branches, otherwise: Expression) {\n this.type = type; \n this.branches = branches;\n this.otherwise = otherwise;n} n^{r} , static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if $(args.length < 4) \setminus n$ return context.error(`Expected at least 3 arguments, if (args.length % 2 !== 0)\n but found only \${args.length - 1}.`);\n return context.error(`Expected an odd number of arguments.);n/nlet outputType: ?Type;\n if (context.expectedType && context.expectedType.kind !== 'value') {\n outputType = context.expectedType;\n }\n\n const for (let i = 1; i < args.length - 1; i += 2) {\n branches = $[];\n$ const test = context.parse(args[i], i,BooleanType);\n if (!test) return null;\n\n const result = context.parse(args[i + 1], i + 1, outputType);\n if (!result) return null;\n\n branches.push([test, result]);\n\n outputType = outputType || result.type;\n }\n\n const otherwise = context.parse(args[args.length - 1], args.length - 1, outputType);\n if (!otherwise) return null;\n\n assert(outputType);\n return new Case((outputType: any), branches, otherwise); $n \geq n \in ctx$: EvaluationContext) $\{n \in ctx : EvaluationContext\}$ for (const [test, expression] of this.branches) $\{\n$ if (test.evaluate(ctx)) {\n return expression.evaluate(ctx);\n return }\n }\n this.otherwise.evaluate(ctx);n n eachChild(fn: (_: Expression) => void) {nfor (const [test, expression] of this.branches) $\{ \$ fn(test):\n fn(expression);\n }\n fn(this.otherwise); $\n \$ outputDefined(): boolean {\n return this.branches.every(([_, out]) => out.outputDefined()) &&

this.otherwise.outputDefined(); $\n \$ ($\n \$ serialize() ($\n \$ const serialized = [$\const \$); $\n \$

this.eachChild(child => { serialized.push(child.serialize()); });n return serialized;n }n

Case;\n","// @flow\n\nimport {ValueType, NumberType, StringType, array, toString, isValidType, isValidNativeType} from '../types';\nimport RuntimeError from '../runtime error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from '../types';\n\nclass Slice implements Expression {\n type: Type;\n input: Expression;\n beginIndex: Expression;\n endIndex: ?Expression;\nn constructor(type: Type, input: Expression, beginIndex: Expression, endIndex?: Expression) {\n this.type = type; \n this.input = input; \n this.beginIndex = beginIndex;\n if (args.length $\leq 2 \parallel \text{ args.length} \geq 5$) {\n return context.error(`Expected 3 or 4 arguments, but found {args.length - 1} instead.`);\n }\n\n const input = context.parse(args[1], 1, ValueType);\n const beginIndex = context.parse(args[2], 2, NumberType);\n\n if (!input || !beginIndex) return null;\n\n if (!isValidType(input.type, [array(ValueType), StringType, ValueType])) {\n return context.error(`Expected first argument to be of type array or string, but found \${toString(input.type)} instead`);\n $\lambda n n$ if $(args.length === 4) \{ \ n \}$ const endIndex = context.parse(args[3], 3, NumberType);\n if (!endIndex) return null;\n return new Slice(input.type, input, beginIndex, endIndex);\n } else {\n return new Slice(input.type, input, beginIndex);\n $n \leq n \in C$ const input = (this.input.evaluate(ctx): any);\n const beginIndex = (this.beginIndex.evaluate(ctx): number);\n\n if (!isValidNativeType(input, ['string', 'array'])) {\n throw new RuntimeError(`Expected first argument to be of type array or string, but found \${toString(typeOf(input))} instead.`);\n }\n\n if (this.endIndex) $\{\n$ const endIndex = (this.endIndex.evaluate(ctx): number);\n return input.slice(beginIndex, endIndex);\n }\n\n return input.slice(beginIndex); $n \geq n$ eachChild(fn: (: Expression) => void) {/n fn(this.input);\n

fn(this.beginIndex);\n if (this.endIndex) $\{ n \}$ fn(this.endIndex);\n $n \geq n \in O(n)$ if (this.endIndex != null && this.endIndex !== undefined) {\n return false;n /n serialize() {/n const endIndex = this.endIndex.serialize();\n return [\"slice\", this.input.serialize(), this.beginIndex.serialize(), endIndex];\n }\n return [\"slice\", this.input.serialize(), this.beginIndex.serialize()];n \n\nexport default Slice;\n","// @flow\n\nimport {toString, ValueType, BooleanType, CollatorType} from '../types';\nimport Assertion from './assertion';\nimport {typeOf} from '../values';\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type { Type} from '../types';\n\ntype ComparisonOperator = '==' | '!=' | '<' | '>' | '>=' ;\n\nfunction isComparableType(op: ComparisonOperator, type: Type) {\n if (op === '==' \parallel op === '!=') {\n // equality operator\n return type.kind === 'boolean' ||| ntype.kind === 'string' $|| \ n$ type.kind === 'number' $|| \setminus n$ type.kind === 'null' ||\n type.kind === 'value';n } else {n// ordering operator\n return type.kind === 'string' ||\n type.kind === 'number' ||\n type.kind === 'value';n n (n kinction eq(ctx, a, b) (return a === b;

 $\frac{1}{2} = b; \frac{1}{2} = b; \frac{1$ > b; $\frac{1}{a} = b; \frac{1}{a} = b$ eqCollate(ctx, a, b, c) { return c.compare(a, b) === 0; }/nfunction neqCollate(ctx, a, b, c) { return !eqCollate(ctx, a, c.compare(a, b) > 0; }\nfunction lteqCollate(ctx, a, b, c) { return c.compare(a, b) <= 0; }\nfunction gteqCollate(ctx, a, b, c) { return c.compare(a, b) ≥ 0 ; }\n\n/**\n * Special form for comparison operators, implementing the signatures: n * - (T, T, ?Collator) => boolean n * - (T, value, ?Collator) => boolean * - (value, T, ?Collator) => boolebooleann *n * For inequalities, T must be either value, string, or number. For ==/!=, it/n * can also be boolean or null $\langle n * | n * Equality semantics are equivalent to Javascript's strict equality (===/!==) | n * -- i.e., when the$ arguments' types don't match, == evaluates to false, != to n * true n * n * When types don't match in an orderingcomparison, a runtime error is thrown.\n *\n * @private\n */\nfunction makeComparison(op: ComparisonOperator, compareBasic, compareWithCollator) { $n = \frac{1}{2} = \frac{1}{2} & 0 = \frac{1}{2} = \frac{1}{2} & 0 = \frac{1}{2} = \frac{1}{2} & 0 =$ class Comparison implements Expression {\n type: Type;\n lhs: Expression;\n rhs: Expression;\n collator: ?Expression;\n hasUntypedArgument: boolean;\n\n constructor(lhs: Expression, rhs: Expression,

collator: ?Expression) {\n this.type = BooleanType; \n this.lhs = lhs;nthis.rhs = rhs;\n this.hasUntypedArgument = lhs.type.kind === 'value' || rhs.type.kind === 'value';\n this.collator = collator;\n $\lambda n n$ static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if $(args.length !== 3 \&\& args.length !== 4) \n$ return context.error(`Expected two or three arguments.`);\n\n const op: ComparisonOperator = (args[0]: any);\n\n let lhs = context.parse(args[1], 1, ValueType);\n if (!lhs) return null;\n if (!isComparableType(op, lhs.type)) {\n return context.concat(1).error(`\"\${op}\" comparisons are not supported for type '\${toString(lhs.type)}'.`);\n }\n let rhs = context.parse(args[2], 2, ValueType);\n if (!rhs) return null;nif (!isComparableType(op, rhs.type)) {\n return context.concat(2).error(`\"\${op}\" comparisons are not supported for type '\${toString(rhs.type)}'.`);\n if (\n lhs.type.kind !== rhs.type.kind && \n }\n\n lhs.type.kind $!== 'value' \&\&\n$ rhs.type.kind !== 'value'\n) {\n return context.error(`Cannot compare types '\${toString(lhs.type)}' and '\${toString(rhs.type)}'.`);\n if $\left(n \right)$ // typing rules specific to less/greater than operators\n (isOrderComparison) {\n if (lhs.type.kind === 'value' && rhs.type.kind !== 'value') {n// (value, T)nlhs = new Assertion(rhs.type, } else if (lhs.type.kind !== 'value' && rhs.type.kind === 'value') {\n // (T, value)n[lhs]); nif rhs = new Assertion(lhs.type, [rhs]);\n }\n }\n\n let collator = null:n $(args.length === 4) \{ \n$ if (\n lhs.type.kind $!== 'string' \&\& \n$ rhs.type.kind !== 'string' &&\n lhs.type.kind !== 'value' &&\n rhs.type.kind !== 'value'\n) {\n return context.error(`Cannot use collator to compare non-string types.`);\n }\n collator =context.parse(args[3], 3, CollatorType);\n if (!collator) return null;\n $\lambda n n$ return new Comparison(lhs, rhs, collator);\n }\n\n evaluate(ctx: EvaluationContext) {\n const lhs =this.lhs.evaluate(ctx);\n const rhs = this.rhs.evaluate(ctx); $\n\$ if (isOrderComparison && this.hasUntypedArgument) {\n const lt = typeOf(lhs); nconst $rt = typeOf(rhs); \n$ // check that type is string or number, and equal\n if (lt.kind !== rt.kind || !(lt.kind === 'string' || lt.kind === 'number')) {\n throw new RuntimeError(`Expected arguments for \"\${op}\" to be (string, string) or (number, number), but found (\${lt.kind}, \${rt.kind}) instead.`);\n if (this.collator }\n }\n\n && !isOrderComparison && this.hasUntypedArgument) {\n const lt = typeOf(lhs); nconst rt =typeOf(rhs);\n if (lt.kind !== 'string' || rt.kind !== 'string') {nreturn compareBasic(ctx, lhs, rhs);\n }\n }\n\n return this.collator ?\n compareWithCollator(ctx, lhs, rhs, eachChild(fn: (_: Expression) this.collator.evaluate(ctx)) :\n compareBasic(ctx, lhs, rhs);\n }\n\n \Rightarrow void) {\n fn(this.lhs);\n fn(this.rhs);\n if (this.collator) $\{ n \}$ fn(this.collator);\n }\n }\n\n outputDefined(): boolean {\n return true;\n }\n\n serialize() $\{ n \}$ const serialized = $[op];\n$ this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized;\n $n \in \mathbb{R}^{n}$ NotEquals = makeComparison('!=', neq, neqCollate);\nexport const LessThan = makeComparison('<', lt, ltCollate);\nexport const GreaterThan = makeComparison('>', gt, gtCollate);\nexport const LessThanOrEqual = makeComparison('<=', lteq, lteqCollate);\nexport const GreaterThanOrEqual = makeComparison('>=', gteq, gteqCollate);\n","// @flow\n\nimport {StringType, NumberType} from '../types';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type { Type } from '../types';\n\ndeclare var Intl: {\n NumberFormat: $Class<Intl$NumberFormat>\n};\n\classIntl$NumberFormat {\n constructor (\n Class<Intl$NumberFormat {\n constructor (\n ClassIntl$NumberFormat {\n constructor (\n ClassIntl{ (\n constructor (\n constructor (\n constructor (\n constructor (\$ locales?: string string[],\n options?: NumberFormatOptions\n): Intl\$NumberFormat;\n\n static (\n locales?: string | options?: NumberFormatOptions\n): Intl\$NumberFormat;\n\n format(a: number): string;\n\n string[],\n $resolvedOptions(): any; n vertex NumberFormatOptions = {n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n style?' | 'decimal' | 'currency' | 'percent'; n vertex NumberFormatOptions = { n style?: 'decimal' | 'currency' | 'percent'; n style?' | 'decimal' | 'd$ currency?: null | string;\n minimumFractionDigits?: null | string;\n maximumFractionDigits?: null | string;\n};\n\nexport default class NumberFormat implements Expression {\n type: Type;\n number: Expression;\n locale: Expression | null; // BCP 47 language tag\n currency: Expression | null; // ISO 4217 currency code, required if style=currency\n minFractionDigits: Expression | null; // Default 0\n

maxFractionDigits: Expression | null; // Default 3\n\n constructor(number: Expression,\n locale: currency: Expression | null,\n Expression | null,\n minFractionDigits: Expression | null,\n maxFractionDigits: Expression | null) {\n this.type = StringType; \n this.number = number;\n this.locale = locale;\n this.currency = currency;nthis.minFractionDigits = minFractionDigits;\n this.maxFractionDigits = maxFractionDigits;n n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if (args.length !== 3)\n return context.error(`Expected two const number = context.parse(args[1], 1, NumberType);\n arguments.); $n\n$ if (!number) return null;\n\n if (typeof options !== \"object\" || Array.isArray(options))\n const options = (args[2]: any);\n return if context.error(`NumberFormat options argument must be an object.`);\n\n let locale = null;\n if (!locale) return (options['locale']) {\n locale = context.parse(options['locale'], 1, StringType);\n null;\n }\n\n let currency = null;\n if (options['currency']) {\n currency = context.parse(options['currency'], 1, StringType);\n if (!currency) return null;\n $\lambda n n$ let minFractionDigits = null;\n minFractionDigits = if (options['min-fraction-digits']) {\n context.parse(options['min-fraction-digits'], 1, NumberType);\n if (!minFractionDigits) return null;\n let maxFractionDigits = null;\n }\n\n if (options['max-fraction-digits']) {\n maxFractionDigits = context.parse(options['max-fraction-digits'], 1, NumberType);\n if (!maxFractionDigits) return null;\n }\n\n return new NumberFormat(number, locale, currency, minFractionDigits, maxFractionDigits);\n }\n\n return new Intl.NumberFormat(this.locale ? this.locale.evaluate(ctx) : [],\n evaluate(ctx: EvaluationContext) {\n $\{ n \}$ style: this.currency ? \"currency\" : \"decimal\",\n currency: this.currency ? this.currency.evaluate(ctx) : undefined,\n minimumFractionDigits: this.minFractionDigits ? this.minFractionDigits.evaluate(ctx) : undefined,\n maximumFractionDigits: this.maxFractionDigits ? this.maxFractionDigits.evaluate(ctx) : undefined,\n }).format(this.number.evaluate(ctx));n }n/neachChild(fn: (_: Expression) => void) $\{\n$ fn(this.locale);\n fn(this.number);\n if (this.locale) $\{ n \}$ }\n if (this.currency) {\n fn(this.currency);\n }\n if (this.minFractionDigits) {\n fn(this.minFractionDigits);\n }\n if (this.maxFractionDigits) {\n fn(this.maxFractionDigits);\n $\ln \ln \pi = \ln \pi$ return false; $\ \$ h $\$ return false; $\$ const options = $\{ \}; \ n$ if (this.locale) $\{ n \}$ options['locale'] = this.locale.serialize();\n }\n if (this.currency) {\n options['currency'] = this.currency.serialize();\n if (this.minFractionDigits) {\n }\n options['minfraction-digits'] = this.minFractionDigits.serialize();\n }\n if (this.maxFractionDigits) {\n options['max-fraction-digits'] = this.maxFractionDigits.serialize();\n }\n return [\"number-format\", this.number.serialize(), options];\n }\n","// @flow\n\nimport {NumberType, toString} from '../types';\n\nimport {typeOf} from '../values';\nimport RuntimeError from '../runtime error';\n\nimport type {Expression} from ../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type} from '../types';\n\nclass Length implements Expression {\n type: Type; \n input: Expression; $\n\n$ constructor(input: Expression) { \n this.type = NumberType; \n this.input = input; $\n \n$ static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length !== return context.error(`Expected 1 argument, but found \${args.length - 1} instead.`);\n\n 2)\n const input = context.parse(args[1], 1);\n if (!input) return null;\n\n if (input.type.kind !== 'array' && input.type.kind !== 'string' && input.type.kind !== 'value')\n return context.error(`Expected argument of type string or array, but found \${toString(input.type)} instead.`);\n\n return new Length(input);n /n/n evaluate(ctx: EvaluationContext) {\n const input = this.input.evaluate(ctx);\n if (typeof input === 'string') $\{$ return input.length;\n } else if (Array.isArray(input)) {\n return input.length;\n } else {nthrow new RuntimeError(`Expected value to be of type string or array, but found \${toString(typeOf(input))} instead.`);\n $n \geq n \in Child(fn: (: Expression) => void)$ fn(this.input);n noutputDefined() {\n const serialized = $[\"length"];\n$ this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized; $n \geq n \leq n \leq n$ Length;\n","//@flow\n\nimport {\n type Type,\n NumberType,\n StringType,\n BooleanType,\n ColorType,\n ObjectType,\n ValueType,\n ErrorType,\n CollatorType,\n array,\n toString as

typeToString\n} from '../types';\n\nimport {typeOf, Color, validateRGBA, toString as valueToString} from '../values';\nimport CompoundExpression from '../compound_expression';\nimport RuntimeError from ../runtime_error';\nimport Let from './let';\nimport Var from './var';\nimport Literal from './literal';\nimport Assertion from './assertion';\nimport Coercion from './coercion';\nimport At from './at';\nimport In from './in';\nimport IndexOf from './index_of';\nimport Match from './match';\nimport Case from './case';\nimport Slice from './slice';\nimport Step from './step';\nimport Interpolate from './interpolate';\nimport Coalesce from './coalesce';\nimport {\n Equals,\n NotEquals,\n LessThan,\n GreaterThan,\n LessThanOrEqual,\n GreaterThanOrEqual\n} from './comparison';\nimport CollatorExpression from './collator';\nimport NumberFormat from './number_format';\nimport FormatExpression from './format';\nimport ImageExpression from './image';\nimport Length from './length';\nimport Within from './within';\n\nimport type {Varargs} from '../compound_expression';\nimport type {ExpressionRegistry} from '../expression';\n\nconst expressions: LessThan,\n '>=': GreaterThanOrEqual,\n '<=': LessThanOrEqual,\n 'array': Assertion,\n 'at': At,\n 'boolean': Assertion,\n 'case': Case,\n 'coalesce': Coalesce,\n 'collator': CollatorExpression,\n 'format': FormatExpression,\n 'image': ImageExpression,\n 'in': In,\n 'index-of': IndexOf,\n 'interpolate': Interpolate,\n 'interpolate-hcl': Interpolate,\n 'interpolate-lab': Interpolate,\n 'length': Length,\n 'let': Let,\n 'literal': Literal,\n 'match': Match,\n 'number': Assertion,\n 'number-format': NumberFormat,\n 'object': Assertion,\n 'slice': Slice,\n 'step,\n 'string': Assertion,\n 'to-boolean': Coercion,\n 'to-color': Coercion,\n 'tonumber': Coercion,\n 'to-string': Coercion,\n 'var': Var,\n 'within': Within\n};\n\nfunction rgba(ctx, [r, g, b, a]) n = r.evaluate(ctx); g = g.evaluate(ctx); b = b.evaluate(ctx); const alpha = a ? a.evaluate(ctx) : 1;const error = validateRGBA(r, g, b, alpha);\n if (error) throw new RuntimeError(error);\n return new Color(r / 255 * alpha, g / 255 * alpha, b / 255 * alpha, alpha); \n $\n \$ $ob_{n}= ob_{n} + ob$ $v;\n}\n(i \le j)$ const m = (i + j) >> 1;if $(a[m] == v) \setminus n$ j = m - 1; nreturn true;\n if $(a[m] > v) \setminus n$ else∖n i = m + 1; n } n return false;\n}\n\nfunction varargs(type: Type): Varargs {\n return {type};\n}\n\nCompoundExpression.register(expressions, {\n 'error': [\n ErrorType,\n [StringType],\n $(ctx, [v]) => \{ throw new RuntimeError(v.evaluate(ctx)); \} n], n 'typeof': [n]$ StringType,\n [ValueType],\n $(ctx, [v]) => typeToString(typeOf(v.evaluate(ctx))) |n], n 'to-rgba': [\n$ array(NumberType, 4),\n [ColorType],\n $(ctx, [v]) => \{ n \}$ return v.evaluate(ctx).toArray();\n }\n],\n 'rgb': [\n [NumberType, NumberType, NumberType],\n rgba\n],\n 'rgba': [\n ColorType,\n ColorType,\n [NumberType, NumberType, NumberType],\n $rgba\n$],\n 'has': {\n type: BooleanType,\n overloads: [\n [\n [StringType],\n (ctx, [key]) =>has(key.evaluate(ctx), ctx.properties())\n], [\n [StringType, ObjectType],\n (ctx, [key, obj]) => has(key.evaluate(ctx), obj.evaluate(ctx))\n]\n $]\n },\n 'get': {\n}$ type: ValueType,\n overloads: $[\n$ [\n [StringType],\n (ctx, [key]) => get(key.evaluate(ctx), ctx.properties())\n [StringType, ObjectType],\n], [\n (ctx, [key, obj]) => get(key.evaluate(ctx), obj.evaluate(ctx))\n]\n $]\n },\n 'feature-state': [\n]$ ValueType,\n [StringType],\n (ctx, $[key] = get(key.evaluate(ctx), ctx.featureState || {})\n],\n 'properties': [\n]$ ObjectType,\n [],\n $(ctx) = ctx.properties() \], \ 'geometry-type': [\n$ StringType,\n [],\n (ctx) =>ctx.geometryType()n],n 'id': [nValueType,\n [],\n (ctx) = ctx.id() n], n 'zoom': [n]NumberType,\n [],\n (ctx) = ctx.globals.zoom/n], n 'heatmap-density': [/nNumberType,\n [],\n $(ctx) = ctx.globals.heatmapDensity || 0\n], n 'line-progress': [\n$ NumberType,\n [],\n (ctx) = ctx.globals.lineProgress || 0 |n], n 'accumulated': [|n |ValueType,\n [],\n (ctx) =>ctx.globals.accumulated === undefined ? null : ctx.globals.accumulated ||,|| '+': [||n '+': [||NumberType,\n varargs(NumberType),\n $(ctx, args) => \{ \n$ let result = 0;\n for (const arg of args) $\{\n$

}\n

 $(ctx, args) \Longrightarrow \{ \ n \$

return result;\n

}\n

let result = 1:\n

],\n

'*': [\n

NumberType,\n

for (const arg of args) $\{\n$

result += arg.evaluate(ctx);\n

varargs(NumberType),\n

result *= arg.evaluate(ctx);\n }\n return result;\n $n], n '-': \{ \ n \}$ type: NumberType,\n [NumberType, NumberType],\n overloads: $[\n$ [\n $(ctx, [a, b]) \Rightarrow a.evaluate(ctx)$ b.evaluate(ctx)\n], [\n [NumberType],\n (ctx, [a]) => -a.evaluate(ctx) n]\n]\n $, n '/: [\n$ NumberType,\n [NumberType, NumberType],\n $(ctx, [a, b]) \Rightarrow a.evaluate(ctx) /$ b.evaluate(ctx)n],n '%': [n[NumberType, NumberType],\n NumberType,\n (ctx, [a, b]) =>a.evaluate(ctx) % b.evaluate(ctx)n],n 'ln2': [nNumberType,\n [],\n () => Math.LN2 n], n 'pi':NumberType,\n () => Math.PIn],n 'e': [nNumberType,\n [\n [],\n [],\n () =>Math.En],n '^': [nNumberType,\n [NumberType, NumberType],\n (ctx, [b, e]) =>Math.pow(b.evaluate(ctx), e.evaluate(ctx)) $n],n 'sqrt': [\n$ NumberType,\n [NumberType],\n (ctx, $[x] > Math.sqrt(x.evaluate(ctx)) \],\ 'log10': [\n$ NumberType,\n [NumberType],\n (ctx, [n]) =>Math.log(n.evaluate(ctx)) / Math.LN10\n],\n 'ln': [\n NumberType,\n [NumberType],\n (ctx, [n])=> Math.log(n.evaluate(ctx))\n],\n 'log2': [\n NumberType,\n [NumberType],\n (ctx, [n]) => $Math.log(n.evaluate(ctx)) / Math.LN2 \], \ 'sin': [\n$ NumberType,\n [NumberType],\n (ctx, [n])=> Math.sin(n.evaluate(ctx))\n],\n 'cos': [\n NumberType,\n [NumberType],\n (ctx, [n]) =>Math.cos(n.evaluate(ctx))n],n 'tan': [nNumberType,\n [NumberType],\n (ctx, [n]) =>Math.tan(n.evaluate(ctx))n],n 'asin': [nNumberType,\n [NumberType],\n (ctx, [n]) =>Math.asin(n.evaluate(ctx))n],n 'acos': [nNumberType,\n [NumberType],\n (ctx, [n]) =>Math.acos(n.evaluate(ctx))n],n 'atan': [nNumberType,\n [NumberType],\n (ctx, [n]) =>(ctx, args) => Math.atan(n.evaluate(ctx))n],n 'min': [nNumberType,\n varargs(NumberType),\n Math.min(...args.map(arg => arg.evaluate(ctx)))n],n 'max': [nNumberType,\n varargs(NumberType),\n (ctx, args) => Math.max(...args.map(arg => arg.evaluate(ctx)))/n],/n 'abs': [/nNumberType,\n [NumberType],\n (ctx, [n]) => Math.abs(n.evaluate(ctx)) n], n 'round': [n 'rounconst v = n.evaluate(ctx);\n NumberType,\n [NumberType],\n $(ctx, [n]) => \{ \ n \}$ // Javascript's Math.round() rounds towards +Infinity for halfway\n // values, even when they're negative. It's more common to round\n // away from 0 (e.g., this is what python and C++ do) \n return v < 0? -Math.round(-v) : Math.round(v);nn , n 'floor': [NumberType,\n [NumberType],\n (ctx, [n]) =>Math.floor(n.evaluate(ctx))n],n 'ceil': [nNumberType,\n [NumberType],\n (ctx, [n]) =>Math.ceil(n.evaluate(ctx))\n],\n 'filter-==': [\n BooleanType,\n [StringType, ValueType],\n (ctx, [k, v]) => ctx.properties()[(k: any).value] === (v: any).value\n],\n 'filter-id-==': [\n BooleanType,\n [ValueType],\n $(ctx, [v]) \Rightarrow ctx.id() === (v: any).value n], n 'filter-type==': [n]$ BooleanType,\n $(ctx, [v]) \Rightarrow ctx.geometryType() === (v: any).value(n], n 'filter-<': [(n)$ BooleanType,\n [StringType],\n [StringType, ValueType],\n $(ctx, [k, v]) => \{ n \}$ const a = ctx.properties()[(k: any).value];\n const b = (v: any).value; nreturn typeof a === typeof b && a < b;\n n , n 'filter-id-<': [const b = (v:BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ \ n \}$ const a = ctx.id(); nany).value;\n return typeof a === typeof b && a < b;\n n],n 'filter->': [n]BooleanType,\n [StringType, ValueType],\n $(ctx, [k, v]) => \{ n \}$ const a = ctx.properties()[(k: any).value];\n const b = (v: any).value;\n return typeof a === typeof b && a > b;\n $n], n 'filter-id->': [\n$ BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ n \}$ const $a = ctx.id(); \n$ const b = (v): any).value;\n return typeof a === typeof b && a > b;\n $n], n 'filter <= : [\n$ BooleanType,\n [StringType, ValueType],\n $(ctx, [k, v]) => \{ \ n \}$ const a = ctx.properties()[(k: any).value];\n const b = (v: any).value;\n return typeof a === typeof b && a <= b;\n n], n 'filter-id-<=': []BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ n \}$ const a = ctx.id(); nconst b = (v): any).value;\n return typeof a === typeof b && a <= b;\n n],n 'filter->=': [n]BooleanType,\n [StringType, ValueType],\n $(ctx, [k, v]) => \{ \ n \}$ const a = ctx.properties()[(k: any).value];\n const b = (v: any).value; nreturn typeof a === typeof b && a >= b;\n n], n 'filter-id->=': [n]BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ n \}$ const a = ctx.id(); nconst b = (v:any).value;\n return typeof a === typeof b && a >= b;\n n], n 'filter-has': [BooleanType,\n [ValueType],\n $(ctx, [k]) \Rightarrow (k: any).value in ctx.properties() n], n 'filter-has-id': [\n$ BooleanType,\n

[],\n (ctx) => (ctx.id() !== null && ctx.id() !== undefined) n], n 'filter-type-in': [n]BooleanType,\n [array(StringType)],\n $(ctx, [v]) \Rightarrow (v: any).value.indexOf(ctx.geometryType()) \ge 0 n], n 'filter-id-in':$ [\n BooleanType,\n [array(ValueType)],\n $(ctx, [v]) \Rightarrow (v: any).value.indexOf(ctx.id()) \ge 0 n], n$ 'filter-in-small': [\n [StringType, array(ValueType)],\n // assumes v is an array literal\n BooleanType,\n $(ctx, [k, v]) \Rightarrow (v: any).value.indexOf(ctx.properties()[(k: any).value]) \ge 0 n], n 'filter-in-large': [n 'f$ BooleanType,\n [StringType, array(ValueType)],\n // assumes v is a array literal with values sorted in ascending order and of a single type\n (ctx, [k, v]) => binarySearch(ctx.properties()[(k: any).value], (v: any).value, 0, (v: any).value.length - 1)n],n 'all': {ntype: BooleanType,\n overloads: $[\n$ [\n [BooleanType, BooleanType],\n $(ctx, [a, b]) \Rightarrow a.evaluate(ctx) \&\& b.evaluate(ctx) \n$],\n varargs(BooleanType),\n [\n $(ctx, args) => \{ \ n \}$ for (const arg of args) $\{\n$ if (!arg.evaluate(ctx))\n return false;\n }\n return true;\n }\n]\n $]\n$ },\n 'any': {\n type: BooleanType,\n overloads: [\n [\n [BooleanType, $(ctx, [a, b]) \Rightarrow a.evaluate(ctx) \parallel b.evaluate(ctx) \land n$ BooleanType],\n],\n [\n varargs(BooleanType),\n $(ctx, args) \Longrightarrow \{ \ n \$ for (const arg of args) $\{\n$ if (arg.evaluate(ctx))\n return true;\n }\n return false;\n }\n]\n $]n \},n '!': [n$ BooleanType,\n [BooleanType],\n (ctx, [b]) => !b.evaluate(ctx) n], n 'issupported-script': [\n BooleanType,\n [StringType],\n // At parse time this will always return true, so we need to exclude this expression with isGlobalPropertyConstant\n $(ctx, [s]) => \{ n \}$ const isSupportedScript = ctx.globals && ctx.globals.isSupportedScript;\n if (isSupportedScript) {\n return isSupportedScript(s.evaluate(ctx));\n }\n return true;\n n],n 'upcase': [n]StringType,\n [StringType],\n $(ctx, [s]) => s.evaluate(ctx).toUpperCase() |_n |_/n 'downcase': [\n$ StringType,\n [StringType],\n $(ctx, [s]) \Rightarrow s.evaluate(ctx).toLowerCase() \], \ 'concat': [\n$ StringType,\n varargs(ValueType),\n (ctx, args) => args.map(arg => valueToString(arg.evaluate(ctx))).join(")n],n 'resolved-locale': [nStringType,\n [CollatorType],\n $(ctx, [collator]) => collator.evaluate(ctx).resolvedLocale()\n]\n}); nexport default expressions; n'', ''/$ @flow\n\n/**\n * A type used for returning and propagating errors. The first element of the union\n * represents success and contains a value, and the second represents an error and\n * contains an error value.\n * @private\n */\nexport type Result<T, $E > = |n | \{ | result: 'success', value: T | \} |n | \{ | result: 'error', value: E | \}; |n | nexport type Result$ function success<T, E>(value: T): Result<T, E> { $n \text{ return } \text{result: 'success', value}; n} \in \mathbb{N}$ error<T, E>(value: E): Result<T, E> {\n return {result: 'error', value};\n}\n","// @flow\n\nimport type {StylePropertySpecification} from '../style-spec';\n\nexport function supportsPropertyExpression(spec: StylePropertySpecification): boolean { $\ return spec['property-type'] === 'data-driven' || spec['property-type'] == 'data$ 'cross-faded-data-driven';\n}\n\nexport function supportsZoomExpression(spec: StylePropertySpecification): boolean {\n return !!spec.expression && spec.expression.parameters.indexOf('zoom') > -1;\n \n\export function supportsInterpolation(spec: StylePropertySpecification): boolean {\n return !!spec.expression && spec.expression.interpolated;\n}\n","// @flow\n\nexport default function getType(val: mixed): string {\n if (val return 'number';\n } else if (val instanceof String) {\n instance of Number) {\n return 'string';\n } else if (val instance of Boolean) $\{\n$ return 'boolean';\n } else if (Array.isArray(val)) {\n return 'array';n} else if (val === null) $\{ n \}$ return 'null';n} else {nreturn typeof val; $n \ n'', n''$ as colorSpaces from '../util/color_spaces';\nimport Color from '../util/color';\nimport extend from '../util/extend';\nimport getType from '../util/get_type';\nimport * as interpolate from '../util/interpolate';\nimport Interpolate from '../expression/definitions/interpolate';\nimport Formatted from '../expression/types/formatted';\nimport ResolvedImage from '../expression/types/resolved_image';\nimport {supportsInterpolation} from '../util/properties';\nimport {findStopLessThanOrEqualTo} from '../expression/stops';\n\nexport function isFunction(value) {\n return typeof value === 'object' && value !== null && $\frac{1}{n} \frac{1}{n} \frac{1}$ createFunction(parameters, propertySpec) {\n const isColor = propertySpec.type === 'color';\n const zoomAndFeatureDependent = parameters.stops && typeof parameters.stops[0][0] === 'object'; n const

featureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n const type = parameters.type || (supportsInterpolation(propertySpec) ? 'exponential' : 'interval');\n\n if (isColor) {\n $parameters = extend(\{\},$ if (parameters.stops) {\n parameters.stops = parameters.stops.map((stop) => $\{n \}$ parameters);\n\n return [stop[0], Color.parse(stop[1])];\n });\n $\lambda n n$ if (parameters.default) $\{\n$ parameters.default = Color.parse(parameters.default);\n } else {nparameters.default = Color.parse(propertySpec.default);\n $n \in n \in \mathbb{R}^{n}$ throw new 'rgb' && !colorSpaces[parameters.colorSpace]) { // eslint-disable-line import/namespace\n $Error(`Unknown color space: {parameters.colorSpace}`); n }(n) let innerFun; n let hashedStops; n let$ innerFun = evaluateExponentialFunction;\n } else if categoricalKeyType;\n if (type === 'exponential') {\n (type === 'interval') { \n innerFun = evaluateIntervalFunction;\n } else if (type === 'categorical') {\n innerFun = evaluateCategoricalFunction;\n\n // For categorical functions, generate an Object as a hashmap of hashedStops = Object.create(null);\n the stops for fast searching\n for (const stop of parameters.stops) $\{\n$ hashedStops[stop[0]] = stop[1]; n}\n\n // Infer key type based on first stop key-- used to encforce strict type checking later\n categoricalKeyType = typeof parameters.stops[0][0];\n\n } else if (type === 'identity') {\n innerFun = evaluateIdentityFunction;n } else {nthrow new Error(`Unknown function type $\"\ (zoomAndFeatureDependent) \$ const featureFunctions = { };\n const for (let s = 0; $s < parameters.stops.length; s++) {\n$ zoomStops = []; nconst stop = parameters.stops[s];nconst zoom = stop[0].zoom; nif (featureFunctions[zoom] === undefined) $\{\n$ featureFunctions[zoom] = $\{\n$ zoom,\n type: parameters.type,\n property: parameters.property,\n default: parameters.default,\n stops: []\n };\n zoomStops.push(zoom);\n }\n featureFunctions[zoom].stops.push([stop[0].value, stop[1]]);\n $\lambda n n$ const featureFunctionStops = [];\n for (const z of zoomStops) $\{\n$ featureFunctionStops.push([featureFunctions[z].zoom, createFunction(featureFunctions[z], propertySpec)]);\n $\lambda n n$ const interpolationType = {name: 'linear'};\n return {\n kind: 'composite',\n interpolationType,\n interpolationFactor: Interpolate.interpolationFactor.bind(undefined, interpolationType), \n zoomStops: featureFunctionStops.map($s \Rightarrow s[0]$), n evaluate({zoom}, return evaluateExponentialFunction({\n properties) $\{ n \}$ stops: featureFunctionStops,\n base: parameters.base\n }, propertySpec, zoom).evaluate(zoom, properties);\n }\n (n) elseif (zoomDependent) $\{\n$ const interpolationType = type === 'exponential' ?\n {name: 'exponential', base: parameters.base !== undefined ? parameters.base : 1 } : null;\n return {\n kind: 'camera',\n interpolationType,\n interpolationFactor: Interpolate.interpolationFactor.bind(undefined, interpolationType), \n zoomStops: parameters.stops.map(s => s[0]),\n evaluate: $(\{zoom\}) =>$ innerFun(parameters, propertySpec, zoom, hashedStops, categoricalKeyType)\n $(n) \in \{n\}$ return {\n kind: 'source',\n $evaluate(, feature) \{ n \}$ const value = feature && feature.properties ? feature.properties[parameters.property] : undefined;\n if (value === undefined) $\{\n$ return coalesce(parameters.default, propertySpec.default);\n }\n return innerFun(parameters, propertySpec, value, hashedStops, categoricalKeyType);\n }\n n if (a !== undefined) return a; h if (b !== undefined) return b; h if (c !== undefined) return c; hevaluateCategoricalFunction(parameters, propertySpec, input, hashedStops, keyType) {\n const evaluated = typeof input === keyType ? hashedStops[input] : undefined; // Enforce strict typing on input\n return coalesce(evaluated, parameters.default, propertySpec.default);\n\function evaluateIntervalFunction(parameters, propertySpec, input) {\n // Edge cases\n if (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n const n = parameters.stops.length;\n if (n === 1) return parameters.stops[0][1];\n if (input <=parameters.stops[0][0]) return parameters.stops[0][1]; n if (input \geq parameters.stops[n - 1][0]) return parameters.stops[n - 1][1];n const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0], input); n = return parameters. stops[index][1]; n n = valuateExponentialFunction(parameters, stops[index][1]; n =propertySpec, input) {\n const base = parameters.base !== undefined ? parameters.base : 1;\n\n // Edge cases\n

if (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n const n = parameters.stops.length; n if (n == 1) return parameters.stops[0][1]; n if $(input \le parameters.stops[0][0])$ return parameters.stops[0][1]; n if (input >= parameters.stops[n - 1][0]) return parameters.stops[n - 1][1]; n/n const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0]), input);n const t = interpolationFactor(\n input, base,\n parameters.stops[index][0],\n parameters.stops[index + 1][0]); $n\n$ const outputLower = parameters.stops[index][1];\n const outputUpper = parameters.stops[index + 1][1];\n let interp = interpolate[propertySpec.type] || identityFunction; // eslint-disable-line import/namespace\n/n if (parameters.colorSpace && parameters.colorSpace !== 'rgb') {\n const colorspace = colorSpaces[parameters.colorSpace]; // eslint-disable-line import/namespace\n interp = $(a, b) \Rightarrow$ colorspace.reverse(colorspace.interpolate(colorspace.forward(a), colorspace.forward(b), t)); h if (typeof outputLower.evaluate === 'function') {\n return {\n evaluate(...args) {\n const evaluatedLower = outputLower.evaluate.apply(undefined, args);\n const evaluatedUpper = outputUpper.evaluate.apply(undefined, args);\n // Special case for fill-outline-color, which has no spec default.\n if (evaluatedLower === undefined \parallel evaluatedUpper === undefined) {\n return return interp(evaluatedLower, evaluatedUpper, t);\n undefined;\n }\n }\n $(n) \leq n$ return interp(outputLower, outputUpper, t);\n}\n\nfunction evaluateIdentityFunction(parameters, propertySpec, input) {\n if (propertySpec.type === 'color') {\n input = Color.parse(input);\n } else if (propertySpec.type === 'formatted') { \n input = Formatted.fromString(input.toString());\n } else if (propertySpec.type === 'resolvedImage') {\n input = ResolvedImage.fromString(input.toString());\n } else if (getType(input) !== propertySpec.type && (propertySpec.type !== 'enum' || !propertySpec.values[input])) {\n input = undefined; \n n = 1 + n = 1 return coalesce(input, parameters.default, propertySpec.default);n = 1 + n = 1to interpolate between exponential functionn * stops. n * n * How it works: n * Two consecutive stop values definea (scaled and shifted) exponential $\pi * \text{function } f(x) = a * \text{base}^x + b$, where `base` is the user-specified base, $\pi * b$ and `a` and `b` are constants affording sufficient degrees of freedom to fitn * the function to the given stops.n *Here's a bit of algebra that lets us compute f(x) directly from the stop\n * values without explicitly solving for `a` and $b:: n * h = First stop value: f(x0) = y0 = a * base^x0 + b h = Second stop value: f(x1) = y1 = a * base^x1 + b = v1 = a + base^x1 + base^x1 + base^x1 + ba$ $\dot{x} = \dot{y} - \dot{y} = a(base^{x1} - base^{x0})^{n} = \dot{z} = (y1 - y0)/(base^{x1} - base^{x0})^{n} + base^{x0} = (y1 - y0)/(base^{x1} - base^{x0})^{n}$ $y = a * base^x + b = \hat{x} =$ $(base^x - base^x0)$ and do a/n * little algebra: $n * (base^x - base^x0) = (y1 - y0)/(base^x1 - base^x0) *$ $(base^x - base^x0) n *$ = $(y_1 - y_0) * (base^x - base^x_0) / (base^x_1 - base^x_0) n * \dots n * If we let$ $(base^x - base^x 0) / (base^x 1 base^x 0)$, then we have n * f(x) = y0 + (y1 - y0) * ratio. In other words, 'ratio' may be treated asn * an interpolation factor between the two stops' output values.n *(n * (Note: a slightly differentform for `ratio`, $n * (base^{(x-x0)} - 1) / (base^{(x1-x0)} - 1)$ `, is equivalent, but requires fewer/n * expensive `Math.pow()` operations.)\n *\n * @private\n */nfunction interpolationFactor(input, base, lowerValue, upperValue) 0) {\n return 0;\n } else if (base === 1) {\n return progress / difference; $\$ else { $\$ return (Math.pow(base, progress) - 1) / (Math.pow(base, difference) - 1);\n }\n}\n","// @flow\n\nimport assert from 'assert';\n\nimport extend from '../util/extend';\nimport ParsingError from './parsing_error';\nimport ParsingContext from './parsing_context';\nimport EvaluationContext from './evaluation_context';\nimport CompoundExpression from './compound_expression';\nimport Step from './definitions/step';\nimport Interpolate from './definitions/interpolate';\nimport Coalesce from './definitions/coalesce';\nimport Let from './definitions/let';\nimport definitions from './definitions';\nimport * as isConstant from './is_constant';\nimport RuntimeError from './runtime_error';\nimport {success, error} from '../util/result';\nimport {supportsPropertyExpression, supportsZoomExpression, supportsInterpolation} from '../util/properties';\n\nimport type {Type, EvaluationKind} from './types';\nimport type {Value} from './values';\nimport type {Expression} from './expression';\nimport type {StylePropertySpecification} from '../style-spec';\nimport type {Result} from '../util/result';\nimport type {InterpolationType} from './definitions/interpolate';\nimport type {PropertyValueSpecification} from '../types';\nimport type {FormattedSection} from './types/formatted';\nimport type Point from '@mapbox/point-

geometry'; nimport type {CanonicalTileID} from '.../../source/tile id'; n/nexport type Feature = {n + type: 1 | 2 | 3 |'Unknown' | 'Point' | 'MultiPoint' | 'LineString' | 'MultiLineString' | 'Polygon' | 'MultiPolygon', n +id?: any, n +properties: {[_: string]: any},\n +patterns?: {[_: string]: {\"min\": string, \"mid\": string, \"max\": string}},\n +geometry?: Array<Array<Point>>\n};\n\nexport type FeatureState = {[_: string]: any};\n\nexport type $GlobalProperties = ReadOnly < \{n zoom: number, n heatmapDensity?: number, n lineProgress?: n$ $sSupportedScript?: (_: string) => boolean, n accumulated?: Value/n}>;(n/nexport class StyleExpression {\n$ expression: Expression;\n/n evaluator: EvaluationContext;\n defaultValue: Value;\n warningHistory: {[key: string]: boolean};\n _enumValues: ?{[_: string]: any};\n\n constructor(expression: Expression, propertySpec: ?StylePropertySpecification) {\n this.expression = expression;nthis. warningHistory = this. evaluator = new EvaluationContext();\n this. defaultValue = propertySpec ? { }:\n this._enumValues = propertySpec && propertySpec.type === 'enum' ? getDefaultValue(propertySpec) : null;\n propertySpec.values : null;\n }\n\n evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n this._evaluator.globals = globals;\n this._evaluator.feature = feature; \n this._evaluator.canonical = canonical;nthis._evaluator.featureState = featureState;\n this. evaluator.availableImages = availableImages || null;\n this. evaluator.formattedSection = formattedSection;\n\n return this.expression.evaluate(this._evaluator);n n evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n this. evaluator.globals = globals; \n this._evaluator.feature = feature || null;\n this._evaluator.featureState = featureState || null;\n this. evaluator.canonical = canonical;\n this. evaluator.availableImages = availableImages || null;\n this. evaluator.formattedSection = formattedSection || null;\n\n try {\n const val =this.expression.evaluate(this._evaluator);\n // eslint-disable-next-line no-self-compare\n if (val === null || val === undefined || (typeof val === 'number' && val !== val)) {\n return this. defaultValue;\n }\n if (this._enumValues && !(val in this._enumValues)) {\n throw new RuntimeError(`Expected value to be one of $Object.keys(this. enumValues).map(v => JSON.stringify(v)).join(', ')}, but found$ {JSON.stringify(val)} instead.`);\n }\n return val;\n } catch (e) {nif if (typeof (!this._warningHistory[e.message]) {\n this._warningHistory[e.message] = true;\n console $!== 'undefined') \{ \n$ console.warn(e.message);\n }\n }\n return this. defaultValue;\n Array.isArray(expression) && expression.length > 0 && \n typeof expression[0] === 'string' && expression[0] in definitions; $n^{n/n} \approx and$ typecheck the given style spec JSON expression. If $n \approx and$ typecheck the given style spec JSON expression. is provided, then the resulting StyleExpression's\n * `evaluate()` method will handle errors by logging a warning (once per/n * message) and returning the default value. Otherwise, it will throw/n * evaluation errors./n */n * @private\n */\nexport function createExpression(expression: mixed, propertySpec: ?StylePropertySpecification): propertySpec ? getExpectedType(propertySpec) : undefined);\n\n // For string-valued properties, coerce to string at the top level rather than asserting. n = parset.parse(expression, undefined, undefined, undefined, n)propertySpec && propertySpec.type === 'string' ? {typeAnnotation: 'coerce'} : undefined); $n\$ if (!parsed) {nassert(parser.errors.length > 0);\n return error(parser.errors);n /n/n return success(new StyleExpression(parsed, propertySpec));\n\\n\nexport class ZoomConstantExpression<Kind: EvaluationKind> {\n kind: Kind;\n isStateDependent: boolean;\n _styleExpression: StyleExpression;\n\n constructor(kind: Kind, expression: StyleExpression) {\n this.kind = kind;nthis._styleExpression = expression;\n this.isStateDependent = kind !== ('constant': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n }\n\n evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?:

Array<string>, formattedSection?: FormattedSection): any $\{\n$ return

this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, canonical, availableImages,

formattedSection);\n }\n\n evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n return this_styleExpression.evaluate(globals, feature, featureState, canonical, availableImages, formattedSection);\n

 $\ln \ln \exp C$ Array<number>;\n isStateDependent: boolean;\n\n _styleExpression: StyleExpression;\n interpolationType: ?InterpolationType;\n\n constructor(kind: Kind, expression: StyleExpression, zoomStops: Array<number>, interpolationType?: InterpolationType) {\n this.kind = kind;nthis.zoomStops = zoomStops;\n this. styleExpression = expression; \n this.isStateDependent = kind !== ('camera': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n this.interpolationType = interpolationType;nevaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n return this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, canonical, availableImages, formattedSection);\n }\n\n evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n return this._styleExpression.evaluate(globals, feature, featureState, canonical, availableImages, formattedSection);\n

\n\n interpolationFactor(input: number, lower: number, upper: number): number {\n if (this.interpolationType) {\n return Interpolate.interpolationFactor(this.interpolationType, input, lower, upper);\n } else {nreturn 0:\n 'constant',\n +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>) => any,\n\nexport type SourceExpression = {\n kind: 'source',\n isStateDependent: boolean,\n +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,\n};\n\nexport type CameraExpression = {\n kind: 'camera',\n +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>) => any,\n +interpolationFactor: (input: number, lower: number, upper: number) => number,\n zoomStops: $Array < number >, n interpolationType: ?InterpolationType \n ; n export type CompositeExpression = { n kind:$ 'composite', is StateDependent: boolean, +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,n +interpolationFactor: (input: number, lower: number, upper: number) => number,nzoomStops: Array<number>,\n interpolationType: ?InterpolationType\n};\n\nexport type StylePropertyExpression =\n | ConstantExpression\n | SourceExpression\n | CameraExpression\n | CompositeExpression;\n\nexport function createPropertyExpression(expression: mixed, propertySpec: StylePropertySpecification): Result<StylePropertyExpression, Array<ParsingError>> $\{n expression = createExpression(expression, Array) \}$ propertySpec); n if (expression.result === 'error') { $n return expression; n} n const parsed =$ expression.value.expression; n const is FeatureConstant = isConstant.isFeatureConstant(parsed); n if(!isFeatureConstant && !supportsPropertyExpression(propertySpec)) {\n return error([new ParsingError(", 'data expressions not supported']]; $n \geq n/n$ const isZoomConstant = isConstant.isGlobalPropertyConstant(parsed, ['zoom']);\n if (!isZoomConstant && !supportsZoomExpression(propertySpec)) {\n return error([new $ParsingError(", 'zoom expressions not supported')]); n \ (n const zoomCurve = findZoomCurve(parsed); n if$ return error([new ParsingError(", "\"zoom\" expression may only be (!zoomCurve && !isZoomConstant) {\n used as input to a top-level \"step\" or \"interpolate\" expression.')];\n } else if (zoomCurve instanceof ParsingError) {\n return error([zoomCurve]);\n } else if (zoomCurve instanceof Interpolate && !supportsInterpolation(propertySpec)) {\n return error([new ParsingError(", "\"interpolate\" expressions cannot be used with this property')]); $n \geq n/n$ if (!zoomCurve) {nreturn success(isFeatureConstant ?\n (new ZoomConstantExpression('constant', expression.value): ConstantExpression):\n (new ZoomConstantExpression('source', expression.value): SourceExpression)); $h = \frac{n}{2}$ zoomCurve instanceof Interpolate ? zoomCurve.interpolation : undefined;\n\n return success(isFeatureConstant ?\n (new ZoomDependentExpression('camera', expression.value, zoomCurve.labels, interpolationType):

CameraExpression) :\n (new ZoomDependentExpression('composite', expression.value, zoomCurve.labels, interpolationType): CompositeExpression));\n}\n\nimport {isFunction, createFunction} from '../function';\nimport {Color} from './values';\n\n// serialization wrapper for old-style stop functions normalized to the\n// expression interface\nexport class StylePropertyFunction<T> {\n _parameters: PropertyValueSpecification<T>;\n _specification: StylePropertySpecification;\n\n kind: EvaluationKind;\n evaluate: (globals: GlobalProperties, feature?: Feature) => any;\n interpolationFactor: ?(input: number, lower: number, upper: number) => number;\n zoomStops: ?Array<number>;\n\n constructor(parameters: PropertyValueSpecification<T>, specification: StylePropertySpecification) {\n this._parameters = parameters;\n this._specification = specification;\n extend(this, createFunction(this._parameters, this._specification));n hn static deserialize(serialized: { parameters: PropertyValueSpecification<T>, specification: StylePropertySpecification}) {\n return ((new StylePropertyFunction(serialized._parameters, serialized._specification)): StylePropertyFunction $\langle T \rangle$;\n }\n\ static serialize(input: StylePropertyFunction<T>) {\n _parameters: input._parameters,\n return {\n (n) = n = n = 0; n = n = 0; n = 1; nspecification: input. specification\n $Property Value Specification < T>, specification: StyleProperty Specification): StyleProperty Expression {\n if$ return (new StylePropertyFunction(value, specification): any);\n\n } else if (isFunction(value)) {\n const expression = createPropertyExpression(value, specification);\n (isExpression(value)) {\n if (expression.result === 'error') { \n // this should have been caught in validation\n throw new Error(expression.value.map(err => `\${err.key}: \${err.message}`).join(', '));\n }\n return expression.value; $n \ge \frac{n}{n}$ let constant: any = value;\n if (typeof value === 'string' && specification.type === 'color') {\n constant = Color.parse(value);\n }\n return $\{ n \}$ kind: 'constant',\n evaluate: () => constantn $\left(\frac{n}{n} \right) = \frac{n}{n} \frac{n}{n} \frac{n}{n} \frac{n}{n}$ [\"zoom\"] as the input to a top-level \"step\" or \"interpolate\"\n// expression (collectively referred to as a \"curve\"). The curve may be wrapped in one or more \"let\" or\n// \"coalesce\" expressions.\nfunction findZoomCurve(expression: Expression): Step | Interpolate | ParsingError | null {\n let result = null;\n if (expression instance of Let) {\n result = findZoomCurve(expression.result);n/n } else if (expression instanceof result = findZoomCurve(arg);\n Coalesce) $\{ n \}$ for (const arg of expression.args) {\n if (result) $\{ n \}$ break;\n }\n $nn = \frac{1}{2}$ else if ((expression instance f Step || expression instance f Interpolate)

&&\n expression.input instanceof CompoundExpression &&\n expression.input.name === 'zoom') {\n\n result = expression;n n if (result instance of ParsingError) nreturn result;n}n/nexpression.eachChild((child) \Rightarrow {\n const childResult = findZoomCurve(child);\n if (childResult instanceof result = childResult;\n } else if (!result && childResult) {\n ParsingError) {\n result = newParsingError(", "\"zoom\" expression may only be used as input to a top-level \"step\" or \"interpolate\" expression.');\n } else if (result && childResult && result !== childResult) {\n result = newParsingError(", 'Only one zoom-based \"step\" or \"interpolate\" subexpression may be used in an expression.'):\n }\n });\n\n return result;\n}\n\nimport {ColorType, StringType, NumberType, BooleanType, ValueType, FormattedType, ResolvedImageType, array} from './types';\n\nfunction getExpectedType(spec: color: ColorType,\n string: StringType,\n number: NumberType,\n enum: StringType,\n boolean: BooleanType,\n formatted: FormattedType,\n resolvedImage: ResolvedImageTypen };nn if (spec.type === 'array') {nreturn array(types[spec.value] || ValueType, spec.length);\n }\n\n return types[spec.type];\n}\n\nfunction getDefaultValue(spec: StylePropertySpecification): Value {\n if (spec.type === 'color' && isFunction(spec.default)) {\n } // Special case for heatmap-color: it uses the 'default:' to define a\n // default color ramp, but createExpression expects a simple value to fall\n // back to in case of runtime errors\n return new Color(0, 0, 0, 0);\n } else if (spec.type === 'color') { \n return Color.parse(spec.default) \parallel null;\n } else if (spec.default === undefined) {\n return null;n} else {nreturn spec.default;\n }\n}\n","// @flow\n\nimport assert from 'assert';\nimport type {StylePropertySpecification} from '../style-spec';\n\nexport default convertFunction;\n\nfunction convertLiteral(value) { $n return type of value === 'object' ? ['literal', value] : value; n}/n/nfunction$ convertFunction(parameters: any, propertySpec: StylePropertySpecification) $\left(n \quad \text{let stops} = \text{parameters.stops} \right)$

if (!stops) {\n // identity function\n return convertIdentityFunction(parameters, propertySpec);\n }\n\n const zoomAndFeatureDependent = stops && typeof stops[0][0] === 'object';\n const featureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n\n stops = stops.map((stop) => {\n if (!featureDependent && propertySpec.tokens && typeof stop[1] === 'string') {\n return [stop[0], convertTokenString(stop[1])];\n

}\n return [stop[0], convertLiteral(stop[1])];\n });\n\n if (zoomAndFeatureDependent) {\n return convertZoomAndPropertyFunction(parameters, propertySpec, stops); } else if (zoomDependent) {\n return convertZoomFunction(parameters, propertySpec, stops); $n \}$ else {nreturn convertPropertyFunction(parameters, propertySpec, stops);\n }\n \n\nfunction convertIdentityFunction(parameters, propertySpec): Array<mixed> $\{\n const get = ['get',]$ parameters.property]; $n\n$ if (parameters.default === undefined) {n// By default, expressions for string-// legacy function semantics, insert an explicit assertion instead.\n valued properties get coerced. To preserve\n return propertySpec.type === 'string' ? ['string', get] : get;\n } else if (propertySpec.type === 'enum') {\n return [\n 'match',\n get,\n Object.keys(propertySpec.values),\n get,\n parameters.default\n];n } else {nconst expression = [propertySpec.type === 'color' ? 'to-color' : propertySpec.type, get, convertLiteral(parameters.default)];\n if (propertySpec.type === 'array') {\n expression.splice(1, 0, propertySpec.value, propertySpec.length || null);\n }\n return expression;\n $\ln \ln \theta = \frac{1}{2} \ln \theta$ 'interpolate-hcl';n case 'lab': return 'interpolate-lab';n default: return 'interpolate';n n/n $convertZoomAndPropertyFunction(parameters, propertySpec, stops) \{ n const featureFunctionParameters = \{ \} \}$ const featureFunctionStops = {};\n const zoomStops = [];\n for (let s = 0; s <stops.length; s++) {\n const stop = stops[s]; nconst zoom = stop[0].zoom; nif (featureFunctionParameters[zoom] === undefined) { \n featureFunctionParameters[zoom] = $\{\n$ zoom,\n type: parameters.type,\n property: parameters.property,\n default: parameters.default,\n };\n featureFunctionStops[zoom] = [];\n zoomStops.push(zoom);\n }\n featureFunctionStops[zoom].push([stop[0].value, stop[1]]);\n }\n\n // the interpolation type for the zoom dimension of a zoom-and-property\n // function is determined directly from the style property specification n // for which it's being used: linear for interpolatable properties, step/n // otherwise. $\$ const functionType = getFunctionType({}, propertySpec); $\$ if (functionType === 'exponential') { $\$ const expression = [getInterpolateOperator(parameters), ['linear'], ['zoom']];\n\n for (const z of zoomStops) {\n const output = convertPropertyFunction(featureFunctionParameters[z], propertySpec, appendStopPair(expression, z, output, false);\n featureFunctionStops[z]);\n }\n\n return expression;\n $else { n }$ const expression = ['step', ['zoom']];\n\n for (const z of zoomStops) $\{\n$ const output = convertPropertyFunction(featureFunctionParameters[z], propertySpec, featureFunctionStops[z]);\n appendStopPair(expression, z, output, true);\n }\n\n fixupDegenerateStepCurve(expression);\n\n return $b;\h]\n\equiv (n) = b;\h]\n\equiv (n) = b;\h\equiv (n) = b;\h\equ (n) = b;$ getFunctionType(parameters, propertySpec);\n const get = ['get', parameters.property];\n if (type === assert(parameters.stops.length > 0 &&'categorical' & type of stops [0][0] === 'boolean') {\n parameters.stops.length <= 2);\n const expression = ['case']; \n for (const stop of stops) $\{\n$ expression.push(['==', get, stop[0]], stop[1]);\n }\n expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n return expression;\n } else if (type === 'categorical') { \n const expression = ['match', get];\n for (const stop of stops) $\{\n$ appendStopPair(expression, stop[0], stop[1], false);\n }\n expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n return expression;\n } else if (type === 'interval') { \n const expression = ['step', ['number', get]];\n for (const stop of stops) $\{\n$ appendStopPair(expression, stop[0], stop[1], true);\n }\n fixupDegenerateStepCurve(expression);\n

return parameters.default === undefined ? expression : [\n 'case',\n ['==', ['typeof', get], 'number'],\n expression,\n convertLiteral(parameters.default)\n];\n } else if (type === 'exponential') {\n

const base = parameters.base !== undefined ? parameters.base : 1;\n const expression = $\lceil n \rceil$ base === 1 ? [\"linear\"] : [\"exponential\", base], ngetInterpolateOperator(parameters),\n [\"number\", for (const stop of stops) $\{\n$ get]\n];\n\n appendStopPair(expression, stop[0], stop[1], false);\n return parameters.default === undefined ? expression : [\n }\n 'case',\n ['==', ['typeof', get], 'number'],\n expression,\n convertLiteral(parameters.default)\n];n } else {nthrow new Error(`Unknown property function type ${type}`);n }/n \leq 0$ propertySpec, stops, input = ['zoom'] {\n const type = getFunctionType(parameters, propertySpec);\n let expression;\n let isStep = false;\n if (type === 'interval') {\n expression = ['step', input];\n isStep =true; $n \}$ else if (type === 'exponential') {nconst base = parameters.base !== undefined ? parameters.base : expression = [getInterpolateOperator(parameters), base === 1 ? ["linear"] : ["exponential", base],1:\n input]; $n \ge else \{$ throw new Error(`Unknown zoom function type $\"{type}'");\n }\n' for (const stop)$ appendStopPair(expression, stop[0], stop[1], isStep);n n^n of stops) $\{ n \}$ fixupDegenerateStepCurve(expression); $\n\$ return expression; $\n\$ fixupDegenerateStepCurve(expression) {n // degenerate step curve (i.e. a constant function): add a noop stop/n if (expression[0] === 'step' && expression.length === 3) { \n expression.push(0);\n expression.push(expression[3]);n $n \leq 1, n \leq 1,$ duplicate stop values. They were not validated for functions, but they are for expressions.\n // https://github.com/mapbox/mapbox-gl-js/issues/4107\n if (curve.length > 3 && input === curve[curve.length - 2]) $\{ n \}$ return; $n \geq n$ // step curves don't get the first input value, as it is redundant.n if (!(isStep && curve.push(input);n \n curve.push(output);n\n/nfunction curve.length === 2)) { \n getFunctionType(parameters, propertySpec) {\n if (parameters.type) {\n return parameters.type;n} else {nassert(propertySpec.expression);\n return (propertySpec.expression: any).interpolated ? 'exponential' : token\"]\nexport function convertTokenString(s: string) {\n const result = ['concat'];\n const re = $/{([^{}])}/{(^{})}/{(^{})}$ let pos = 0;\n for (let match = re.exec(s); match !== null; match = re.exec(s)) {\n const literal = s.slice(pos, re.lastIndex - match[0].length);\n pos = re.lastIndex; nif (literal.length > 0) result.push(literal);\n result.push(['get', match[1]]);n }n/n if (result.length === 1) {nreturn s;\n $\left(pos < s.length \right) \left(n \right)$ result.push(s.slice(pos));n } else if (result.length === 2) {nreturn ['to-string', result[1]];\n }\n\n return result;\n}\n\n","// @flow\n\nimport {createExpression} from '../expression';\nimport type {GlobalProperties, Feature from '../expression';\nimport type {CanonicalTileID} from '../../source/tile id';\n\ntype FilterExpression = (globalProperties: GlobalProperties, feature: Feature, canonical?: CanonicalTileID) => boolean;\nexport type FeatureFilter ={filter: FilterExpression, needGeometry: boolean};\n\nexport default createFilter;\nexport $isExpressionFilter}, n function isExpressionFilter(filter: any) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter === true || filter === false) {n if (filter == true || filter == false) {n if (filter == true || filter == false) {n if (filter == true || filter == false) {n if (filter == true || filter == false) {n if (filter == true || filter == false) {n if (filter == true || filter == false) {n if (filter == false)$ return true; $\ \$ if (!Array.isArray(filter) || filter.length === 0) {\n return false; $n \geq n$ switch (filter[0]) $\{ n \text{ case 'has':} \}$ return filter.length $\geq 2 \&\&$ filter[1] !== '\$id' && filter[1] !== '\$type';\n\n case 'in':\n return filter.length >= 3 && (typeof filter[1] !== 'string' || Array.isArray(filter[2]));\n\n case '!in':\n case '!has':\n return false;\n\n case '==':\n case '!=':\n case '>:'\n case '>=':\n case '<':\n case '<=':\n case 'none':\n return filter.length !== 3 || (Array.isArray(filter[1]) || Array.isArray(filter[2]));\n\n case 'any':\n case 'all':\n for (const f of filter.slice(1)) { \n if (!isExpressionFilter(f) && typeof f !== 'boolean') $\{\n$ return false;\n }\n }\n return true; $n\n$ default:nreturn true; $n \ n\$ 'boolean',\n 'default': false,\n 'transition': false,\n 'property-type': 'data-driven',\n 'expression': {\n 'parameters': ['zoom', 'feature']n}n', n', n'' Given a filter expressed as nested'interpolated': false,\n arrays, return a new function/n * that evaluates whether a given feature (with a properties or tags property)/n * passes its test. $h * @ private h * @ param {Array} filter mapbox gl filter h * @ returns {Function} filter$ evaluating function $\wedge \wedge$ function createFilter(filter: any): FeatureFilter {\n if (filter === null || filter === undefined) $\{ n \}$ return {filter: () => true, needGeometry: false};n }n/n if (!isExpressionFilter(filter)) {n/nfilter = convertFilter(filter);n n const compiled = createExpression(filter, filterSpec);n if (compiled.result === 'error') {\n throw new Error(compiled.value.map(err => `\${err.key}: \${err.message}`).join(', '));\n } else

{\n const needGeometry = geometryNeeded(filter);\n return {filter: (globalProperties: GlobalProperties, feature: Feature, canonical?: CanonicalTileID) => compiled.value.evaluate(globalProperties, feature, {}, canonical),\n needGeometry}; $n \ n n// Comparison function to sort numbers and strings/nfunction$ $compare(a, b) \{ n \text{ return } a < b ? -1 : a > b ? 1 : 0; n \} n (n function geometry Needed (filter)) \}$ (!Array.isArray(filter)) return false;\n if (filter[0] === 'within') return true;\n for (let index = 1; index < filter.length; index++) { \n if (geometryNeeded(filter[index])) return true; $\n \$ return false; $\n \$ convertFilter(filter: Array < any>): mixed {\n if (!filter) return true;\n const op = filter[0];\n if (filter.length <= op === '==' ? convertComparisonOp(filter[1], filter[2], '==') :\n 1) return (op !== 'any'); const converted = nop ==== '!=' ? convertNegation(convertComparisonOp(filter[1], filter[2], '==')) :\n op === '<' ||\n op === $>' \parallel n$ op === '>=' ? convertComparisonOp(filter[1], filter[2], op) :\n $op === ' <= ' \parallel n$ op == any'? op === 'all' ? ['all'].concat(filter.slice(1).map(convertFilter)) :\n convertDisjunctionOp(filter.slice(1)):\n op === 'none' ? ['all'].concat(filter.slice(1).map(convertFilter).map(convertNegation)) :\n op === 'in' ? $convertInOp(filter[1], filter.slice(2)) : n \quad op === '!in' ? convertNegation(convertInOp(filter[1], filter.slice(2))) : n$ $op === 'has' ? convertHasOp(filter[1]) : \n$ op === '!has' ? convertNegation(convertHasOp(filter[1])) :\n true;\n return converted;\n}\n\nfunction convertComparisonOp(property: string, op === 'within' ? filter :\n value: any, op: string) {\n switch (property) {\n case '\$type':\n return [`filter-type-\${op}`, value];\n case '\$id':\n return [`filter-id-\${op}`, value];\n default:\n return [`filter-\${op}`, property, value];\n $n = \frac{\ln \pi + \pi}{\ln \pi}$ (n return $['any'].concat(filters.map(convertFilter)); \] \n if$ (values.length === 0) { return false; }\n switch (property) {\n case 'type':\n return [`filter-type-in`, ['literal', values]];\n case '\$id':\n return [`filter-id-in`, ['literal', values]];\n default:\n if (values.length > 200 && $values.some(v \Rightarrow typeof v = typeof values[0])) {\n$ return ['filter-in-large', property, ['literal',

return ['filter-in-small', property, ['literal', values]];\n values.sort(compare)]];\n } else {\n }\n $\ln \ln \frac{1}{n} \ln \frac{1}{n} \ln \frac{1}{n}$ return true;\n case '\$id':\n return [`filter-has-id`];\n default:\n return [`filter-has`, property];\n }\n\nfunction convertNegation(filter: mixed) {\n return ['!', filter];\n}\n","// @flow\n\nimport {isExpressionFilter} from './index';\n\nimport type {FilterSpecification} from '../types';\n\ntype ExpectedTypes = {[_: string]: 'string' | 'number' | 'boolean'};\n\n/**\n * Convert the given legacy filter to (the JSON representation of) an\n * equivalent $expression \ * @private \ */nexport default function convertFilter(filter: FilterSpecification): mixed {n return}$ _convertFilter(filter, $\{\}$);n\n/n/*\n * Convert the given filter to an expression, storing the expected types for\n * any feature properties referenced in expected Types.\n *\n * These expected types are needed in order to construct preflight type checks\n * needed for handling 'any' filters. A preflight type check is necessary in\n * order to mimic legacy filters' semantics around expected type mismatches.\n * For example, consider the legacy filter:\n *\n * [("any], [("all), [(">", "y], 0], [(">", "y", 0]], [(">", "x", 0]] n * n * Naively, we might convert this to theexpression:\n *\n * [\"any\", [\"all\", [\">\", [\"get\", \"y\"], 0], [\">\", [\"get\", \"z\"], 0]], [\">\", [\"get\", \"x\"], 0] n * n * But if we tried to evaluate this against, say <math>x: 1, y: null, z: 0, the n * [(">", ["get", "y"], 0] would cause an evaluation error, leading to the n * entire filter returning false. Legacy filter semantics, though, ask for n *[">", "y], 0] to simply return `false` when `y` is of the wrong type, n * allowing the subsequent terms of the outer $\"any\"expression to be evaluated\n * (resulting, in this case, in a `true` value, because x > 0).\n *\n * We account$ for this by inserting a preflight type-checking expression before\n * each \"any\" term, allowing us to avoid evaluating the actual converted filter/n * if any type mismatches would cause it to produce an evalaution error:/n */n * [\"any\",\n * ["case", n *[\"all\", [\"==\", [\"typeof\", [\"get\", \"y\"]], \"number\"], [\"==\", [\"typeof\", [\"get\", \"z\"], \"number]],\n * [\"all\", [\">\", [\"get\", \"y\"], 0], [\">\", [\"get\", \"z\"], 0]],\n * false\n *],\n * [\"case\",\n *[\"==\", [\"typeof\", [\"get\", \"x\"], \"number\"]],\n * [">", ["get", "x"], 0], n *false\n * $\ln * \ln \pi$ An alternative, possibly more direct approach would be to use type checks π in the conversion of each comparison operator, so that the converted version n * of each individual ==, >=, etc. would mimic the legacy filter semantics. The\n * downside of this approach is that it can lead to many more type checks than\n * would otherwise be necessary: outside the context of an \"any\" expression,\n * bailing out due to a runtime

type error (expression semantics) and returning h * false (legacy filter semantics) are equivalent: they cause the filter to\n * produce a false result.\n */nfunction convertFilter(filter: FilterSpecification, expectedTypes: Expected Types): mixed {n if (is Expression Filter(filter)) { return filter; }n if (!filter) return true; const op = filter[0];n if (filter.length <= 1) return (op !== 'any');nn let converted;nn if (nop === '==' ||\n op $op === '>=' n) \{ n \}$ $=== '!=' || \setminus n$ $op === '<' \parallel n$ $op === '>' \parallel n$ op === '<=' ||\n const [, property, value] = (filter: any);\n converted = convertComparisonOp(property, value, op, expectedTypes);\n } else if (op === 'any') { \n const children = (filter: any).slice(1).map($f \Rightarrow \{\n$ const types = $\{\};\n$ const child = _convertFilter(f, types);\n const typechecks = runtimeTypeChecks(types);\n return typechecks === true ? child : ['case', typechecks, child, false];\n });\n return ['any'].concat(children);\n } const children = (filter: any).slice(1).map($f \Rightarrow$ convertFilter(f, expectedTypes));\n else if (op === 'all') {nreturn children.length > 1 ? ['all'].concat(children) : [].concat(...children);n } else if (op === 'none') {nreturn ['!', _convertFilter(['any'].concat(filter.slice(1)), $\{\}$)];\n } else if (op === 'in') {\n converted = $convertInOp((filter[1]: any), filter.slice(2)); \ \ else if (op === '!in') {\n}$ converted = convertInOp((filter[1]: any), filter.slice(2), true); $n \$ else if (op === 'has') { $n \$ converted = convertHasOp((filter[1]: any));\n } else if $(op === '!has') \{ \ n \}$ converted = ['!', convertHasOp((filter[1]: any))];n } else {nconverted = true;n $\ln n$ return converted; $\ln \ln n//$ Given a set of feature properties and an expected type for each one,n// construct an boolean expression that tests whether each property has the $\frac{n}{\text{ E.g.: for }}$ frame: 'string', population: 'number'}, return\n// ['all',\n// ['==', ['typeof', ['get', 'name'], 'string']],\n// ['==', ['typeof', ['get', 'population'], $[],n/] = \sum_{n \in \mathbb{N}} \frac{1}{n}$ for const conditions = []; for for const get = property === '\$id' ? ['id'] : ['get', property];\n (const property in expectedTypes) {\n conditions.push(['==', ['typeof', get], expectedTypes[property]]); $\ \$ if (conditions.length === 0) return true; $\$ if (conditions.length === 1) return conditions[0]; n return ['all'].concat(conditions); n n = 1convertComparisonOp(property: string, value: any, op: string, expectedTypes: ?ExpectedTypes) {\n let get;\n if $(property === '$type') {\n}$ return [op, ['geometry-type'], value];n } else if (property === '\$id') {nget =['id'];n } else {nget = ['get', property];n n if (expected Types && value !== null) {nconst type expectedTypes[property] = type;n {n if (op === '==' && property !== '\$id' && = ((typeof value): any);nvalue === null) { \n return [\n 'all',∖n ['has', property], // missing property != null for legacy filters\n];n } else if (op === '!=' && property !== '\$id' && value === null) {n['==', get, null]nreturn [\n 'any',\n ['!', ['has', property]], // missing property != null for legacy filters\n ['!=', get, null]n $\left(\frac{n}{n}\right)$ return [op, get, value]; $\frac{n}{n}$ (numerical convertInOp(property: string, values: Array<any>, negate = false) {\n if (values.length === 0) return negate; \n let get; \n if (property === 'type') {\n get = ['geometry-type'];n } else if (property === '\$id') {nget = ['id'];n } else {nget = ['get', property]; n\n\n // Determine if the list of values to be searched is homogenously typed.\n // If so (and if the type is string or number), then we can use a\n // [match, input, [...values], true, false] construction rather than a\n // bunch of `==` tests.\n let uniformTypes = true;\n const type = typeof values[0];\n for (const value of values) {\n if (typeof value !== type) {\n uniformTypes = false;\n break;\n $n \in \mathbb{N}^n$ if (uniformTypes && // Match expressions must have unique values.\n $(type === 'string' || type === 'number')) {\n}$ const uniqueValues = values.sort().filter((v, i) $\Rightarrow i == 0 \parallel values[i - 1] !== v);$ return ['match', get, uniqueValues, !negate, negate];\n }\n\n return [negate ? 'all' : 'any'].concat(\n values.map($v \Rightarrow [negate ? '!=' : '==', get,$ v])\n);\n}\n\nfunction convertHasOp(property: string) {\n if (property === 'type') {\n return true;n } else if (property === 'id') {\n return ['!=', ['id'], null];n } else {nreturn ['has', property];n n, "//@flow\n\nimport {\n eachLayer,\n eachProperty\n} from '../visit';\nimport {isExpression} from '../expression';\nimport convertFunction, {convertTokenString} from '../function/convert';\nimport convertFilter from '../feature_filter/convert';\n\nimport type { StyleSpecification } from '../types';\n\n/**\n * Migrate the given style object in place to use expressions. Specifically, n * this will convert (a) \"stop\" functions, and (b) legacy filters to their\n * expression equivalents.\n */\nexport default function(style: StyleSpecification) {\n const converted =

if (layer.filter) {\n

n}; n\n eachProperty(style, {paint: true, layout: true}, ({path, value, reference, set}) => {\n }

layer.filter = (convertFilter(layer.filter):

if

[]; $n\n eachLayer(style, (layer) => {\n}$

any);\n

(isExpression(value)) return;\n if (typeof value === 'object' && !Array.isArray(value)) {\n set(convertFunction(value, reference));\n converted.push(path.join('.'));\n } else if (reference.tokens && typeof value === 'string') {\n set(convertTokenString(value));\n n);n return style;\n}\n\n","\nimport migrateToV8 from './migrate/v8';\nimport migrateToExpressions from './migrate/expressions';\n\n/**\n * Migrate a Mapbox GL Style to the latest version.\n *\n * @private\n * @alias migrate\n * @param {object} style a Mapbox GL Style\n * @returns {Object} a migrated style\n * @example\n * var fs = require('fs');n * var migrate = require('mapbox-gl-style-spec').migrate;<math>n * var style =fs.readFileSync('./style.json', 'utf8');\n * fs.writeFileSync('./style.json', JSON.stringify(migrate(style)));\n */\nexport default function(style) {\n let migrated = false; $n \in 1$ if (style.version === 7) {\n style = migrateToV8(style);\n migrated = true; $\n \ \n$ if (style.version === 8) { \n migrated = migrateToExpressions(style);\n throw new Error('cannot migrate from', style.version);nmigrated = true;n n if (!migrated) {nreturn style; $\n\}\n","\nexport default function (style) {\n const styleIDs = [];\n const sourceIDs =$ compositedSourceLayers = $\prod_{n \in \mathbb{N}} n$ for (const id in style.sources) {\n const source = style.sources[id]; $n\n$ if (source.type $!== \"vector")\n$ continue;\n\n const match = $/^{mapbox:}///.exec(source.url);$ if (!match)\n continue;\n\n styleIDs.push(id);\n sourceIDs.push(match[1]);n }n if $(styleIDs.length < 2) \ n$ return style; $n\$ styleIDs.forEach((id) => {ndelete style.sources[id];n });n/nconst compositeID = sourceIDs.join(\langle , \rangle); $n = style.sources[compositeID] = {n$ "type": "vector", n $"url": `mapbox://${compositeID}`\n };\n\n style.layers.forEach((layer) => {\n$ if $(styleIDs.indexOf(layer.source) \ge 0) \{ \ n \$ layer.source = compositeID;nnif ('source-layer' in layer) if (compositedSourceLayers.indexOf(layer['source-layer']) ≥ 0 {\n throw new {\n Error('Conflicting source layer names');\n } else {ncompositedSourceLayers.push(layer['source-layer']);\n }\n }\n (n)); n returnstyle;\n}\n","\nexport default ['type', 'source', 'source-layer', 'minzoom', 'maxzoom', 'filter', 'layout'];\n","\nimport refProperties from './util/ref properties'; $n\$ deref(layer, parent) {\n const result = {}; \n\n for (const k in layer) { \n if (k !== 'ref') { \n result[k] = layer[k]; n $n \leq n \leq n \leq n$ if (k in parent) $\{ n \}$ result[k] = parent[k];\n }\n });\n\n return result;\n}\n\nexport default derefLayers;\n\n/**\n * Given an array of layers, some of which may contain `ref` properties\n * whose value is the `id` of another property, return a new array where n * such layers have been augmented with the 'type', 'source', etc. properties n * from the parent layer, and the `ref` property has been removed. <math>n * n * The input is not modified. Theoutput may contain references to portionsn * of the input.n * @privaten *@param {Array<Layer>} layersn * $\operatorname{Qreturns} \operatorname{Array}(\operatorname{Layer}) n * \operatorname{Array}(\operatorname{Layers}) (n = \operatorname{Layers}) (n =$ Object.create(null);\n for (let i = 0; i < layers.length; i++) {\n map[layers[i].id] = layers[i]; n {n/n for (let i $= 0; i < layers.length; i++) \{ n \}$ if ('ref' in layers[i]) {\n layers[i] = deref(layers[i], map[layers[i].ref]);\n $n = n^{-1} n^{-1} e^{-1} e^{$ */\nfunction deepEqual(a: ?mixed, b: ?mixed): boolean {\n if (Array.isArray(a)) {\n $}$ if (!Array.isArray(b) || if (!deepEqual(a[i], b[i])) return a.length !== b.length) return false;\n for (let i = 0; i < a.length; i++) {\n return true; $n \ if (type of a === 'object' \&\& a !== null \&\& b !== null) {n$ false;\n }\n if (!(typeof b === 'object') return false;\n const keys = Object.keys(a); \n if (keys.length !== Object.keys(b).length) return false;\n for (const key in a) $\{\n$ if (!deepEqual(a[key], b[key])) return false;\n }\n return true; $n \leq n = b;n^n(n)$ return a === b; $n^n(n)$ true;n, n', n' $'./util/deep_equal'; n const operations = {n / */n * { command: 'setStyle', args: [stylesheet] }/n$ */\n setStyle: 'setStyle',\n\n /*\n * { command: 'addLayer', args: [layer, 'beforeLayerId'] }\n */n addLayer: 'addLayer',\n\n /*\n * { command: 'removeLayer', args: ['layerId'] }\n */\n removeLayer: 'removeLayer',\n\n $/* n * \{ command: 'setPaintProperty', args: ['layerId', 'prop', value] \} n * n setPaintProperty:$ 'setPaintProperty', \n\n /*\n * { command: 'setLayoutProperty', args: ['layerId', 'prop', value] }\n */n setLayoutProperty: 'setLayoutProperty', $n = { command: 'setFilter', args: ['layerId', filter] } n * (n)$ setFilter: 'setFilter',\n\n /*\n * { command: 'addSource', args: ['sourceId', source] }\n */\n addSource: 'addSource', $n/n /* n * \{ command: 'removeSource', args: ['sourceId'] \n */n removeSource:$

'removeSource', $n = {command: 'setGeoJSONSourceData', args: ['sourceId', data] } n */n$ setGeoJSONSourceData: 'setGeoJSONSourceData',\n\n /*\n * { command: 'setLaverZoomRange', args: ['layerId', 0, 22] }\n */n setLayerZoomRange: 'setLayerZoomRange',\n\n /*\n * { command: 'setLayerProperty', args: ['layerId', 'prop', value] }\n */n setLayerProperty: 'setLayerProperty', \n/n /*\n * { command: 'setCenter', args: [[lon, lat]] \n */n setCenter: 'setCenter', \n/n /*/n * { command: 'setZoom', args: [zoom] \\n */\n setZoom: 'setZoom', \n\n /*\n * { command: 'setBearing', args: [bearing] }\n *∕\n setBearing: 'setBearing', $n \approx \{ command: 'setPitch', args: [pitch] \} n */n setPitch'. 'setPitch', n/n /*/n (*)$ * { command: 'setSprite', args: ['spriteUrl'] }\n */n setSprite: 'setSprite', \n\n /*\n * { command: 'setGlyphs', args: ['glyphsUrl'] n * n setGlyphs: 'setGlyphs', n * command: 'setTransition', args: [transition] $\ln */n$ setTransition: 'setTransition', $n/n /* n * \{$ command: 'setLighting', args: [lightProperties] $n * n = t + \frac{1}{n} + n = t + \frac{1}{n} + \frac{1}{n$ commands.push({command: operations.addSource, args: [sourceId, after[sourceId]]});\n}\n\nfunction removeSource(sourceId, commands, sourcesRemoved) {\n commands.push({command: operations.removeSource, args: [sourceId]});\n sourcesRemoved[sourceId] = true;\n\n\nfunction updateSource(sourceId, after, commands, sourcesRemoved) {\n removeSource(sourceId, commands, sourcesRemoved);\n addSource(sourceId, after, commands);\n}\n\nfunction canUpdateGeoJSON(before, after, sourceId) {\n let prop;\n for (prop in before[sourceId]) {\n if (!before[sourceId].hasOwnProperty(prop)) continue;\n if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n return false;\n $n \in n$ for (prop in after[sourceId]) {\n if (!after[sourceId].hasOwnProperty(prop)) continue;\n if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n return false;\n $n \leq n return$ true;n/n/nfunction diffSources(before, after, commands, sourcesRemoved) {\n before = before || {};n after = after $\| \{ \}; |n| = t sourceId; |n| // look for sources to remove for (sourceId in before) {\n$ if if (!after.hasOwnProperty(sourceId)) {\n (!before.hasOwnProperty(sourceId)) continue;\n removeSource(sourceId, commands, sourcesRemoved);\n $n = \frac{n n}{n} / look for sources to add/update/n for$ (sourceId in after) $\{\n$ if (!after.hasOwnProperty(sourceId)) continue;\n if addSource(sourceId, after, commands);\n (!before.hasOwnProperty(sourceId)) {\n } else if (!isEqual(before[sourceId], after[sourceId])) {\n if (before[sourceId].type === 'geojson' && after[sourceId].type === 'geojson' && canUpdateGeoJSON(before, after, sourceId)) {\n commands.push({command: operations.setGeoJSONSourceData, args: [sourceId, after[sourceId].data]});\n } else $\{n\}$ // no update command, must remove then add\n updateSource(sourceId, after, commands, sourcesRemoved);\n }\n layerId, klass, command) {\n before = before || {};\n after = after || {};\n\n let prop;\n\n for (prop in before) $\{ n \}$ if (!before.hasOwnProperty(prop)) continue;\n if (!isEqual(before[prop], after[prop])) {\n commands.push({command, args: [layerId, prop, after[prop], klass]});\n if $n \in n \in n$ (!after.hasOwnProperty(prop) || before.hasOwnProperty(prop)) continue;\n if (!isEqual(before[prop], after[prop])) {\n commands.push({command, args: [layerId, prop, after[prop], klass]});\n }\n $n = \frac{1}{n} \ln \frac{1}{n} - \frac{1}{n} = \frac{1}{n} - \frac{1}{n}$ layer;\n return group;\n}\n\nfunction diffLayers(before, after, commands) {\n before = before || [];\n after = after $\| []:n/n // order of layers by id/n const beforeOrder = before.map(pluckId);/n const afterOrder = before.m$ after.map(pluckId);n/n // index of layer by id/n const beforeIndex = before.reduce(indexById, {}); n const afterIndex = after.reduce(indexById, $\{\}$);nn // track order of layers as if they have been mutatedn const tracker = beforeOrder.slice();n/n // layers that have been added do not need to be diffed/n const clean = Object.create(null);\n\n let i, d, layerId, beforeLayer, afterLayer, insertBeforeLayerId, prop;\n\n // remove layers\n for (i = 0, d = 0; i < beforeOrder.length; i++) {\n layerId = beforeOrder[i];\n if (!afterIndex.hasOwnProperty(layerId)) {\n commands.push({command: operations.removeLayer, args: [layerId]});\n tracker.splice(tracker.indexOf(layerId, d), 1);\n } else {\n // limit where in tracker we need to look for a match \n $d++;\n$ $n = \sqrt{n - \frac{1}{2}} dd/reorder layers for (i = 0, d = 0; i < 1)$ afterOrder.length; i++) {\n // work backwards as insert is before an existing layer\n layerId =

afterOrder[afterOrder.length - 1 - i];\n\n if (tracker[tracker.length - 1 - i] === layerId) continue;\n\n if (beforeIndex.hasOwnProperty(layerId)) {\n // remove the layer before we insert at the correct position\n commands.push({command: operations.removeLayer, args: [layerId]});\n

tracker.splice(tracker.lastIndexOf(layerId, tracker.length - d), 1);\n // limit where in tracker we } else {nneed to look for a matchn $d++;\n$ }\n\n // add layer at correct position\n insertBeforeLayerId = tracker[tracker.length - i];ncommands.push({command: operations.addLayer, args: [afterIndex[layerId], insertBeforeLayerId]});\n tracker.splice(tracker.length - i, 0, layerId);\n clean[layerId] = true; $n \ //$ update layers\n for (i = 0; i < afterOrder.length; i++) {\n layerId = afterOrder[i];\n beforeLayer = beforeIndex[layerId];\n afterLayer = afterIndex[layerId];\n\n // no need to update if previously added (new if (clean[layerId] || isEqual(beforeLayer, afterLayer)) continue;\n\n or moved)n// If source, source-layer, or type have changes, then remove the layer\n // and add it back 'from scratch'.\n if (!isEqual(beforeLayer.source, afterLayer.source) || !isEqual(beforeLayer['source-layer'], afterLayer['source-layer']) || commands.push({command: operations.removeLayer, args: !isEqual(beforeLayer.type, afterLayer.type)) {\n [layerId]});\n // we add the layer back at the same position it was already in, son// there's no need to update the `tracker`\n insertBeforeLayerId = tracker[tracker.lastIndexOf(layerId) + 1];commands.push({command: operations.addLayer, args: [afterLayer, insertBeforeLayerId]});\n continue:\n }\n\n // layout, paint, filter, minzoom, maxzoom\n diffLayerPropertyChanges(beforeLayer.layout, afterLayer.layout, commands, layerId, null, operations.setLayoutProperty);\n diffLayerPropertyChanges(beforeLayer.paint, afterLayer.paint, commands, layerId, null, operations.setPaintProperty);\n if (!isEqual(beforeLayer.filter, afterLayer.filter)) {\n commands.push({command: operations.setFilter, args: [layerId, afterLayer.filter]});\n if }\n (!isEqual(beforeLayer.minzoom, afterLayer.minzoom) || !isEqual(beforeLayer.maxzoom, afterLayer.maxzoom)) {\n

commands.push({command: operations.setLayerZoomRange, args: [layerId, afterLayer.minzoom, afterLayer.maxzoom]});\n }\n\n // handle all other layer props, including paint.*\n for (prop in beforeLayer) {\n if (!beforeLayer.hasOwnProperty(prop)) continue;\n if (prop === 'layout' || prop === 'paint' || prop === 'filter' ||\n prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom') continue;\n

if (prop.indexOf('paint.') === 0) $\{$ diffLayerPropertyChanges(beforeLayer[prop], afterLayer[prop], commands, layerId, prop.slice(6), operations.setPaintProperty);\n } else if (!isEqual(beforeLayer[prop], afterLayer[prop])) {\n commands.push({command: operations.setLayerProperty, args: [layerId, prop, afterLayer[prop]]});\n }\n }\n for (prop in afterLayer) $\{\n$ if (!afterLayer.hasOwnProperty(prop) || beforeLayer.hasOwnProperty(prop)) continue;\n if (prop === 'layout' || prop === 'paint' || prop === 'filter' ||\n prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom') continue;\n if (prop.indexOf('paint.') === 0) { \n diffLayerPropertyChanges(beforeLayer[prop], } else if afterLayer[prop], commands, layerId, prop.slice(6), operations.setPaintProperty);\n (!isEqual(beforeLayer[prop], afterLayer[prop])) {\n commands.push({command: operations.setLayerProperty, args: [layerId, prop, afterLayer[prop]]});\n }\n by the diff closely resemble the mapbox-gl-js API. Any\n * error creating the diff will fall back to the 'setStyle' operation.\n *\n * Example diff:\n * [\n * { command: 'setConstant', args: ['@water', '#0000FF'] },\n * command: 'setPaintProperty', args: ['background', 'background-color', 'black'] }\n *]\n * [\n *\n * @private\n * @param $\{*\}$ [before] stylesheet to compare from $n * @ param \{*\}$ after stylesheet to compare to n * @ returns Array list of changes $\ */\$ nfunction diffStyles(before, after) {\n if (!before) return [{command: operations.setStyle, args: [after]}]; $n\n$ let commands = []; $n\n$ try {n// Handle changes to top-level properties\n if (!isEqual(before.version, after.version)) {\n return [{command: operations.setStyle, args: [after]}];\n }\n if (!isEqual(before.center, after.center)) {\n commands.push({command: operations.setCenter, args: [after.center]});\n if (!isEqual(before.zoom, after.zoom)) {\n commands.push({command: }\n operations.setZoom, args: [after.zoom]});\n }\n if (!isEqual(before.bearing, after.bearing)) {\n commands.push({command: operations.setBearing, args: [after.bearing]});\n }\n if (!isEqual(before.pitch,

after.pitch)) {\n commands.push({command: operations.setPitch, args: [after.pitch]});\n }\n if (!isEqual(before.sprite, after.sprite)) {\n commands.push({command: operations.setSprite, args: [after.sprite]});\n }\n if (!isEqual(before.glyphs, after.glyphs)) {\n commands.push({command: operations.setGlyphs, args: [after.glyphs]});\n if (!isEqual(before.transition, after.transition)) {\n }\n commands.push({command: operations.setTransition, args: [after.transition]});\n }\n if (!isEqual(before.light, after.light)) {\n commands.push({command: operations.setLight, args: [after.light]});\n // Handle changes to `sources`\n }\n\n // If a source is to be removed, we also--before the removeSource\n // command--need to remove all the style layers that depend on it.\n const sourcesRemoved = $\{ \}; \n\n$ // First collect the {add,remove}Source commands\n const removeOrAddSourceCommands = [];\n diffSources(before.sources, after.sources, removeOrAddSourceCommands, sourcesRemoved);\n\n // Push a removeLayer command for each style layer // Also, exclude any such layers them from the input to that depends on a\n // source that's being removed.\n `diffLayers`\n // below, so that diffLayers produces the appropriate `addLayers`\n // command\n const beforeLayers = [];\n if (before.layers) {\n before.layers.forEach((layer) => $\{$ \n if (sourcesRemoved[layer.source]) {\n commands.push({command: operations.removeLayer, args: [layer.id]});\n } else {\n beforeLayers.push(layer);\n }\n });\n }\n commands = commands.concat(removeOrAddSourceCommands);\n\n // Handle changes to `layers`\n diffLayers(beforeLayers, after.layers, commands); $\ln =$ catch (e) { \ln // fall back to setStyle\n console.warn('Unable to compute style diff:', e);\n commands = [{command: operations.setStyle, args: [after]}];\n }\n\n return commands;\n}\n\nexport default diffStyles;\nexport {operations};\n","// @flow\n\n// Note: Do not inherit from Error. It breaks when transpiling to ES5.\n\nexport default class ValidationError {\n message: string;\n identifier: ?string;\n line: ?number;\n\n constructor(key: ?string, value: ?{ __line__: number this.message = (key ? {key}: : ") + message; n}, message: string, identifier: ?string) {\n if (identifier) if (value !== null && value !== undefined && value. line) {\n this.identifier = identifier;nthis.line = value.__line__;\n transpiling to ES5.\n\nexport default class ParsingError {\n message: string;\n error: Error;\n line: number;\n\n constructor(error: Error) {\n this.error = error;\n this.message = error.message; \n const match =error.message.match(/line (\\d+)/);\n this.line = match ? parseInt(match[1], 10) : 0;n n', ''key = options.key; \n const constants = options.value; $\n\n$ if (constants) { \n return [new ValidationError(key, constants, 'constants have been deprecated as of v8')];n else {nreturn [];n\n}n'', ''// @flow<math>n/n// Turn jsonlint-lines-primitives objects into primitive objects\nexport function unbundle(value: mixed) $\{n if (value)\}$ instance of Number || value instance of String || value instance of Boolean) {\n return value.valueOf();n } else {\n return value; $\ln \left(\frac{n}{n} \right) = \frac{n}{n}$ return value; $\ln \left(\frac{n}{n} \right) = \frac{n}{n}$ (Array.isArray(value)) {\n return value.map(deepUnbundle);\n } else if (value instanceof Object && !(value instance of Number || value instance of String || value instance of Boolean)) {\n const unbundledValue: { [key: for (const key in value) $\{ n \}$ string]: mixed $\} = \{\}; \ n$ unbundledValue[key] = deepUnbundle(value[key]);\n }\n return unbundledValue;n /n/n return unbundle(value);\n}\n","\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validateSpec from './validate';\n\nexport default function validateObject(options) {\n const key = options.key; n const object = options.value; n const elementSpecs = options.valueSpec $\|$ {}; n $const elementValidators = options.objectElementValidators || {};n const style = options.style;n const styleSpec$ = options.styleSpec;n let errors = [];n/n const type = getType(object);n if (type !== 'object') {nreturn [new ValidationError(key, object, `object expected, f(y) = f(y), [new ValidationError(key, object, `object expected, f(y) = f(y), [new ValidationError(key, object, `object expected, f(y) = f(y), [new ValidationError(key, object, `object expected, f(y) = f(y)], [new ValidationError(key, object, f(y) = f(y)], [new ValidationErr const elementSpecKey = objectKey.split('.')[0]; // treat 'paint.*' as 'paint\n const elementSpec = elementSpecs[elementSpecKey] || elementSpecs['*'];\n\n let validateElement;\n if (elementValidators[elementSpecKey]) {\n validateElement = elementValidators[elementSpecKey];\n } else if (elementSpecs[elementSpecKey]) {\n validateElement = validateSpec;\n } else if

(elementValidators['*']) {\n validateElement = elementValidators['*'];\n } else if (elementSpecs['*']) {\n validateElement = validateSpec;\n } else {nerrors.push(new ValidationError(key, object[objectKey], `unknown property \"\${objectKey}\"`));\n continue;\n }\n\n errors = errors.concat(validateElement({\n key: (key ? $\{key\}$) + objectKey, value: object[objectKey],\n valueSpec: elementSpec,\n style,\n styleSpec,\n object,\n objectKey\n }, object));n } n^n for (const elementSpecKey in elementSpecs) {n// Don't check `required` when there's a custom validator for that property.\n if (elementValidators[elementSpecKey]) {\n continue;\n }\n\n if (elementSpecs[elementSpecKey].required && elementSpecs[elementSpecKey]['default'] === undefined && object[elementSpecKey] === undefined) {\n errors.push(new ValidationError(key, object, `missing required property \"\${elementSpecKey}\"`));\n }\n \n\n return errors;\n}\n","\nimport getType from '../util/get_type';\nimport validate from './validate';\nimport ValidationError from '../error/validation_error'; $n \exp default function validateArray(options) {n const array = }$ options.value; n const arraySpec = options.valueSpec; n const style = options.style; n const styleSpec = options.styleSpec;\n const key = options.key;\n const validateArrayElement = options.arrayElementValidator || validate; $n\$ if (getType(array) !== 'array') {nreturn [new ValidationError(key, array, `array expected, ${getType(array)} found); n }\n if (arraySpec.length & array.length !== arraySpec.length) {\n if (arraySpec.length) }$ return [new ValidationError(key, array, `array length \${arraySpec.length} expected, length \${array.length} found`)];\n }\n\n if (arraySpec['min-length'] && array.length < arraySpec['min-length']) {\n</pre> return [new ValidationError(key, array, `array length at least \${arraySpec['min-length']} expected, length \${array.length} found`)];n | $n \in arrayElementSpec = {<math>n$ \"type\": arraySpec.value,\n \"values\": arraySpec.values\n $, n \in (styleSpec. \\version < 7)$ $arrayElementSpec.function = arraySpec.function; n } n if$ (getType(arraySpec.value) === 'object') {\n $arrayElementSpec = arraySpec.value; n \ (n let errors = []; n \ (n let error$ for (let i = 0; i < array.length; i++) {\n errors = errors.concat(validateArrayElement({\n array,\n arrayIndex: i,\n value: array[i], nvalueSpec: arrayElementSpec,\n style,\n styleSpec,\n

key: `\${key}[\${i}]`\n }));\n }\n return errors;\n}\n","\nimport getType from '../util/get_type';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateNumber(options) {\n const key = options.key;\n const value = options.value;\n const valueSpec = options.valueSpec;\n let type = getType(value);\n\n // eslint-disable-next-line no-self-compare\n if (type === 'number' && value !== value) {\n

type = 'NaN';n }n if (type !== 'number') {nreturn [new ValidationError(key, value, `number expected, $type foun()];n \ if ('minimum' in valueSpec && value < valueSpec.minimum) {n$ return [new ValidationError(key, value, \$ value} is less than the minimum value \$ valueSpec.minimum)]; $n \n n$ if ('maximum' in valueSpec && value > valueSpec.maximum) {\n return [new ValidationError(key, value, $\{value\}\$ is greater than the maximum value $\{valueSpec.maximum})];n <math>n, return [];n,n, return [];n \}$ ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validate from './validate';\nimport validateObject from './validate_object';\nimport validateArray from './validate_array';\nimport validateNumber from './validate_number';\nimport {isExpression} from '../expression';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {\n supportsPropertyExpression,\n supportsZoomExpression,\n supportsInterpolation\n} from '../util/properties';\n\nexport default function validateFunction(options) { $\ const functionValueSpec = options.valueSpec; const functionType =$ unbundle(options.value.type);n let stopKeyType;n let stopDomainValues = {};n let previousStopDomainValue;\n let previousStopDomainZoom;\n\n const isZoomFunction = functionType !== 'categorical' && options.value.property === undefined; n = 1 const is Property Function = is Zoom Function, n = 1isZoomAndPropertyFunction = \n getType(options.value.stops) === 'array' &&\n getType(options.value.stops[0]) === 'array' &&\n getType(options.value.stops[0][0]) === 'object';nn const $errors = validateObject(\{\n$ key: options.key,\n value: options.value,\n valueSpec: options.styleSpec.function,\n style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {\n stops: validateFunctionStops,\n default: validateFunctionDefault\n (n); n if (functionType === 'identity' & isZoomFunction) (nerrors.push(new

ValidationError(options.key, options.value, 'missing required property \"property \"");\n }\n\n if (functionType !== 'identity' && !options.value.stops) {\n errors.push(new ValidationError(options.key, options.value, 'missing required property ("stops)''); n (n if (functionType === 'exponential' && options.valueSpec.expression &&!supportsInterpolation(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'exponential functions not supported')); $n \ (options.styleSpec.$version >= 8)$ if (isPropertyFunction && !supportsPropertyExpression(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'property functions not supported'));\n } else if (isZoomFunction && !supportsZoomExpression(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'zoom functions not supported'));\n $n \in ((functionType === 'categorical' ||$ isZoomAndPropertyFunction) && options.value.property === undefined) {nerrors.push(new ValidationError(options.key, options.value, '\"property\" property is required'));\n }\n\n return errors;\n\n function validateFunctionStops(options) {\n if (functionType === 'identity') $\{ n \}$ return [new ValidationError(options.key, options.value, 'identity function may not have a \"stops\" property']]\n $\left(n \right)$ let errors = $[];\n$ const value = options.value; $\n\$ $errors = errors.concat(validateArray({\n}$ key: options.key,\n valueSpec: options.valueSpec,\n value,\n style: options.style,\n styleSpec: arrayElementValidator: validateFunctionStop\n options.styleSpec,\n }));\n\n if (getType(value) === 'array' && value.length === 0) { \n errors.push(new ValidationError(options.key, value, 'array must have at return errors; $\ \$ function validateFunctionStop(options) {\n least one stop'));\n }\n\n let errors = []; nconst value = options.value;nconst key = options.key; $n\n$ if (getType(value) !== 'array') {\n return [new ValidationError(key, value, `array expected, \${getType(value)} found`)];\n if $\lambda n n$ (value.length !== 2) {\n return [new ValidationError(key, value, `array length 2 expected, length {value.length} found`)];\n n nif (isZoomAndPropertyFunction) {\n if (getType(value[0]) !== return [new ValidationError(key, value, `object expected, \${getType(value[0])} found`)];\n 'object') $\{ n \}$ }\n if (value[0].zoom === undefined) {\n return [new ValidationError(key, value, 'object stop key must have zoom')];\n }\n if (value[0].value === undefined) { \n return [new ValidationError(key, value, 'object stop key must have value')];\n }\n if (previousStopDomainZoom && previousStopDomainZoom > unbundle(value[0].zoom)) $\{\n$ return [new ValidationError(key, value[0].zoom, 'stop zoom values must appear in ascending order')];\n if (unbundle(value[0].zoom) }\n !== previousStopDomainZoom) {\n previousStopDomainZoom = unbundle(value[0].zoom);\n previousStopDomainValue = undefined;\n stopDomainValues = $\{ \}$;\n }\n errors = errors.concat(validateObject({\n key: $\${key}[0]$,\n value: value[0],\n valueSpec: $\{zoom: \{\}\}, n$ style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {zoom: validateNumber, value: validateStopDomainValue}\n }));\n } else {n $errors = errors.concat(validateStopDomainValue({\n$ key: $\${key}[0]$, n value: value[0], n valueSpec: $\{\},\n$ style: options.style,\n styleSpec: options.styleSpec\n }, value));n}\n\n if (isExpression(deepUnbundle(value[1]))) {\n return errors.concat([new ValidationError(`\${key}[1]`, value[1], 'expressions are not allowed in function stops.')]);\n $\lambda n n$ return errors.concat(validate({\n key: $\{key\}[1]$, n value: value[1],\n valueSpec: functionValueSpec,\n style: options.style,\n styleSpec: options.styleSpec\n $)); n }/n n$ function validateStopDomainValue(options, stop) {\n const type = getType(options.value);\n const value = unbundle(options.value);\n\n const reportValue = options.value !== null ? options.value : stop;\n\n if (!stopKeyType) {\n stopKeyType = type;\n } else if (type !== stopKeyType) {\n return [new ValidationError(options.key, reportValue, `\${type} stop domain type must match previous stop domain type \${stopKeyType}`)];\n }\n\n if (type !== 'number' && type !== 'string' && type !== 'boolean') $\{$ return [new ValidationError(options.key, reportValue, 'stop domain value must be a number, string, or boolean')];\n $\lambda n n$ if (type !== 'number' && functionType !== 'categorical') {\n let message = `number expected, \${type} found`;\n if (supportsPropertyExpression(functionValueSpec) && functionType === undefined) { \n message += '\\nIf you intended to use a categorical function, specify `\"type\": \"categorical\"`.';\n }\n

return [new ValidationError(options.key, reportValue, message)];\n }\n\n if (functionType === 'categorical' && type === 'number' && (!isFinite(value) || Math.floor(value) !== value)) {\n return [new ValidationError(options.key, reportValue, `integer expected, found \${value}`)];\n }\n\n if (functionType !== 'categorical' && type === 'number' && previousStopDomainValue !== undefined && value < return [new ValidationError(options.key, reportValue, 'stop domain values previousStopDomainValue) {\n must appear in ascending order')];\n } else {\n previousStopDomainValue = value;\n $\lambda n n$ if (functionType === 'categorical' && value in stopDomainValues) $\{\n$ return [new ValidationError(options.key, reportValue, 'stop domain values must be unique')];\n } else {nstopDomainValues[value] = true;\n }\n\n return [];n}n function validateFunctionDefault(options) valueSpec: {\n return validate($\{\n$ key: options.key,\n value: options.value,\n functionValueSpec,\n style: options.style,\n styleSpec: options.styleSpec\n $);\n }\n',"//$ @flow\n\nimport ValidationError from '../error/validation_error';\n\nimport {createExpression, createPropertyExpression} from '../expression';\nimport {deepUnbundle} from '../util/unbundle jsonlint';\nimport {isStateConstant, isGlobalPropertyConstant, isFeatureConstant} from '../expression/is_constant';\n\nexport default function validateExpression(options: any): Array<ValidationError> {\n const expression = (options.expressionContext === 'property' ? createPropertyExpression : createExpression)(deepUnbundle(options.value), options.valueSpec); if (expression.result === 'error') {\n return expression.value.map((error) => $\{\n$ return new ValidationError(`\${options.key}\${error.key}`, options.value, error.message);\n });n { $n \in const expressionObj = (expression.value: any).expression ||$ (expression.value: any)._styleExpression.expression;\n/n if (options.expressionContext === 'property' && (options.propertyKey === 'text-font') & λ !expressionObj.outputDefined()) {\n return [new ValidationError(options.key, options.value, `Invalid data expression for \"\${options.propertyKey}\". Output values must be contained as literals within the expression.)]; $n \leq n/n$ if (options.expressionContext === 'property' && options.propertyType === 'layout' & λ (!isStateConstant(expressionObj))) {\n return [new ValidationError(options.key, options.value, '\"feature-state\" data expressions are not supported with layout properties.']; $h = \frac{1}{2}$ (options.expressionContext === 'filter' && !isStateConstant(expressionObj)) {\n return [new ValidationError(options.key, options.value, "\"feature-state\" data expressions are not supported with filters.'];n (options.expressionContext && options.expressionContext.indexOf('cluster') === 0) {nif (!isGlobalPropertyConstant(expressionObj, ['zoom', 'feature-state'])) {\n return [new ValidationError(options.key, options.value, '\"zoom\" and \"feature-state\" expressions are not supported with cluster if (options.expressionContext === 'cluster-initial' && properties.')];\n }\n !isFeatureConstant(expressionObj)) {\n return [new ValidationError(options.key, options.value, 'Feature data expressions are not supported with initial expression part of cluster properties.')];\n $n \geq n n return$ [];\n}\n","\nimport getType from '../util/get type';\nimport ValidationError from '../error/validation error';\n\nexport default function validateBoolean(options) { $\ const value = options.value;\ const key = options.key;\ const value = options.value;\ const key = options.key;\ const value = options.value;\ const key = options.key;\ const key = options.key = options.key;\ const key = options.key = optio$ type = getType(value); $\n\ if$ (type !== 'boolean') { $\n\$ return [new ValidationError(key, value, `boolean expected, $\{type\}$ found`)];\n $\{n \in []; n\} \in []; n]$ '../error/validation_error';\nimport getType from '../util/get_type';\nimport {parseCSSColor} from $csscolorparser';\n\equal turction validateColor(options) {\n const key = options.key;\n const value = }$ options.value; \n const type = getType(value); $\n\n$ if (type !== 'string') {\n return [new ValidationError(key, value, `color expected, $\{type\}$ found`)];\n $\frac{1}{n} if (parseCSSColor(value) === null) {n$ return [new ValidationError(key, value, `color expected, $"{\sigma }$ value}" found`)];\n }\n\n return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\n\nexport default function validateEnum(options) {\n const key = options.key;\n const value = options.value;\n const valueSpec = options.valueSpec; $n const errors = []; n/n if (Array.isArray(valueSpec.values)) { // <= v7/n }$ if $(valueSpec.values.indexOf(unbundle(value)) === -1) {\n}$ errors.push(new ValidationError(key, value, `expected one of [\${valueSpec.values.join(', ')}], \${JSON.stringify(value)} found`));\n $n \in v(n)$ if (Object.keys(valueSpec.values).indexOf(unbundle(value)) === -1) $\left(n \right)$ errors.push(new

ValidationError(key, value, `expected one of [\${Object.keys(valueSpec.values).join(', ')}], \${JSON.stringify(value)} }\n }\n return errors;\n}\n","\nimport ValidationError from '../error/validation_error';\nimport found`)):\n validateExpression from './validate_expression';\nimport validateEnum from './validate_enum';\nimport getType from '../util/get_type';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport extend from '../util/extend';\nimport {isExpressionFilter} from '../feature_filter';\n\nexport default function validateFilter(options) {\n if (isExpressionFilter(deepUnbundle(options.value))) {\n return validateExpression(extend({}, options, expressionContext: 'filter',\n valueSpec: {value: 'boolean'}\n {\n $)); n } else {n}$ return validateNonExpressionFilter(options);n n (n const value) n const value = options.value; \n const key = options.key; $\n\$ if (getType(value) !== 'array') { \n return [new ValidationError(key, value, `array expected, $\{getType(value)\}$ found`)];\n $\}$ \n\n const styleSpec = options.styleSpec; \n let type; $\n\n$ let errors = []; $\n\n$ if (value.length < 1) { \n return [new ValidationError(key, value, 'filter array must have at least 1 element')];n arrors = errors.concat(validateEnum({\n key: $\{key\}[0]$,\n value: value[0],\n valueSpec: styleSpec.filter_operator,\n style: options.style,\n styleSpec: options.styleSpec\n }));\n\n switch $(unbundle(value[0])) \{ | n case '<': | n case '<': | n case '>': | n c$ if (value.length $\geq 2 \&\&$ errors.push(new ValidationError(key, value, `\"\$type\" cannot be use unbundle(value[1]) === 'type' {\n /* falls through */\n case '==':\n case '!=':\n with operator $\"\ (value[0])\);\n$ }\n if (value.length errors.push(new ValidationError(key, value, `filter array for operator \"\${value[0]}\" must have 3 $!== 3) \{ \ n \}$ /* falls through */\n case 'in':\n case '!in':\n elements`));\n }\n if (value.length ≥ 2) {\n type = getType(value[1]);\n if (type $!== 'string') \{ \ n \}$ errors.push(new ValidationError(`\${key}[1]`, value[1], `string expected, \${type} found`));\n }\n }\n for (let i = 2; i < value.length; i++) {\n type = getType(value[i]);\n if (unbundle(value[1]) === '\$type') {\n errors = key: `\${key}[\${i}]`,\n errors.concat(validateEnum({\n value: value[i],\n valueSpec: styleSpec.geometry type,\n style: options.style,\n styleSpec: options.styleSpec\n

}));\n } else if (type !== 'string' && type !== 'number' && type !== 'boolean') {\n errors.push(new ValidationError(`\${key}[\${i}]`, value[i], `string, number, or boolean expected, \${type} found`));\n }\n }\n break;\n\n case 'any':\n case 'all':\n case 'none':\n for (let i = 1; i < value.length; i++) {\n errors = errors.concat(validateNonExpressionFilter({\n value: key: $\{key\}[\{i\}], n$ value[i],nstyle: options.style,\n styleSpec: options.styleSpec\n }));\n }\n break;\n\n case 'has':\n case '!has':\n type = getType(value[1]);\n if (value.length !== 2) {\n errors.push(new ValidationError(key, value, `filter array for \"\${value[0]}\" operator must have 2 elements`));\n } else if (type !== 'string') {\n errors.push(new ValidationError(`\${key}[1]`, value[1], `string expected, \${type} found`));\n }\n break;\n case 'within':\n type = getType(value[1]);\n if (value.length !== 2) {\n errors.push(new ValidationError(key, value, `filter array for \"\${value[0]}\" operator must have 2 elements`));\n } else if (type !== 'object') {\n errors.push(new ValidationError(`\${key}[1]`, value[1], `object expected, \${type} found`));\n }\n break; $n \ n \ return \, errors; n \ n'', n'' nimport validate from$ './validate';\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport {isFunction} from '../function';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {supportsPropertyExpression} from '../util/properties';\n\nexport default function validateProperty(options, propertyType) {n = options.key; n = options.style = options.style; n = options.styleSpec = optionSpec = optioptions.styleSpec; const value = options.value; const propertyKey = options.objectKey; const layerSpec = styleSpec[\propertyType]_{{options.layerType}];\n\n if (!layerSpec) return [];\n\n const transitionMatch = propertyKey.match(/ $^(.*)$ -transition); if (propertyType === 'paint' && transitionMatch && layerSpec[transitionMatch[1]] && layerSpec[transitionMatch[1]].transition) {\n return validate({\n key.\n value.\n valueSpec: styleSpec.transition,\n style.\n styleSpec\n });\n }\n\n const valueSpec = options.valueSpec || layerSpec[propertyKey];\n if (!valueSpec) {\n return [new ValidationError(key, value, `unknown property \"\${propertyKey}\"`)];\n }\n\n let tokenMatch;\n if (getType(value) === 'string' && supportsPropertyExpression(valueSpec) && !valueSpec.tokens && (tokenMatch = $\label{eq:linear_line$

errors.push(new ValidationError(key, value, '\"text-font\" does not support identity functions'));\n }\n $\ln n$ return errors.concat(validate(\ln key: options.key,\n value,\n valueSpec,\n style,\n styleSpec,\n expressionContext: 'property',\n propertyType,\n propertyKey\n }));\n}\n","\nimport validateProperty from './validate property';\n\nexport default function validatePaintProperty(options) {\n return validateProperty(options, 'paint');\n}\n","\nimport validateProperty from './validate_property';\n\nexport default function validateLayoutProperty(options) {\n return validateProperty(options, 'layout');\n}\n","\nimport ValidationError from '../error/validation error';\nimport {unbundle} from '../util/unbundle jsonlint';\nimport validateObject from './validate_object';\nimport validateFilter from './validate_filter';\nimport validatePaintProperty from './validate_paint_property';\nimport validateLayoutProperty from './validate_layout_property';\nimport validateSpec from './validate';\nimport extend from '../util/extend';\n\nexport default function validateLayer(options) ${\rm errors = [];n/n \ const layer = options.value;/n \ const key = options.key;/n \ const style = options.style;/n \ const style =$ const styleSpec = options.styleSpec;\n\n if (!layer.type && !layer.ref) {\n errors.push(new ValidationError(key, layer, 'either \"type\" or \"ref\" is required'));\n \n let type = unbundle(layer.type);\n const ref = unbundle(layer.ref); $n\$ if (layer.id) {nconst layerId = unbundle(layer.id);\n for (let i = 0; i < 0) options.arrayIndex; i++) {\n const otherLayer = style.layers[i];\n if (unbundle(otherLayer.id) === layerId) $\{ n \}$ errors.push(new ValidationError(key, layer.id, `duplicate layer id \"\${layer.id}\", previously used at line \${otherLayer.id.__line__}`));\n $n = n \in (ref' in layer)$ }\n ['type', 'source', 'source-layer', 'filter', 'layout'].forEach((p) \Rightarrow {\n if (p in layer) $\{ n \}$ errors.push(new ValidationError(key, layer[p], `\"\${p}\" is prohibited for ref layers`));\n }\n });\n\n let parent; $n\n$ if (unbundle(layer.id) === ref) parent = layer;nif style.layers.forEach((layer) \Rightarrow {\n });\n\n (!parent) $\{\n$ errors.push(new ValidationError(key, layer.ref, `ref layer \"\${ref}\" not found`));\n } else if (parent.ref) {\n errors.push(new ValidationError(key, layer.ref, 'ref cannot reference another ref layer'));\n } else {ntype = unbundle(parent.type);\n $n \$ else if (type !== 'background') {\n if (!layer.source) $\{\n$ errors.push(new ValidationError(key, layer, 'missing required property \"source\"'));\n const source = style.sources && style.sources[layer.source];\n const sourceType = source } else {n&& unbundle(source.type);\n if (!source) $\{\n$ errors.push(new ValidationError(key, layer.source, `source \"\${layer.source}\" not found`));\n } else if (sourceType === 'vector' && type === 'raster') {\n errors.push(new ValidationError(key, layer.source, `layer \"\${layer.id}\" requires a raster source`));\n } else if (sourceType === 'raster' && type !== 'raster') {\n errors.push(new ValidationError(key, layer.source, `layer \"\${layer.id}\" requires a vector source`));\n } else if (sourceType === 'vector' && !layer['sourceerrors.push(new ValidationError(key, layer, `layer \"\${layer.id}\" must specify a \"sourcelayer']) { \n layer $("));\n$ } else if (sourceType === 'raster-dem' && type !== 'hillshade') {\n errors.push(new ValidationError(key, layer.source, 'raster-dem source can only be used with layer type \\'hillshade\\'.'));\n } else if (type === 'line' && layer.paint && layer.paint['line-gradient'] && n(sourceType !== 'geojson' || !source.lineMetrics)) {\n errors.push(new ValidationError(key, layer, `layer \"\${layer.id}\" specifies a line-gradient, which requires a GeoJSON source with \\`lineMetrics\\` enabled.`));\n }\n $n \geq n n$ errors = errors.concat(validateObject({\n key,∖n value: layer,\n valueSpec: styleSpec.layer,\n style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {\n '*'() {\n return [];\n }.\n // We don't want to enforce the spec's `\"requires\": true` for backward compatibility with refs;\n // the actual requirement is validated above. See https://github.com/mapbox/mapbox-gljs/issues/5772.\n type() {\n return validateSpec({\n key: `\${key}.type`,\n value: layer.type,\n valueSpec: styleSpec.layer.type,\n style: options.style,\n

styleSpec: options.styleSpec,\n	object: layer,\n	objectKey: 'type'\n	});\n },\n
filter: validateFilter,\n key: options.key,\n	layout(options) {\n value: options.value,\n	return validateObject({\n style: options.style,\n	layer,\n
• • •	bjectElementValidators: {\n		• •
	•		
validateLayoutProperty(extend({			}\n });\n
},\n paint(options) {\n	return validateObject(• •	key:
	•	style: options.style,\n '*'(options) {\;	styleSpec:
	bjectElementValidators: {\n		
$\label{eq:validatePaintProperty(extend({layerType: type}, options)); \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ $			
'/error/validation_error';\n\nexport default function validateString(options) {\n const value = options.value;\n			
(n = 0) const key = options.key; $(n = 0)$; $(n = 0)$			
ValidationError(key, value, `string expected, ${type} found`); n }n return []; n]n", "nimport ValidationError$			
from '/error/validation_error';\nimport {unbundle} from '/util/unbundle_jsonlint';\nimport validateObject from			
'./validate_object';\nimport validateEnum from './validate_enum';\nimport validateExpression from			
:/validate_coject;\import validateEntim from :/validate_cnum;\import validateExpression from './validate_string';\import getType from			
'/util/get_type';\n\nconst objectElementValidators = {\n promoteId: validatePromoteId\n};\n\nexport default			
function validateSource(options) { $\n const value = options.value; n const key = options.key; n const styleSpec$			
= options.styleSpec; n const style = options.style; n if (!value.type) { n return [new ValidationError(key,			
value, '\"type\" is required')];\n }\n\n const type = unbundle(value.type);\n let errors;\n\n switch (type) {\n			
case 'vector':\n case 'raster':\n		$rs = validateObject({\n})$	key,\n value,\n
		style: options.style,\n	styleSpec,\n
$valueSpec: styleSpec[`source_${type.replace('-', '_')}`], n style: options.style, n styleSpec, n objectElementValidators n }); n return errors; n case 'geojson': n errors = validateObject({ n errors = validateObject(n errors)); n errors = validateObject(n errors); n errors = validateObject(n errors); n errors); n errors = validateObject($			
key,\n value,\n valueSpec: styleSpec.source_geojson,\n style,\n styleSpec,\n			
objectElementValidators\n });\n if (value.cluster) {\n for (const prop in value.clusterProperties) {\n			
const [operator, mapExpr] = value.clusterProperties[prop];\n const reduceExpr = typeof operator			
=== 'string' ? [operator, ['accumulated'], ['get', prop]] : operator;\n\n errors.push(validateExpression({\n			
key: `\${key}.\${prop}.map`,\n value: mapExpr,\n expressionContext: 'cluster-			
map\n));\nerrors.push(validateExpression({\nkey: `\${key}.\${prop}.reduce`,\n			
-	expressionContext:	-	
return errors;\n\n case 'video':\n	-		
	-	});\n\n case 'image':\n	return
validateObject($\{\n key,\n value,\n valueSpec: styleSpec.source_image,\n style,\n valueSpec.source_image,\n valueSpec.source_image,\n style,\n valueSpec.source_image,\n valu$			
styleSpec\n });\n\n case 'canvas':\n return [new ValidationError(key, null, `Please use runtime APIs to add			
canvas sources, rather than including them in stylesheets., 'source.canvas')];\n\n default:\n return			
validateEnum({\n key: `\${key}.type`,\n value: value.type,\n valueSpec: {values: ['vector',			
$\label{eq:ster} \label{eq:ster} eq:st$			
$validatePromoteId(\{key, value\}) \{ n if (getType(value) === 'string') \{ n return validateString(\{key, value\}); n return value]; n return value];$			
$ errors.push(validateString({key: (key: no set arrors.push(validateString({key: no set arrors.push(v$			
$\label{eq:label} $$ even $$ $			
'/error/validation_error';\nimport getType from '/util/get_type';\nimport validate from './validate';\n\nexport default			
$function \ validateLight(options) \ \{\ n \ const \ light = options. value; \ n \ const \ styleSpec = options. styleSpec; \ n \ const \ styleSpec = options. \\ \ styleSpec$			
$lightSpec = styleSpec.light; \ \ const\ style = options.style; \ \ \ let\ errors = []; \ \ \ n \ \ const\ rootType = c$			
$getType(light); n if (light === undefined) \{ n return errors; n \} else if (rootType !== 'object') \{ n errors \} \} $			
= errors.concat([new ValidationError('light', light, `object expected, \${rootType} found`)]);\n return errors;\n			
$\n \ for (const key in light) \n \ const transitionMatch = key.match(/^(.*)-transition$/); \n \ if$			
(transitionMatch && lightSpec[tr	ansitionMatch[1]] && lightS	pec[transitionMatch[1]].tran	sition) {\n errors = $(n + n)^{-1}$
errors.concat(validate({\n	key,\n value: ligh	t[key],\n valueSpec	:: styleSpec.transition,\n

style,\n styleSpec\n }));\n } else if (lightSpec[key]) {\n errors = value: light[key],\n errors.concat(validate({\n key,∖n valueSpec: lightSpec[key],\n style,\n styleSpec\n }));\n } else {\n errors = errors.concat([new ValidationError(key, light[key], `unknown property \"\${key}\"`)]);\n $n \leq n \leq n/n$ return errors; $n \leq n'', n'', d' \in n$ validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateFormatted(options: any) {n if (validateString(options).length === 0) {nreturn [];\n λ return validateExpression(options);\n}\n","// @flow\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateImage(options: any) {\n if (validateString(options).length === 0) {\n $}$ return [];n}n/n return validateExpression(options);\n}\n","\nimport extend from '../util/extend';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {isExpression} from '../expression';\nimport {isFunction} from '../function';\n\nimport validateFunction from './validate_function';\nimport validateExpression from './validate expression';\nimport validateObject from './validate object';\nimport validateArray from './validate_array';\nimport validateBoolean from './validate_boolean';\nimport validateNumber from './validate_number';\nimport validateColor from './validate_color';\nimport validateConstants from ./validate constants';\nimport validateEnum from './validate enum';\nimport validateFilter from './validate_filter';\nimport validateLayer from './validate_layer';\nimport validateSource from './validate source';\nimport validateLight from './validate light';\nimport validateString from './validate_string';\nimport validateFormatted from './validate_formatted';\nimport validateImage from './validate_image';\n\nconst VALIDATORS = {\n '*'() {\n $}$ return [];n },n 'array': validateArray,n'boolean': validateBoolean,\n 'number': validateNumber,\n 'color': validateColor,\n 'constants': validateConstants,\n 'enum': validateEnum,\n 'filter': validateFilter,\n 'function': validateFunction,\n 'layer': validateLayer,\n 'object': validateObject,\n 'source': validateSource,\n 'light': validateLight,\n 'string': validateString,\n 'formatted': validateFormatted,\n 'resolvedImage': validateImage\n};\n\n// Main recursive validation function. Tracks: $\frac{n}{n'}$ key: string representing location of validation in style tree. Used only $\frac{n}{n'}$ for more informative error reporting.n// - value: current value from style being evaluated. May be anything from a/n//high level object that needs to be descended into deeper or a simple n// scalar value n// - valueSpec: current spec being evaluated. Tracks value.\n// - styleSpec: current full spec being evaluated.\n\nexport default function validate(options) {n = options.value = options.value; n = options.valueSpec = options.valueSpec; n = const styleSpec = options.valueSpec = optiooptions.styleSpec;\n\n if (valueSpec.expression && isFunction(unbundle(value))) {\n return validateFunction(options);\n\n } else if (valueSpec.expression && isExpression(deepUnbundle(value))) {\n return validateExpression(options);\n\n } else if (valueSpec.type && VALIDATORS[valueSpec.type]) {\n return VALIDATORS[valueSpec.type](options);\n\n } else {\n const valid = validateObject(extend({ }, valueSpec: valueSpec.type ? styleSpec[valueSpec.type] : valueSpec\n options, $\{\n$ }));\n return valid;\n }\n","\nimport ValidationError from '../error/validation_error';\nimport validateString from $./validate_string'; \next{ order} default function(options) {\n const value = options.value; \n const key = }$ options.key; $\ln n$ const errors = validateString(options);n if (errors.length) return errors;n/n if $(value.indexOf({fontstack}) == -1) {n}$ errors.push(new ValidationError(key, value, \\"glyphs\" url must include a \"{fontstack}\" token'));n }n if (value.indexOf('{range}') === -1) {nerrors.push(new ValidationError(key, value, '\"glyphs\" url must include a \"{range}\" token'));\n }\n\n return errors;\n}\n","\nimport validateConstants from './validate/validate_constants';\nimport validate from './validate/validate';\nimport latestStyleSpec from './reference/latest';\nimport validateGlyphsURL from './validate/validate_glyphs_url';\n\nimport validateSource from './validate/validate_source';\nimport validateLight from './validate/validate_light';\nimport validateLayer from './validate/validate_layer';\nimport validateFilter from './validate/validate_filter';\nimport validatePaintProperty from './validate/validate_paint_property';\nimport validateLayoutProperty from './validate/validate_layout_property';\n\n/**\n * Validate a Mapbox GL style against the style specification. This entrypoint,\n * `mapbox-gl-style-spec/lib/validate_style.min`, is designed to produce as n * small a browserify bundle as possible by omitting unnecessary functionality n * and legacy style

[styleSpec] The style specification to validate against.\n * If omitted, the latest style spec is used.\n * @returns {Array<ValidationError>}\n * @example\n * var validate = require('mapbox-gl-stylespec/lib/validate_style.min');\n * var errors = validate(style);\n */nfunction validateStyleMin(style, styleSpec = latestStyleSpec) { $\n\ errors = [];\n\ errors = errors.concat(validate({<math>\n\ errors = crrors.concat(validate({\n\ errors = crrors.concat(errors = crrors.conca$ key: ",\n value: style,\n valueSpec: styleSpec.\$root,\n styleSpec,\n style,\n objectElementValidators: {\n glyphs: return [];\n validateGlyphsURL,\n '*'() {\n $(n)); n if (style.constants) {n$ }\n errors = errors.concat(validateConstants({\n key: 'constants',\n value: style.constants,\n style,\n styleSpec\n $)); n } n/n return sortErrors(errors); n}/n/nvalidateStyleMin.source =$ wrapCleanErrors(validateSource);\nvalidateStyleMin.light = wrapCleanErrors(validateLight);\nvalidateStyleMin.layer = wrapCleanErrors(validateLayer);\nvalidateStyleMin.filter = wrapCleanErrors(validateFilter);\nvalidateStyleMin.paintProperty = wrapCleanErrors(validatePaintProperty);\nvalidateStyleMin.layoutProperty = $wrapCleanErrors(validateLayoutProperty); n function sortErrors(errors) { n return [].concat(errors).sort((a, b) =>)$ return a.line - b.line; $\ \);\n\$ {\n return sortErrors(inner.apply(this, args));\n };\n \n\nexport default validateStyleMin;\n","/* parser generated by jison 0.4.15 */\n/*\n Returns a Parser object of the following structure:\n\n Parser: {\n yy: {}\n }\n\n Parser.prototype: $\{n y; \{\}, n trace: function(), n symbols_: \{associative list: name ==> number \}, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: function(), n symbols_: {associative list: name ==> number }, n trace: {$ terminals_: {associative list: number ==> name },\n productions_: [...],\n performAction: function anonymous(yytext, yyleng, yylineno, yy, yystate, \$\$, _\$),\n table: [...],\n defaultActions: {...},\n parseError: function(str, hash), n parse: function(input), $n \in \mathbb{R}$ EOF: 1,nparseError: function(str, hash),\n setInput: function(input),\n input: function(),\n unput: function(str),\n more: function(),\n less: function(n), \n pastInput: function(),\n upcomingInput: function(),\n showPosition: function(),\n test_match: function(regex_match_array, rule_index),\n next: function(),\n lex: function(),\n begin: function(condition),\n popState: function(),\n currentRules: function(),\n topState: function(), \n pushState: function(condition),\n\n options: $\{\n$ ranges: boolean (optional: true ==> token location info will include a .range[] member)\n flex: boolean (optional: true ==> flex-like lexing behaviour where the rules are tested exhaustively to find the longest match)\n backtrack lexer: boolean (optional: true ==> lexer regexes are tested in order and for each matching regex the action code is invoked; the lexer terminates the scan when a token is returned by the action code)\n },\n\n performAction: function(yy, yy_, \$avoiding_name_collisions, YY_START),\n rules: [...], nconditions: {associative list: name ==> set},n $\ln \ln n \ (@\$, \$, etc.)$; $\ln \ first_line: n, h \ first_column: n, h \ (..., h)$ last_column: n,\n range: [start_number, end_number] (where the numbers are indexes into the input string, regular zero-based)\n }\n\n\n the parseError function receives a 'hash' object with these members for lexer and parser errors: $\{\n$ text: (matched text) \n token: (the produced terminal token, if any)n line: (yylineno)\n }\n while parser (grammar) errors will also provide these members, i.e. parser errors deliver a superset of attributes: $\{ n \ loc: \}$ (yylloc)\n expected: (string describing the set of expected tokens)\n recoverable: (boolean: TRUE when the parser has a error recovery rule available for this particular error) $n \frac{1}{n^{*/nvar}}$ (function()) var o=function(k,v,o,l) for $(o=o||\{\},l=k.length;l--;o[k[1]]=v)$; return o},\$V0=[1,12],\$V1=[1,13],\$V2=[1,9],\$V3=[1,10],\$V4=[1,11],\$V5=[1,14],\$V6=[1,15],\$V7=[14,18,22,24],\$V8=[1 8,22, V9=[22,24]; nvar parser = {trace: function trace() { }, nyy: { }, nsymbols_: {\"error\":2,\"JSONString\":3,\"STRING\":4,\"JSONNumber\":5,\"NUMBER\":6,\"JSONNullLiteral\":7,\"NULL\": 8,\"JSONBooleanLiteral\":9,\"TRUE\":10,\"FALSE\":11,\"JSONText\":12,\"JSONValue\":13,\"EOF\":14,\"JSONO bject\":15,\"JSONArray\":16,\"{\":17,\"}\":18,\"JSONMemberList\":19,\"JSONMember\":20,\":\":21,\",\":22,\"[\":23 ,\"]\":24,\"JSONElementList\":25,\"\$accept\":0,\"\$end\":1},\nterminals_: {2:\"error\",4:\"STRING\",6:\"NUMBER\",8:\"NULL\",10:\"TRUE\",11:\"FALSE\",14:\"EOF\",17:\"{\",18:\"}\",21 :\":\",22:\",\",23:\"[\",24:\"]\"},\nproductions_:

.replace(/\\\\n/g,'\\n')\n $.replace(/\\\\r/g,'\\r')\n$ $.replace(/\\\\t/g,'\\t')\n$ $.replace(/\\\v/g,'\\v')\n$ $.replace(/\\\\f/g,'\\f')\n$.replace(/\\\\b/g,'\\b'));\n this.\$.__line__ = this. \$.first line;\n $\nbreak;\ncase 2:\n\n$ this.\$ = new Number(yytext);this.\$. line = this._\$.first_line;\n this.\$ = new $\nbreak;\ncase 3:\n\n$ this.\$ = null; n $\nbreak;\ncase 4:\n\n$ this.\$.__line__ = this._\$.first_line;\n Boolean(true);\n $\nbreak;\ncase 5:\n\n$ this.\$ = newBoolean(false);\n this.\$. line = this. first line;1];\nbreak;\ncase 13:\nthis.\$ = { }; Object.defineProperty(this.\$, '__line__', {\n value: this._\$.first_line,\n })\nbreak;\ncase 14: case 19:\nthis.\$ = \$\$[\$0-1]; Object.defineProperty(this.\$, '__line__', enumerable: false\n value: this._\$.first_line,\n enumerable: false\n $)\nbreak;\ncase 15:\nthis.$ = [$$[$0-2],$ {\n $$[50]];\nbreak;\ncase 16:\nthis.$ = {}; this.$[$$[$0][0]] = $[$0][1];\nbreak;\ncase 17:\nthis.$ = $$[$0-2]; $$[[$0-2]; $$[[$$ $2][\$[\$0][0]] = \$[\$0][1];\nbreak;\ncase 18:\nthis.\$ = []; Object.defineProperty(this.\$, '__line__', {\n$ value: $)\nbreak;\ncase 20:\nthis.$ = [$$[$0]];\nbreak;\ncase 21:\nthis.$$ this. first line, nenumerable: false\n = \$\$[\$0-2]; \$\$[\$0-2].push(\$\$[\$0]);\nbreak;\n}\,\ntable: [{3:5,4:\$V0,5:6,6:\$V1,7:3,8:\$V2,9:4,10:\$V3,11:\$V4,12:1,13:2,15:7,16:8,17:\$V5,23:\$V6},{1:[3]},{14:[1,16]},o(\$ V7,[2,7]),o(\$V7,[2,8]),o(\$V7,[2,9]),o(\$V7,[2,10]),o(\$V7,[2,11]),o(\$V7,[2,12]),o(\$V7,[2,3]),o(\$V7,[2,4]),o(\$V7 5]),o([14,18,21,22,24],[2,1]),o(\$V7,[2,2]),{3:20,4:\$V0,18:[1,17],19:18,20:19},{3:5,4:\$V0,5:6,6:\$V1,7:3,8:\$V2,9:4, 10:\$V3,11:\$V4,13:23,15:7,16:8,17:\$V5,23:\$V6,24:[1,21],25:22},{1:[2,6]},o(\$V7,[2,13]),{18:[1,24],22:[1,25]},o(\$ V8,[2,16]),{21:[1,26]},o(\$V7,[2,18]),{22:[1,28],24:[1,27]},o(\$V9,[2,20]),o(\$V7,[2,14]),{3:20,4:\$V0,20:29},{3:5,4: \$V0,5:6,6:\$V1,7:3,8:\$V2,9:4,10:\$V3,11:\$V4,13:30,15:7,16:8,17:\$V5,23:\$V6},o(\$V7,[2,19]),{3:5,4:\$V0,5:6,6:\$V1 ,7:3,8:\$V2,9:4,10:\$V3,11:\$V4,13:31,15:7,16:8,17:\$V5,23:\$V6},o(\$V8,[2,17]),o(\$V8,[2,15]),o(\$V9,[2,21])],\ndefa ultActions: $\{16:[2,6]\},\$ parseError: function parseError(str, hash) $\{\$ if (hash.recoverable) $\{\$ throw new Error(str);n}n, nparse: function parse(input) {n var self = this, this.trace(str); \n } else { \n stack = [0], tstack = [], vstack = [null], lstack = [], table = this.table, yytext = ", yylineno = 0, yyleng = 0, recovering = 0, TERROR = 2, EOF = 1;\n var args = lstack.slice.call(arguments, 1);\n var lexer =Object.create(this.lexer); $n var sharedState = \{ yy: \{ \} \}; n for (var k in this.yy) \{ n var sharedState = \{ yy: \{ \} \} \}$ if (Object.prototype.hasOwnProperty.call(this.yy, k)) {\n sharedState.yy[k] = this.yy[k];\n $n \geq n$ lexer.setInput(input, sharedState.yy); sharedState.yy.lexer = lexer; sharedState.yy.parser = this; if (typeof lexer.yylloc == 'undefined') {\n $lexer.yylloc = \{\}; n \} n var yyloc = lexer.yylloc; n lstack.push(yyloc); n lstack.push$ var ranges = lexer.options && lexer.options.ranges; $\ if (type of sharedState.yy.parseError === 'function') {\n}$ this.parseError = sharedState.yy.parseError;\n } else {\n this.parseError = Object.getPrototypeOf(this).parseError; $\n \$ function popStack(n) { $\n \$ stack.length = stack.length - $2 * n;\n$ vstack.length = vstack.length - n;\n $lstack.length = lstack.length - n; n } n _token_stack: n$ function $lex() \{ n \}$ $token = lexer.lex() \parallel EOF; n$ if (typeof token !== 'number') {\n var token;\n token = self.symbols_[token] || token;\n }\n return token;\n }\n var symbol, preErrorSymbol, state, action, a, r, $yyval = \{\}$, p, len, newState, expected;\n while (true) {\n state = stack[stack.length - 1];nif (this.defaultActions[state]) {\n action = this.defaultActions[state];\n } else {\n if (symbol === null || typeof symbol == 'undefined') {\n symbol = $lex();\n$ action = table[state] && }\n table[state][symbol];\n }\n if (typeof action === 'undefined' || !action.length || !action[0]) {\n var errStr = ";\n expected = [];\n for (p in table[state]) { \n if (this.terminals_[p] && p > TERROR) {\n $expected.push('\\'' + this.terminals_[p] + '\\'');\n$ }\n }\n if (lexer.showPosition) {\n $errStr = Parse error on line ' + (yylineno + 1) + ':\\n' + lexer.showPosition() +$ "\nExpecting ' + expected.join(', ') + ', got \\" + (this.terminals_[symbol] || symbol) + "\\";\n } else {n $errStr = Parse error on line' + (yylineno + 1) + ': Unexpected ' + (symbol == EOF ? 'end of input' : '\\'' + (symbol = EOF ? 'end of input' : '\\''' + (symbol = EOF ? 'end of input' : '\\'' + (symbol$

token: this.terminals_[symbol] || symbol,\n lexer.match,\n line: lexer.yylineno,\n if (action[0] instanceof Array && loc: yyloc, nexpected: expected \n });\n }\n throw new Error('Parse Error: multiple actions possible at state: '+ state + ', token: '+ action.length > 1) {\n switch (action[0]) {\n stack.push(symbol);\n symbol);\n }\n case 1:\n lstack.push(lexer.yylloc);\n vstack.push(lexer.yytext);\n stack.push(action[1]);\n symbol = null;\n if (!preErrorSymbol) {\n yyleng = lexer.yyleng;\n yytext = lexer.yytext; nyylineno = lexer.yylineno;\n yyloc = lexer.yylloc; nif (recovering > 0) {\n preErrorSymbol = recovering--;\n }\n } else {nsymbol = preErrorSymbol;\n null;\n }\n break;\n case 2:\n len = this.productions_[action[1]][1];\n yyval.\$ = vstack[vstack.length - len];\n yyval._ $\$ = \{ n \}$ first line: lstack[lstack.length - (len || 1)].first line,\n last_line: lstack[lstack.length - 1].last_line,\n first_column: lstack[lstack.length - (len || 1)].first_column,\n last_column: lstack[lstack.length - 1].last_column\n };\n if (ranges) $\{ n \}$ lstack[lstack.length - (len || 1)].range[0],\n lstack[lstack.length yyval._ $\$ range = [\n 1].range[1]n];\n }\n $r = this.performAction.apply(yyval, [\n$ yytext,\n vstack,\n yyleng,\n yylineno,\n sharedState.yy,\n action[1], nlstack\n if (typeof r !== 'undefined') {\n if (len) $\{ n \}$].concat(args));\n return r:\n }\n stack = stack.slice(0, -1 * len * 2);\n vstack = vstack.slice(0, -1 * len);\n lstack = lstack.slice(0,stack.push(this.productions [action[1]][0]);\n -1 * len:\n }\n vstack.push(yyval.\$);\n newState = table[stack[stack.length - 2]][stack[stack.length - 1]];\n lstack.push(yyval._\$);\n stack.push(newState);\n break;\n case 3:\n return true;\n $n \in \mathbb{N}$ generated by jison-lex 0.3.4 */\nvar lexer = (function(){\nvar lexer = ({\n\nEOF:1,\n\nparseError:function parseError(str, hash) {\n if (this.yy.parser) {\n this.yy.parser.parseError(str, hash);\n } else {\n throw new Error(str);\n $n = \frac{n}{n}$ (n/n// resets the lexer, sets new input/nsetInput:function (input, yy) (n this. more = this. backtrack = this.done = false; \n this.yy = yy \parallel this.yy \parallel { };\n this. input = input;\n this.yylineno = this.yyleng = $0;\n$ this.yytext = this.matched = this.match = ";nthis.conditionStack = first line: 1,\n first column: $0,\n$ last line: 1,\n ['INITIAL'];\n this.yylloc = $\{ \ n \}$ last column: 0\n };\n if (this.options.ranges) {\n this.yylloc.range = [0,0];\n }\n this.offset = 0:\n return this;n},n/n// consumes and returns one char from the input/ninput:function () {nvar ch = this. input[0];nthis.yytext += ch;\n this.yyleng++;\n this.offset++;\n this.match += ch;\n this.matched += ch;\n var lines = ch.match(/(?:\\r\\n?|\\n).*/g);\n if (lines) $\{ n \}$ this.yylineno++;\n }\n this.yylloc.last_line++;\n } else $\{ n \}$ this.yylloc.last_column++;\n if (this.options.ranges) {\n this.yylloc.range[1]++;\n }\n\n this._input = this._input.slice(1);\n return ch;\n $},n/n//$ unshifts one char (or a string) into the input/nunput:function (ch) $\{$ var len = ch.length;\n var lines = $ch.split(/(?:\langlen?\rangle)/g);\langlen\rangle$ this. input = ch + this. input;\n this.yytext = this.yytext.substr(0, this.yytext.length - len); \n //this.yyleng -= len;\n this.offset -= len; nvar oldLines = this.match.split(/(?:\\r\\n?|\\n)/g);\n this.match = this.match.substr(0, this.match.length - 1);nthis.matched = if (lines.length - 1) { \n this.matched.substr(0, this.matched.length - 1);\n\n this.yylineno -= lines.length -1;\n }\n var r = this.yylloc.range;\n\n this.yylloc = $\{ n \}$ first_line: this.yylloc.first_line,\n last_line: this.yylineno + $1,\n$ first_column: this.yylloc.first_column,\n last_column: lines ?\n (lines.length === oldLines.length ? this.yylloc.first_column : 0)\n + oldLines[oldLines.length lines.length].length - lines[0].length :\n this.yylloc.first_column - len\n ; n nif (this.options.ranges) {\n this.yylloc.range = [r[0], r[0] + this.yyleng - len];}\n this.yyleng = this.yytext.length;\n return this; $n = \frac{1}{n}$ when called from action, caches matched text and appends it on next action/nmore:function () {\n this._more = true;\n return this; \n }, $\n/$ / When called from action, signals the lexer that this rule fails to match the input, so the next matching rule (regex) should be tested instead. $\$ () {\n if (this.options.backtrack_lexer) {\n this._backtrack = true;\n } else $\{ n \}$ return this.parseError('Lexical error on line ' + (this.yylineno + 1) + '. You can only invoke reject() in the lexer when the lexer is of the backtracking persuasion (options.backtrack_lexer = true). $(n' + this.showPosition(), {n' + this.s$

text: "",ntoken: null,\n line: this.yylineno\n });\n\n }\n return this;\n , n/n// retain first n characters of the match/nless:function (n) /nthis.unput(this.match.slice(n));n},n/n//displays already matched input, i.e. for error messages\npastInput:function () {\n var past = this.matched.substr(0, this.matched.length - this.match.length);\n return (past.length > 20 ? '...':") + past.substr(-20).replace($(\n/g, ")"$); n }, n/n// displays upcoming input, i.e. for error messages/nupcomingInput:function () {\n var next = this.match;\n if (next.length < 20) {\n next += this._input.substr(0, 20-next.length);\n $return (next.substr(0,20) + (next.length > 20?'...':")).replace(/\n/g, \"\"); n }, n/n// displays the character in the character is the character in the character in the character is the character in the character in the character is the character in the character in the character is the character in the character in the character in the character is the character in the character in the character is the character in the character in the character in the character is the character in the char$ }\n position where the lexing error occurred, i.e. for error messages/nshowPosition:function () {\n var pre = this.pastInput();\n var c = new Array(pre.length + 1).join("-"); return pre + this.upcomingInput() + $\left(\frac{1}{n}\right)^{+} + c + \frac{n}{n}^{-}$, $\frac{1}{n}^{-}$ if token\ntest_match:function (match, indexed_rule) {\n var token,\n lines,\n backup;\n\n (this.options.backtrack_lexer) {\n // save context\n backup = $\{ n \}$ yylineno: this.yylineno,\n yylloc: $\{\n$ first_line: this.yylloc.first_line,\n last line: this.last line,\n last_column: this.yylloc.last_column\n first_column: this.yylloc.first_column,\n },\n yytext: this.yytext,\n match: this.match,\n matches: this.matches,\n matched: this.matched,\n yyleng: this.yyleng,\n offset: this.offset.\n _more: this._more,\n _input: this._input,\n yy: this.yy,\n conditionStack: this.conditionStack.slice(0),\n done: this.done\n };\n if (this.options.ranges) {\n backup.yylloc.range = this.yylloc.range.slice(0);\n }\n $\lambda n n$ lines = match[0].match(/($?:\langle n? \rangle)$, n if (lines) $\{ n \}$ this.yylineno += lines.length;\n }\n this.yylloc = $\{ n \}$ first_line: this.yylloc.last_line,\n last_line: this.yylineno + 1,\n first column: this.yylloc.last column,\n last column: lines ?\n lines[lines.length -1].length - lines[lines.length - 1].match(/r?)[0].length :\n this.yylloc.last_column + match[0].length n};\n this.yytext += match[0];\n this.match += match[0];\n this.matches = match;\n this.yyleng = this.yytext.length; \n if (this.options.ranges) {\n this.yylloc.range = [this.offset, this.offset += this.yyleng];\n }\n this._more = false; \n this._backtrack = false;\n this. input = this. input.slice(match[0].length);nthis.matched += match[0];\n token = this.performAction.call(this, this.yy, this, indexed rule, this.conditionStack[this.conditionStack.length - 1]);\n if (this.done && this._input) { \n this.done = false;nif (token) $\{ n \}$ }\n return token;\n } else if (this. backtrack) $\{\n$ // recover context\n for (var k in backup) $\{\n$ this[k] = backup[k];n}\n return false; // rule action called reject() implying the next rule should be tested instead.\n }\n if (this.done) {\n return this.EOF;\n }\n if (!this._input) {\n this.done = true;n}\n\n var token,\n match,\n tempMatch,\n index;\n if (!this._more) {\n this.yytext = ";\n this.match = ";\n }\n var rules = this._currentRules();\n for (var i = 0; i < rules.length; i++) {\n tempMatch = this._input.match(this.rules[rules[i]]);\n if (tempMatch && (!match || tempMatch[0].length > match[0].length)) {\n match = tempMatch;\n index = i;\n if token = this.test_match(tempMatch, rules[i]);\n if (token (this.options.backtrack_lexer) {\n $!== false) \{ \n$ return token;\n } else if (this._backtrack) {\n match = false;ncontinue; // rule action called reject() implying a rule MISmatch.\n } else $\{ n \}$ // else: this is a lexer rule which consumes input without producing a token (e.g. whitespace)\n return false;\n }\n } else if (!this.options.flex) {nbreak;\n }\n }\n }\n if (match) $\{\n$ token = this.test_match(match, rules[index]);\n if (token !== false) {\n return token;\n }\n // else: this is a lexer rule which consumes input without producing a token (e.g. whitespace)\n return false;\n }\n if (this._input === \"\") {\n return this.EOF;\n } else {nreturn this.parseError('Lexical error on line ' + (this.yylineno + 1) + '. Unrecognized text.\\n' + this.showPosition(), $\{\n$ text: "", ntoken: null,nline: this.yylineno\n });\n var r = this.next(); nif (r) $\{ n \}$ return r;\n } else {\n return this.lex();nn, n/n// activates a new lexer condition state (pushes the

new lexer condition state onto the condition stack) hegin: function begin(condition) {nthis.conditionStack.push(condition); $n = \frac{1}{2}, n/n/2$ pop the previously active lexer condition state off the condition var n = this.conditionStack.length - 1;\n stack\npopState:function popState() {\n if $(n > 0) \{ \ n \}$ return this.conditionStack.pop();\n return this.conditionStack[0];\n $else \{ n \}$ n, n/n// produce the lexer rule set which is active for the currently active lexer condition state\n_currentRules:function _currentRules() {\n if (this.conditionStack.length && this.conditionStack[this.conditionStack.length - 1]) {\n return this.conditions[this.conditionStack[this.conditionStack.length - 1]].rules;\n $else \{ n \}$ return this.conditions[\"INITIAL\"].rules;\n n, n/n// return the currently active lexer condition state; when an index argument is provided it produces the N-th previous condition state, if available\ntopState:function topState(n) n = this.conditionStack.length - 1 - Math.abs(n || 0); n{\n if $(n \ge 0) \{ \mid n \}$ return n, n/n// alias for this.conditionStack[n];\n } else {\n return \"INITIAL\";\n begin(condition)\npushState:function pushState(condition) {\n this.begin(condition);n},n/n// return the number of states currently on the stack\nstateStackSize:function stateStackSize() {\n return this.conditionStack.length;\n },\noptions: { },\nperformAction: function anonymous(yy,yy_,\$avoiding_name_collisions,YY_START) {\nvar YYSTATE=YY START;\nswitch(\$avoiding name collisions) {\ncase 0:/* skip whitespace */\nbreak;\ncase 1:return 6\nbreak;\ncase 2:yy_.yytext = yy_.yytext.substr(1,yy_.yyleng-2); return 4\nbreak;\ncase 3:return 17\nbreak;\ncase 4:return 18\nbreak;\ncase 5:return 23\nbreak;\ncase 6:return 24\nbreak;\ncase 7:return 22\nbreak;\ncase 8:return 21\nbreak;\ncase 9:return 10\nbreak;\ncase 10:return 11\nbreak;\ncase 11:return 8\nbreak;\ncase 12:return 14\nbreak;\ncase 13:return 'INVALID'\nbreak;\n},\nrules: [/^(?:\\s+)/,/^(?:(-?([0-9]][1- $9[0-9]+)((.[0-9]+)?([eE][-+]?[0-9]+)?(b)//^(?:'(?:\\\\[\\\\"bfnrt/]\\\u[a-fA-F0-9]{4}][^\\\\\0-\\x09\\x0a-$ \\x1f\"])*\"),/^(?:\\{)/,/^(?:\\{)/,/^(?:\\{)/,/^(?:\\[)/,/^(?:\\[)/,/^(?:\\[)/,/^(?:true\\b)/,/^(?:false\\b)/,/^(?:null\\b)/,/^(?:\$)/,/^(?: .)/],nconditions: {\"INITIAL\":{\"rules\":[0,1,2,3,4,5,6,7,8,9,10,11,12,13],\"inclusive\":true}}\n});\nreturn $lexer;\n\})();\nparser.lexer = lexer;\nfunction Parser () {\n this.yy = {};\n}\nparser.prototype = parser;\nparser.Parser$ = Parser;\nreturn new Parser;\n})();\n\nif (typeof require !== 'undefined' && typeof exports !== 'undefined') {\nexports.parser = parser;\nexports.Parser = parser;\nexports.parse = function () { return parser.parse.apply(parser, arguments); };\n}\n","import ParsingError from './error/parsing_error';\nimport jsonlint from '@mapbox/jsonlint-lines-primitives';\n\nexport default function readStyle(style) {\n if (style instanceof String || typeof style === 'string' || style instance of Buffer) {\n try {\n return jsonlint.parse(style.toString());\n } catch (e) {\n throw new ParsingError(e);\n $n \geq n n$ style;\n}\n","\nimport validateStyleMin from './validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from './read style';\n\n/**\n * Validate a Mapbox GL style against the style specification.\n *\n * @private\n * @alias validate\n * @param {Object|String|Buffer} style The style to be validated. If a `String`\n * or `Buffer` is provided, the returned errors will contain line numbers.\n * @param {Object} [styleSpec] The style specification to validate against.\n * If omitted, the spec version is inferred from the stylesheet.\n * @returns $Array < ValidationError | ParsingError > \n * @example n * var validate = require('mapbox-gl-style$ spec').validate;n * var style = fs.readFileSync('./style.json', 'utf8'); n * var errors = validate(style); n */nnexportdefault function validateStyle(style, styleSpec = v8) { $\ln \text{ let } s = \text{style}; \ln try }$ s = readStyle(s); n } catch return [e];n n return validateStyleMin(s, styleSpec);n nexport const source = (e) {\n validateStyleMin.source;\nexport const light = validateStyleMin.light;\nexport const layer = validateStyleMin.layer;\nexport const filter = validateStyleMin.filter;\nexport const paintProperty = validateStyleMin.paintProperty;\nexport const layoutProperty = validateStyleMin.layoutProperty;\n","// @flow\n\nimport validateStyle from './validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from './read_style';\nimport ValidationError from './error/validation_error';\nimport getType from './util/get_type';\n\nconst SUPPORTED_SPEC_VERSION = 8;\nconst MAX_SOURCES_IN_STYLE = 15;\n\nfunction isValid(value: ?string, regex: RegExp): boolean {\n if (!value || getType(value) !== 'string') return true;\n return !!value.match(regex);\n\nnfunction getSourceCount(source: Object): number {\n if (source.url) $\{ n \}$ return source.url.split(',').length;n else {nreturn 0; $n \geq n \leq n \leq 0$

 $Object, keys: Array<*>, path: ?string): Array<?ValidationError> {\n const allowed = new Set(keys);\n const errors = [];\n Object.keys(obj).forEach(k => {\n if (!allowed.has(k)) {\n const prop = path ? `` {path}.${k}`: null;\n errors.push(new ValidationError(prop, obj[k], `Unsupported property \"${k}\"`));\n errors.push(new ValidationError(prop, obj[k], `Unsupported property \"${k} }$

mapbox://mapbox.abcd1234,penny.abcd1234,n */n const sourceUrlPattern = /^mapbox:\\/\/([^]*)\$/;\n if (!isValid(source.url, sourceUrlPattern)) {\n errors.push(new ValidationError(`sources[\${i}]`, source.url, 'Source url must be a valid Mapbox tileset url'));n n return errors;n n-function getSourcesErrors(sources: Object): $Array < ?ValidationError > \{ n const errors = []; n let count = 0; n Object.keys(sources).forEach((s: string, i: n)) | n$ number) => $\{ n \}$ const sourceErrors = getSourceErrors(sources[s], i);\n\n // If source has errors, skip if (!sourceErrors.length) {\n counting\n count = count + getSourceCount(sources[s]);\n $\lambda n n$ errors.push(...sourceErrors);\n });\n\n if (count > MAX_SOURCES_IN_STYLE) {\n errors.push(new ValidationError('sources', null, `Styles must contain \${MAX SOURCES IN STYLE} or fewer sources`));\n \n\n return errors;\n\n\nfunction getRootErrors(style: Object, specKeys: Array<any>): Array<?ValidationError> $\ln \text{ const errors} = \prod \ln /* \ln /* \ln \text{ states}$ * API. Values on stylesheet on POST or PATCH will be ignored: \"owner\",\n * \"id\", \"cacheControl\", \"draft\", \"created\", \"modified\"\n *\n * The following keys are optional. The Mapbox Styles API respects value on\n * stylesheet on PATCH, but ignores the value on POST: "visibility" n */n const optionalRootProperties = [n

 $mapbox://fonts/mapbox/{fontstack}/{range}.pbf\n */\n const glyphUrlPattern =$

 $/^{mapbox:}///fonts//([^/]*)//fontstack}//frange}.pbf$/;\n if (!isValid(style.glyphs, glyphUrlPattern)) {\n}$ errors.push(new ValidationError('glyphs', style.glyphs, 'Styles must reference glyphs hosted by Mapbox'));n n^{n} /*\n *\"sprite\" is optional. If present, valid examples:\n * mapbox://sprites/penny/abcd1234\n mapbox://sprites/mapbox/abcd1234/draft\n * mapbox://sprites/cyrus/abcd1234/abcd1234\n */\n const $spriteUrlPattern = /^{mapbox:} (([^/]*)) (([$ errors.push(new ValidationError('sprite', style.sprite, 'Styles must reference sprites hosted by Mapbox'));\n {\n $\lambda n / * n$ * \"visibility\" is optional. If present, valid examples:\n * \"private\"\n * \"public\"\n */\n const visibilityPattern = $/^{(public|private)}/$; n if (!isValid(style.visibility, visibilityPattern)) {\n errors.push(new ValidationError('visibility', style.visibility, 'Style visibility must be public or private'));\n }\n compatibility with the Mapbox Styles API. $n * @ param {Object} style The style to be validated.<math>n * @ returns$ $Array < ValidationError > \n & @example \n & var validateMapboxApiSupported = require('mapbox-gl-style$ spec/lib/validate_style_mapbox_api_supported.js');\n * var errors = validateMapboxApiSupported(style);\n */nexport default function validateMapboxApiSupported(style: Object): Array<?ValidationError> {\n let s = style; $n try {n$ s = readStyle(s); n} catch (e) {\n return [e];n }n = validateStyle(s, v8).concat(getRootErrors(s, Object.keys(v8.\$root)));\n\n if (s.sources) {\n errors =

errors.concat(getSourcesErrors(s.sources));\n }\n\n return errors;\n}\n","// @flow\n\ntype ExpressionType = 'data-driven' | 'cross-faded' | 'cross-faded-data-driven' | 'color-ramp' | 'data-constant' | 'constant';\ntype ExpressionParameters = Array<'zoom' | 'feature' | 'feature-state' | 'heatmap-density' | 'line-progress'>;\n\ntype ExpressionSpecification = {\n interpolated: boolean,\n parameters: ExpressionParameters\n}\n\nexport type StylePropertySpecification = $\{\n type: 'number', n 'property-type': ExpressionType, n expression?:$ $ExpressionSpecification, \n transition: boolean, \n default?: number \n \} | \{\n type: 'string', \n 'property-type': number \n \} | (n type) |$ ExpressionType,\n expression?: ExpressionSpecification,\n transition: boolean,\n default?: string,\n tokens?: $boolean \ | \{ n type: boolean', n 'property-type': ExpressionType, n expression?: ExpressionSpecification, n (n type) \ | n type \$ transition: boolean, h default?: boolean, $| \{ n \text{ type: 'enum', } n \text{ 'property-type': ExpressionType, } n \}$ expression?: ExpressionSpecification, $n = \frac{[: string]}{[: string]}$ $\ln type: color', n'property-type': ExpressionType, n'expressionSpecification, n'transition:$ boolean, n default?: string, n overridable: boolean, $| \{ n \text{ type: 'array', n value: 'number', n 'property-type': } \}$ ExpressionType,n expression?: ExpressionSpecification,n length?: number,n transition: boolean,ndefault?: $Array < number > n \} | \{ n type: 'array', n value: 'string', n 'property-type': ExpressionType, n 'property-t$ expression?: ExpressionSpecification,\n length?: number,\n transition: boolean,\n default?: Array<string>\n};\n\nimport v8 from './reference/v8.json';\nimport latest from './reference/latest';\nimport format from './format';\nimport migrate from './migrate';\nimport composite from './composite';\nimport derefLayers from './deref';\nimport diff from './diff;\nimport ValidationError from './error/validation_error';\nimport ParsingError from './error/parsing_error';\nimport {StyleExpression, isExpression, createExpression, createPropertyExpression, normalizePropertyExpression, ZoomConstantExpression, ZoomDependentExpression, StylePropertyFunction} from './expression';\nimport featureFilter, {isExpressionFilter} from './feature_filter';\n\nimport convertFilter from './feature filter/convert';\nimport Color from './util/color';\nimport {createFunction, isFunction} from './function';\nimport convertFunction from './function/convert';\nimport {eachSource, eachLayer, eachProperty} from './visit';\n\nimport validate from './validate_style';\nimport validateMapboxApiSupported from '.validate mapbox api supported';\n\nconst expression = {\n StyleExpression,\n isExpression,\n isExpressionFilter,\n createExpression,\n createPropertyExpression,\n normalizePropertyExpression,\n $\ln \text{ convertFunction}, \text{ createFunction}, \text{ isFunction}, \text{ ;} \text{ convertFunction}, \text{ createFunction}, \text{ createFunction}$ eachProperty};\n\nexport {\n v8,\n latest,\n format,\n migrate,\n composite,\n derefLayers,\n diff,\n ValidationError,\n ParsingError,\n expression,\n featureFilter,\n convertFilter,\n Color,\n styleFunction as function, $\ validate, validateMapboxApiSupported, visit, ; n, validate.parsed =$ validate;\nvalidate.latest =

validate;\n"],"names":["sortKeysBy","obj","reference","const","result","key","undefined","format","style","space"," \$root","layers","map","layer","stringifyPretty","indent","global","this","require\$\$0","require\$\$1","getPropertyRefer ence", "propertyName", "let", "i", "Reference", "layout", "length", "paint", "eachSource", "callback", "k", "sources", "eachL ayer","eachProperty","options","inner","propertyType","properties","Object","keys","forEach","path","id","value"," set","x","eachLayout","indexOf","eachPaint","resolveConstant","constants","isFunction","Array","isArray","stops", "renameProperty", "from", "to", "version", "source", "type", "url", "coordinates", "coord", "reverse", "property", "stop", "mi grateFontstackURL","input","inputParsed","URL","parse","inputPathnameParts","pathname","split","protocol","hos tname","glyphs","migrateFontStack","font","splitAndTrim","string","s","trim","Error","firstSymbolLayer","symbol Layers","splice","concat","output","inputs","ParsingError","message","super","Scope","parent","bindings","name"," expression","get","has","NullType","kind","NumberType","StringType","BooleanType","ColorType","ObjectType" ,"ValueType","ErrorType","CollatorType","FormattedType","ResolvedImageType","array","itemType","N","toStri ng", "valueMemberTypes", "checkSubtype", "expected", "t", "memberType", "isValidType", "provided", "allowedTypes ","some","isValidNativeType","Color","r","g","b","a","rgba","parseCSSColor","toArray","Math","round","black"," white","transparent","red","Collator","caseSensitive","diacriticSensitive","locale","sensitivity","collator","Intl","usa ge","compare","lhs","rhs","resolvedLocale","resolvedOptions","FormattedSection","text","image","scale","fontStac k","textColor","Formatted","sections","fromString","unformatted","isEmpty","section","factory","join","serialize"," serialized","push","ResolvedImage","available","validateRGBA","isValue","mixed","item","typeOf","String","JSO N","stringify","Literal","args","context","error","expectedType","evaluate","eachChild","outputDefined","Runtime Error", "toJSON", "types", "number", "boolean", "object", "Assertion", "floor", "parsed", "ctx", "fn", "every", "arg", "Format Expression","firstArg","nextTokenMayBeObject","lastExpression","content","evaluateSection","evaluatedContent",

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AAS,CAAC,EAAE;EACrC,EAAE,QAAQ,OAAO,CAAC;EACIB,IAAI,KAAK,QAAQ;EACjB,MAAM,OAAO,CA AC,CAAC;AACf;EACA,IAAI,KAAK,SAAS;EACIB,MAAM,OAAO,CAAC,GAAG,MAAM,GAAG,OAAO,CAA C;AACIC;EACA,IAAI,KAAK,QAAQ;EACjB,MAAM,OAAO,QAAQ,CAAC,CAAC,CAAC,GAAG,CAAC,GAA G,EAAE,CAAC;AACIC;EACA,IAAI;EACJ,MAAM,OAAO,EAAE,CAAC;EAChB,GAAG;EACH,CAAC,CAAC; G,GAAG,GAAG,IAAI,GAAG,CAAC;EACnB,EAAE,EAAE,GAAG,EAAE,IAAI,GAAG,CAAC;EACjB,EAAE,I AAI,GAAG,KAAK,IAAI,EAAE;EACpB,IAAI,GAAG,GAAG,SAAS,CAAC;EACpB,GAAG;AACH;EACA,EAA E,IAAI,OAAO,GAAG,KAAK,QAAQ,EAAE;EAC/B,IAAI,OAAO,MAAM,CAAC,IAAI,CAAC,GAAG,CAAC,C AAC,GAAG,CAAC,SAAS,CAAC,EAAE;EAC5C,MAAM,IAAI,EAAE,GAAG,kBAAkB,CAAC,kBAAkB,CAAC, CAAC,CAAC,CAAC,GAAG,EAAE,CAAC;EAC9D,MAAM,IAAI,KAAK,CAAC,OAAO,CAAC,GAAG,CAAC,C AAC,CAAC,CAAC,EAAE;EACjC,QAAQ,OAAO,GAAG,CAAC,CAAC,CAAC,CAAC,GAAG,CAAC,SAAS,CA EAChE,SAAS,CAAC,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC;EACrB,OAAO,MAAM;EACb,QAAQ,OAAO,E O;EACP,KAAK,CAAC,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC;AACjB;EACA,GAAG;AACH;EACA,EAAE,I AAI,CAAC,IAAI,IAAE,OAAO,EAAE,GAAC;EACvB,EAAE,OAAO,kBAAkB,CAAC,kBAAkB,CAAC,IAAI,CA AC,CAAC,GAAG,EAAE;EAC1D,SAAS,kBAAkB,CAAC,kBAAkB,CAAC,GAAG,CAAC,CAAC,CAAC;EACrD, CAAC;;;;AC/DD,AACA;EACA,cAAc,GAAG,aAAa,GAAGC,MAAmB,CAAC;EACrD,cAAc,GAAG,iBAAiB,GA AGC,MAAmB;;;;;;;ECuBxD,SAAa,GAAG,QAAQ,CAAC;EACzB,WAAe,GAAG,UAAU,CAAC;EAC7B,iBAAqB ,GAAG,gBAAgB,CAAC;EACzC,YAAc,GAAG,SAAS,CAAC;AAC3B;EACA,SAAW,GAAG,GAAG,CAAC;AA CIB;EACA,SAAS,GAAG,GAAG;EACf,EAAE,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC;EACvB,EAAE,IAAI,CA AC,OAAO,GAAG,IAAI,CAAC;EACtB,EAAE,IAAI,CAAC,IAAI,GAAG,IAAI,CAAC;EACnB,EAAE,IAAI,CAA C,IAAI,GAAG,IAAI,CAAC;EACnB,EAAE,IAAI,CAAC,IAAI,GAAG,IAAI,CAAC;EACnB,EAAE,IAAI,CAAC, QAAQ,GAAG,IAAI,CAAC;EACvB,EAAE,IAAI,CAAC,IAAI,GAAG,IAAI,CAAC;EACnB,EAAE,IAAI,CAAC, MAAM,GAAG,IAAI,CAAC;EACrB,EAAE,IAAI,CAAC,KAAK,GAAG,IAAI,CAAC;EACpB,EAAE,IAAI,CAAC ,QAAQ,GAAG,IAAI,CAAC;EACvB,EAAE,IAAI,CAAC,IAAI,GAAG,IAAI,CAAC;EACnB,EAAE,IAAI,CAAC,I AAI,GAAG,IAAI,CAAC;EACnB,CAAC;AACD;EACA;AACA;EACA;EACA;EACA,IAAI,eAAe,GAAG,mBAA mB;EACzC,IAAI,WAAW,GAAG,UAAU;AAC5B;EACA;EACA,IAAI,iBAAiB,GAAG,oCAAoC;AAC5D;EACA; AE,IAAI,EAAE,IAAI,EAAE,IAAI,CAAC;AACxD;EACA;EACA,IAAI,MAAM,GAAG,CAAC,GAAG,EAAE,GA AG,EAAE,GAAG,EAAE,IAAI,EAAE,GAAG,EAAE,GAAG,CAAC,CAAC,MAAM,CAAC,MAAM,CAAC;AAC 3D;EACA;EACA,IAAI,UAAU,GAAG,CAAC,IAAI,CAAC,CAAC,MAAM,CAAC,MAAM,CAAC;EACtC;EACA ;EACA;EACA;EACA,IAAI,YAAY,GAAG,CAAC,GAAG,EAAE,GAAG,EAAE,GAAG,EAAE,GAAG,EAAE,GA AG,CAAC,CAAC,MAAM,CAAC,UAAU,CAAC;EAC/D,IAAI,eAAe,GAAG,CAAC,GAAG,EAAE,GAAG,EAAE ,GAAG,CAAC;EACrC,IAAI,cAAc,GAAG,GAAG;EACxB,IAAI,mBAAmB,GAAG,wBAAwB;EAClD,IAAI,iBA AiB,GAAG,8BAA8B;EACtD;EACA,IAAI,cAAc,GAAG;EACrB,MAAM,YAAY,EAAE,IAAI;EACxB,MAAM,aA Aa,EAAE,IAAI;EACzB,KAAK;EACL;EACA,IAAI,gBAAgB,GAAG;EACvB,MAAM,YAAY,EAAE,IAAI;EACx B,MAAM,aAAa,EAAE,IAAI;EACzB,KAAK;EACL;EACA,IAAI,eAAe,GAAG;EACtB,MAAM,MAAM,EAAE,I AAI;EACIB,MAAM,OAAO,EAAE,IAAI;EACnB,MAAM,KAAK,EAAE,IAAI;EACjB,MAAM,QAAQ,EAAE,IA AI;EACpB,MAAM,MAAM,EAAE,IAAI;EAClB,MAAM,OAAO,EAAE,IAAI;EACnB,MAAM,QAAQ,EAAE,IA AI;EACpB,MAAM,MAAM,EAAE,IAAI;EAClB,MAAM,SAAS,EAAE,IAAI;EACrB,MAAM,OAAO,EAAE,IAAI ;EACnB,KACwC,CAAC;AACzC;EACA,SAAS,QAAQ,CAAC,GAAG,EAAE,gBAAgB,EAAE,iBAAiB,EAAE;E AC5D,EAAE,IAAI,GAAG,IAAI,IAAI,CAAC,QAAQ,CAAC,GAAG,CAAC,IAAI,GAAG,YAAY,GAAG,IAAE,O AAO,GAAG,GAAC;AACIE;EACA,EAAE,IAAI,CAAC,GAAG,IAAI,GAAG,CAAC;EACIB,EAAE,CAAC,CAA C,KAAK,CAAC,GAAG,EAAE,gBAAgB,EAAE,iBAAiB,CAAC,CAAC;EACpD,EAAE,OAAO,CAAC,CAAC;EA CX,CAAC;AACD;EACA,GAAG,CAAC,SAAS,CAAC,KAAK,GAAG,SAAS,GAAG,EAAE,gBAAgB,EAAE,iBA AiB,EAAE;EACzE,EAAE,IAAI,CAAC,IAAI,CAAC,QAAQ,CAAC,GAAG,CAAC,EAAE;EAC3B,IAAI,MAAM,I AAI,SAAS,CAAC,wCAAwC,GAAG,OAAO,GAAG,CAAC,CAAC;EAC/E,GAAG;AACH;EACA;EACA;EACA;

EACA,EAAE,IAAI,UAAU,GAAG,GAAG,CAAC,OAAO,CAAC,GAAG,CAAC;EACnC,MAAM,QAAQ;EACd,U AAU,CAAC,UAAU,KAAK,CAAC,CAAC,IAAI,UAAU,GAAG,GAAG,CAAC,OAAO,CAAC,GAAG,CAAC,IAA I,GAAG,GAAG,GAAG;EAC1E,MAAM,MAAM,GAAG,GAAG,CAAC,KAAK,CAAC,QAAQ,CAAC;EACIC,M CAAC,CAAC,OAAO,CAAC,UAAU,EAAE,GAAG,CAAC,CAAC;EACjD,EAAE,GAAG,GAAG,MAAM,CAAC,I AAI,CAAC,QAAQ,CAAC,CAAC;AAC9B;EACA,EAAE,IAAI,IAAI,GAAG,GAAG,CAAC;AACjB;EACA;EAC A;EACA,EAAE,IAAI,GAAG,IAAI,CAAC,IAAI,EAAE,CAAC;AACrB;EACA,EAAE,IAAI,CAAC,iBAAiB,IAAI, GAAG,CAAC,KAAK,CAAC,GAAG,CAAC,CAAC,MAAM,KAAK,CAAC,EAAE;EACzD;EACA,IAAI,IAAI,UA AU,GAAG,iBAAiB,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;EACID,IAAI,IAAI,UAAU,EAAE;EACpB,MAAM,I AAI,CAAC,IAAI,GAAG,IAAI,CAAC;EACvB,MAAM,IAAI,CAAC,IAAI,GAAG,IAAI,CAAC;EACvB,MAAM,I AAI,CAAC,QAAQ,GAAG,UAAU,CAAC,CAAC,CAAC,CAAC;EACpC,MAAM,IAAI,UAAU,CAAC,CAAC,CA AC,EAAE;EACzB,QAAQ,IAAI,CAAC,MAAM,GAAG,UAAU,CAAC,CAAC,CAAC,CAAC;EACpC,QAAQ,IAA I,gBAAgB,EAAE;EAC9B,UAAU,IAAI,CAAC,KAAK,GAAG,WAAW,CAAC,KAAK,CAAC,IAAI,CAAC,MAA M,CAAC,MAAM,CAAC,CAAC,CAAC,CAAC,CAAC;EAChE,SAAS,MAAM;EACf,UAAU,IAAI,CAAC,KAAK, AAI,gBAAgB,EAAE;EACnC,QAAQ,IAAI,CAAC,MAAM,GAAG,EAAE,CAAC;EACzB,QAAQ,IAAI,CAAC,K AAK,GAAG,EAAE,CAAC;EACxB,OAAO;EACP,MAAM,OAAO,IAAI,CAAC;EAClB,KAAK;EACL,GAAG;AA CH;EACA,EAAE,IAAI,KAAK,GAAG,eAAe,CAAC,IAAI,CAAC,IAAI,CAAC,CAAC;EACzC,EAAE,IAAI,KAA K,EAAE;EACb,IAAI,KAAK,GAAG,KAAK,CAAC,CAAC,CAAC,CAAC;EACrB,IAAI,IAAI,UAAU,GAAG,KA AK,CAAC,WAAW,EAAE,CAAC;EACzC,IAAI,IAAI,CAAC,QAAQ,GAAG,UAAU,CAAC;EAC/B,IAAI,IAAI,G ACA;EACA;EACA,EAAE,IAAI,iBAAiB,IAAI,KAAK,IAAI,IAAI,CAAC,KAAK,CAAC,sBAAsB,CAAC,EAAE; EACxE,IAAI,IAAI,OAAO,GAAG,IAAI,CAAC,MAAM,CAAC,CAAC,EAAE,CAAC,CAAC,KAAK,IAAI,CAAC; EAC7C,IAAI,IAAI,OAAO,IAAI,EAAE,KAAK,IAAI,gBAAgB,CAAC,KAAK,CAAC,CAAC,EAAE;EACxD,MA AM,IAAI,GAAG,IAAI,CAAC,MAAM,CAAC,CAAC,CAAC,CAAC;EAC5B,MAAM,IAAI,CAAC,OAAO,GAAG ,IAAI,CAAC;EAC1B,KAAK;EACL,GAAG;AACH;EACA,EAAE,IAAI,CAAC,gBAAgB,CAAC,KAAK,CAAC;E AC9B,OAAO,OAAO,KAAK,KAAK,IAAI,CAAC,eAAe,CAAC,KAAK,CAAC,CAAC,CAAC,EAAE;AACvD;EA ;EACA,IAAI,IAAI,OAAO,GAAG,CAAC,CAAC,CAAC;EACrB,IAAI,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE, CAAC,GAAG,eAAe,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;EACrD,MAAM,IAAI,GAAG,GAAG,IAAI,CA ,KAAK,OAAO,KAAK,CAAC,CAAC,IAAI,GAAG,GAAG,OAAO,CAAC;EACzD,UAAQ,OAAO,GAAG,GAAG, GAAC;EACtB,KAAK;AACL;EACA;EACA;EACA,IAAI,IAAI,IAAI,EAAE,MAAM,CAAC;EACrB,IAAI,IAAI,O AAO,KAAK,CAAC,CAAC,EAAE;EACxB;EACA,MAAM,MAAM,GAAG,IAAI,CAAC,WAAW,CAAC,GAAG, CAAC,CAAC;EACrC,KAAK,MAAM;EACX;EACA;EACA,MAAM,MAAM,GAAG,IAAI,CAAC,WAAW,CAAC ,GAAG,EAAE,OAAO,CAAC,CAAC;EAC9C,KAAK;AACL;EACA;EACA;EACA,IAAI,IAAI,MAAM,KAAK,C AAC,CAAC,EAAE;EACvB,MAAM,IAAI,GAAG,IAAI,CAAC,KAAK,CAAC,CAAC,EAAE,MAAM,CAAC,CA AC;EACnC,MAAM,IAAI,GAAG,IAAI,CAAC,KAAK,CAAC,MAAM,GAAG,CAAC,CAAC,CAAC;EACpC,MA AM,IAAI,CAAC,IAAI,GAAG,kBAAkB,CAAC,IAAI,CAAC,CAAC;EAC3C,KAAK;AACL;EACA;EACA,IAAI, OAAO,GAAG,CAAC,CAAC,CAAC;EACjB,IAAI,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,YA AY,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;EACID,MAAM,IAAI,GAAG,GAAG,IAAI,CAAC,OAAO,CAAC ,YAAY,CAAC,CAAC,CAAC,CAAC,CAAC;EAC9C,MAAM,IAAI,GAAG,KAAK,CAAC,CAAC,KAAK,OAAO, KAAK,CAAC,CAAC,IAAI,GAAG,GAAG,OAAO,CAAC;EACzD,UAAQ,OAAO,GAAG,GAAG,GAAC;EACtB, KAAK;EACL;EACA,IAAI,IAAI,OAAO,KAAK,CAAC,CAAC;EACtB,QAAM,OAAO,GAAG,IAAI,CAAC,MAA M,GAAC;AAC5B;EACA,IAAI,IAAI,CAAC,IAAI,GAAG,IAAI,CAAC,KAAK,CAAC,CAAC,EAAE,OAAO,CAA C,CAAC;EACvC,IAAI,IAAI,GAAG,IAAI,CAAC,KAAK,CAAC,OAAO,CAAC,CAAC;AAC/B;EACA;EACA,IA AI,IAAI,CAAC,SAAS,EAAE,CAAC;AACrB;EACA;EACA;EACA,IAAI,IAAI,CAAC,QAAQ,GAAG,IAAI,CAA C,QAAQ,IAAI,EAAE,CAAC;AACxC;EACA;EACA;EACA,IAAI,IAAI,YAAY,GAAG,IAAI,CAAC,QAAQ,CAA

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AE,IAAI,SAAS,EAAE;EACjB,IAAI,MAAM,CAAC,QAAQ,GAAG,EAAE,CAAC;EACzB,IAAI,MAAM,CAAC,I AAI,GAAG,IAAI,CAAC;EACvB,IAAI,IAAI,MAAM,CAAC,IAAI,EAAE;EACrB,MAAM,IAAI,OAAO,CAAC,C AAC,CAAC,KAAK,EAAE,IAAE,OAAO,CAAC,CAAC,CAAC,GAAG,MAAM,CAAC,IAAI,GAAC;EACtD,aAA W,OAAO,CAAC,OAAO,CAAC,MAAM,CAAC,IAAI,CAAC,GAAC;EACxC,KAAK;EACL,IAAI,MAAM,CAAC ,IAAI,GAAG,EAAE,CAAC;EACrB,IAAI,IAAI,QAAQ,CAAC,QAAQ,EAAE;EAC3B,MAAM,QAAQ,CAAC,QA AQ,GAAG,IAAI,CAAC;EAC/B,MAAM,QAAQ,CAAC,IAAI,GAAG,IAAI,CAAC;EAC3B,MAAM,IAAI,QAAQ, CAAC,IAAI,EAAE;EACzB,QAAQ,IAAI,OAAO,CAAC,CAAC,CAAC,KAAK,EAAE,IAAE,OAAO,CAAC,CAA C,CAAC,GAAG,QAAQ,CAAC,IAAI,GAAC;EAC1D,eAAa,OAAO,CAAC,OAAO,CAAC,QAAQ,CAAC,IAAI,C AAC,GAAC;EAC5C,OAAO;EACP,MAAM,QAAQ,CAAC,IAAI,GAAG,IAAI,CAAC;EAC3B,KAAK;EACL,IAA I,UAAU,GAAG,UAAU,KAAK,OAAO,CAAC,CAAC,CAAC,KAAK,EAAE,IAAI,OAAO,CAAC,CAAC,CAAC,K AAK,EAAE,CAAC,CAAC;EACxE,GAAG;AACH;EACA,EAAE,IAAI,QAAQ,EAAE;EAChB;EACA,IAAI,MAA M,CAAC,IAAI,GAAG,CAAC,QAAQ,CAAC,IAAI,IAAI,QAAQ,CAAC,IAAI,KAAK,EAAE;EACxD,kBAAkB,Q AAQ,CAAC,IAAI,GAAG,MAAM,CAAC,IAAI,CAAC;EAC9C,IAAI,MAAM,CAAC,QAAQ,GAAG,CAAC,QAA Q,CAAC,QAAQ,IAAI,QAAQ,CAAC,QAAQ,KAAK,EAAE;EACpE,sBAAsB,QAAQ,CAAC,QAAQ,GAAG,MA AM,CAAC,QAAQ,CAAC;EAC1D,IAAI,MAAM,CAAC,MAAM,GAAG,QAAQ,CAAC,MAAM,CAAC;EACpC,I AAI,MAAM,CAAC,KAAK,GAAG,QAAQ,CAAC,KAAK,CAAC;EACIC,IAAI,OAAO,GAAG,OAAO,CAAC;EA CtB;EACA,GAAG,MAAM,IAAI,OAAO,CAAC,MAAM,EAAE;EAC7B;EACA;EACA,IAAI,IAAI,CAAC,OAAO, IAAE,OAAO,GAAG,EAAE,GAAC;EAC/B,IAAI,OAAO,CAAC,GAAG,EAAE,CAAC;EACIB,IAAI,OAAO,GAA G,OAAO,CAAC,MAAM,CAAC,OAAO,CAAC,CAAC;EACtC,IAAI,MAAM,CAAC,MAAM,GAAG,QAAQ,CAA C,MAAM,CAAC;EACpC,IAAI,MAAM,CAAC,KAAK,GAAG,QAAQ,CAAC,KAAK,CAAC;EAClC,GAAG,MA AM,IAAI,CAAC,IAAI,CAAC,iBAAiB,CAAC,QAAQ,CAAC,MAAM,CAAC,EAAE;EACvD;EACA;EACA;EAC A,IAAI,IAAI,SAAS,EAAE;EACnB,MAAM,MAAM,CAAC,QAAQ,GAAG,MAAM,CAAC,IAAI,GAAG,OAAO, CAAC,KAAK,EAAE,CAAC;EACtD;EACA;EACA;EACA,MAAM,IAAI,UAAU,GAAG,MAAM,CAAC,IAAI,IA AI,MAAM,CAAC,IAAI,CAAC,OAAO,CAAC,GAAG,CAAC,GAAG,CAAC;EACIE,uBAAuB,MAAM,CAAC,IA AI,CAAC,KAAK,CAAC,GAAG,CAAC,GAAG,KAAK,CAAC;EACtD,MAAM,IAAI,UAAU,EAAE;EACtB,QAA Q,MAAM,CAAC,IAAI,GAAG,UAAU,CAAC,KAAK,EAAE,CAAC;EACzC,QAAQ,MAAM,CAAC,IAAI,GAAG, MAAM,CAAC,QAAQ,GAAG,UAAU,CAAC,KAAK,EAAE,CAAC;EAC3D,OAAO;EACP,KAAK;EACL,IAAI,M AAM,CAAC,MAAM,GAAG,QAAQ,CAAC,MAAM,CAAC;EACpC,IAAI,MAAM,CAAC,KAAK,GAAG,QAAQ, CAAC,KAAK,CAAC;EACIC;EACA,IAAI,IAAI,CAAC,IAAI,CAAC,MAAM,CAAC,MAAM,CAAC,QAAQ,CA AC,IAAI,CAAC,IAAI,CAAC,MAAM,CAAC,MAAM,CAAC,MAAM,CAAC,EAAE;EACtE,MAAM,MAAM,CA AC,IAAI,GAAG,CAAC,MAAM,CAAC,QAAQ,GAAG,MAAM,CAAC,QAAQ,GAAG,EAAE;EAC3D,qBAAqB, MAAM,CAAC,MAAM,GAAG,MAAM,CAAC,MAAM,GAAG,EAAE,CAAC,CAAC;EACzD,KAAK;EACL,IAAI ,MAAM,CAAC,IAAI,GAAG,MAAM,CAAC,MAAM,EAAE,CAAC;EACIC,IAAI,OAAO,MAAM,CAAC;EACIB, GAAG;AACH;EACA,EAAE,IAAI,CAAC,OAAO,CAAC,MAAM,EAAE;EACvB;EACA;EACA,IAAI,MAAM,CA AC,QAAQ,GAAG,IAAI,CAAC;EAC3B;EACA,IAAI,IAAI,MAAM,CAAC,MAAM,EAAE;EACvB,MAAM,MAA M,CAAC,IAAI,GAAG,GAAG,GAAG,MAAM,CAAC,MAAM,CAAC;EACxC,KAAK,MAAM;EACX,MAAM,M AAM,CAAC,IAAI,GAAG,IAAI,CAAC;EACzB,KAAK;EACL,IAAI,MAAM,CAAC,IAAI,GAAG,MAAM,CAAC, MAAM,EAAE,CAAC;EACIC,IAAI,OAAO,MAAM,CAAC;EACIB,GAAG;AACH;EACA;EACA;EACA;EACA,E ,EAAE,IAAI,gBAAgB;EACtB,MAAM,CAAC,MAAM,CAAC,IAAI,IAAI,QAAQ,CAAC,IAAI,IAAI,OAAO,CAA C,MAAM,GAAG,CAAC;EACzD,OAAO,IAAI,KAAK,GAAG,IAAI,IAAI,KAAK,IAAI,CAAC,IAAI,IAAI,KAAK ,EAAE,CAAC,CAAC;AACtD;EACA;EACA;EACA,EAAE,IAAI,EAAE,GAAG,CAAC,CAAC;EACb,EAAE,KA AAI,IAAI,GAAG,OAAO,CAAC,CAAC,CAAC,CAAC;EACtB,IAAI,IAAI,IAAI,KAAK,GAAG,EAAE;EACtB,M AM,EAAE,EAAE,CAAC;EACX,KAAK,MAAM,IAAI,EAAE,EAAE;EACnB,MAAM,OAAO,CAAC,MAAM,CA AC,CAAC,EAAE,CAAC,CAAC,CAAC;EAC3B,MAAM,EAAE,EAAE,CAAC;EACX,KAAK;EACL,GAAG;AAC H;EACA;EACA,EAAE,IAAI,CAAC,UAAU,IAAI,CAAC,aAAa,EAAE;EACrC,IAAI,OAAO,EAAE,EAAE,EAAE ,EAAE,EAAE;EACrB,MAAM,OAAO,CAAC,OAAO,CAAC,IAAI,CAAC,CAAC;EAC5B,KAAK;EACL,GAAG; 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* /opt/cola/permits/1096023214_1601640940.37/0/mapbox-mapbox-gl-style-spec-13-16-0-

tgz/package/dist/index.js.map

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* http://svn.webkit.org/repository/webkit/trunk/Source/WebCore/platform/graphics/UnitBezier.h */

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* /opt/cola/permits/1096023214_1601640940.37/0/mapbox-mapbox-gl-style-spec-13-16-0-tgz/package/dist/index.es.js

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* http://svn.webkit.org/repository/webkit/trunk/Source/WebCore/platform/graphics/UnitBezier.h */

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* /opt/cola/permits/1096023214_1601640940.37/0/mapbox-mapbox-gl-style-spec-13-16-0-tgz/package/dist/index.js No license file was found, but licenses were detected in source scan.

{"version":3,"file":"index.es.js","sources":["../../node_modules/json-stringify-pretty-

compact/index.js","../format.js","../../node_modules/url/node_modules/punycode/punycode.js","../../node_modul es/url/util.js","../../node_modules/querystring/decode.js","../../.node_modules/querystring/encode.js","../../.node_ modules/querystring/index.js","../../.node modules/url/url.js","../visit.js","../migrate/v8.js","../util/extend.js","../exp ression/parsing_error.js","../expression/scope.js","../expression/types.js","../../node_modules/csscolorparser/csscol orparser.js","../util/color.js","../expression/types/collator.js","../expression/types/formatted.js","../expression/types/re solved_image.js","../expression/values.js","../expression/definitions/literal.js","../expression/runtime_error.js","../exp ression/definitions/assertion.js","../expression/definitions/format.js","../expression/definitions/image.js","../expression/definitions/image.js","../expression/definitions/image.js","../expression/definitions/image.js","../expression/definitions/image.js", "../expression/definitions/image.js", "../expression/definitions/image.js n/definitions/coercion.js","../expression/evaluation_context.js","../expression/compound_expression.js","../expression/evaluation_context.js","../expression/compound_expression.js","../expression/evaluation_context.js","../expression/compound_expression/compound_expression/compoud n/definitions/collator.js","../expression/definitions/within.js","../expression/is_constant.js","../expression/definitions/ var.js","../expression/parsing_context.js","../expression/stops.js","../expression/definitions/step.js","../../node_mod ules/@mapbox/unitbezier/index.js","../util/interpolate.js","../util/color_spaces.js","../expression/definitions/interpolat e.js","../expression/definitions/coalesce.js","../expression/definitions/let.js","../expression/definitions/at.js","../expression/definitions/let.js","../expression/ sion/definitions/in.js","../expression/definitions/index_of.js","../expression/definitions/match.js","../expression/definitions/index_of.js","../expression/definition tions/case.js","../expression/definitions/slice.js","../expression/definitions/comparison.js","../expression/definitions/n umber_format.js","../expression/definitions/length.js","../expression/definitions/index.js","../util/result.js perties.js","../util/get_type.js","../function/index.js","../expression/index.js","../function/convert.js","../feature_filter/i ndex.js","../feature_filter/convert.js","../migrate/expressions.js","../migrate.js","../composite.js","../util/ref_properties $. js", "../deref. js", "../util/deep_equal. js", "../diff. js", "../error/validation_error. js", "../error/parsing_error. js", "../validate/validation_error. js", "../error/parsing_error. js", "../validate/validation_error. js", "../error/parsing_error. js", "../validate/validation_error. js", "../validate/validate/validate/validation_error. js", "../validate$ alidate constants.js","../util/unbundle jsonlint.js","../validate/validate object.js","../validate/validate array.js","../validate/validate array.js","../validate array.js","../validate array.js","../validate array.js",".../validate array.js",".../va idate/validate_number.js","../validate/validate_function.js","../validate/validate_expression.js","../validate/validate_b oolean.js","../validate/validate_color.js","../validate/validate_enum.js","../validate/validate_filter.js","../validate/valid ate_property.js","../validate/validate_paint_property.js","../validate/validate_layout_property.js","../validate/validate _layer.js","../validate/validate_string.js","../validate/validate_source.js","../validate/validate_light.js","../validate/vali date_formatted.js","../validate/validate_image.js","../validate/validate.js","../validate/validate_glyphs_url.js","../valid ate_style.min.js","../../node_modules/@mapbox/jsonlint-lines-

primitives/lib/jsonlint.js","../read_style.js","../validate_style.js","../validate_mapbox_api_supported.js","../stylespec.js"],"sourcesContent":["\"use strict\";\n\n// Note: This regex matches even invalid JSON strings, but since we're\n// working on the output of `JSON.stringify` we know that only valid strings\n// are present (unless the user supplied a weird `options.indent` but in\n// that case we don't care since the output would be invalid anyway).\nvar stringOrChar = $/(\"(?:[^\\\\\"]|\\\\.)*\")|[:,]/g;\n\nmodule.exports = function stringify(passedObj, options) {\n var$ $indent, maxLength, replacer;\n\n options = options || {};\n indent = JSON.stringify(\n [1],\n undefined,\n$ $options.indent === undefined ? 2 : options.indent\n).slice(2, -3);\n maxLength =\n indent === \"\"\n ?$ $Infinity\n : options.maxLength === undefined\n ? 80\n : options.maxLength;\n replacer =$

options.replacer; $\ln return$ (function stringify(obj, currentIndent, reserved) {n // prettier-ignore/n var end, index, items, key, keyPart, keys, length, nextIndent, prettified, start, string, value;\n/n if (obj && typeof $obj.toJSON == \"function" \{ n obj = obj.toJSON(); n \} n string = JSON.stringify(obj, replacer); n if$ $(string === undefined) \{\n return string;\n }\n ength = maxLength - currentIndent.length - reserved;\n ength = maxLength - currentIndent.length = maxLength - currentIndent.length = maxLength - currentIndent.length = maxLength = maxLeng$ if (string.length \leq length) {\n prettified = string.replace(stringOrChar, function(match, stringLiteral) {\n } return stringLiteral || match + '', n });\n if (prettified.length \leq length) {\n return prettified;\n }\n $\ln n$ if (replacer != null) {\n obj = JSON.parse(string);\n replacer = undefined;\n }\n\n if (typeof obj $== \"object" \&\& obj !== null) {\n}$ nextIndent = currentIndent + indent;\n items = [];\n index = $0;\n$ if (Array.isArray(obj)) {\n start = $\left| \left[\right]; \right]$ end = \"]\";\n length = obj.length; nfor (; index < length; stringify(obj[index], nextIndent, index === length - 1 ? 0 : 1) ||\n index++) {nitems.push(\n $\nll \in n$);\n }\n } else $\{n$ start = $\"{\";}n$ end = $\" \$ keys = Object.keys(obj);\n length = keys.length; nfor (; index < length; index++) { \n key = keys[index]; nkeyPart = JSON.stringify(key) + $\": \":\n$ value = stringify(\n obj[key], nnextIndent,\n keyPart.length + (index === length - 1 ? 0 : 1)\n);\n if (value !== undefined) {\n items.push(keyPart + value);\n }\n }\n }\n\n if (items.length > 0) {nreturn [start, indent + $"\n + currentIndent\n$ $items.join(", \\n\" + nextIndent), end].join(\n$):\n $n \geq n \leq n \leq n \leq n$ })(passedObj, \"\", 0);\n};\n","\nimport reference from './reference/latest.js';\nimport stringifyPretty from 'jsonstringify-pretty-compact';n for (const key in $n \in n$ for (const key in reference) {\n if $(obj[key] !== undefined) \{ \n$ result[key] = obj[key]; nif (result[key] === undefined) { \n result[key] = obj[key];obj) {n $n \leq n return$ result;\n\n\n/**\n * Format a Mapbox GL Style. Returns a stringified style with its keys\n * sorted in the same order as the reference style.n * The optional `space` argument is passed ton *['JSON.stringify`](https://developer.mozilla.org/en-

 $US/docs/Web/JavaScript/Reference/Global Objects/JSON/stringify)\n * to generate formatted output.\n *\n * If$ `space` is unspecified, a default of 2 spaces will be used.\n *\n * @private\n * @param {Object} style a Mapbox GL Style\n * @param {number} [space] space argument to pass to `JSON.stringify`\n * @returns {string} stringified formatted JSONn * @example n * var fs = require('fs'); n * var format = require('mapbox-gl-stylespec').format;\n * var style = fs.readFileSync('./source.json', 'utf8');\n * fs.writeFileSync('./dest.json', format(style));\n * fs.writeFileSync('./dest.min.json', format(style, 0));\n */nfunction format(style, space = 2) {\n $style = sortKeysBy(style, reference.$root); n/n if (style.layers) {/n}$ style.layers = style.layers.map((layer) => sortKeysBy(layer, reference.layer));\n }\n\n return stringifyPretty(style, {indent: space});\n}\n\netty(n) format;\n","/*! https://mths.be/punycode v1.3.2 by @mathias */n;(function(root) {\n\n\t/** Detect free variables */n/tvar freeExports = typeof exports == 'object' && exports && n/t/t!exports.nodeType && exports;\n/tvar freeModule = typeof module == 'object' && module &&\n\t\t!module.nodeType && module;\n\tvar freeGlobal = typeof global == 'object' && global;\n\tif (\n\t\tfreeGlobal.global === freeGlobal ||\n\t\tfreeGlobal.window === $freeGlobal |||n|t|tfreeGlobal.self === freeGlobal|n|t) {n|t|troot = freeGlobal;n|t}n|n|t/**n|t * The `punycode` if the self is the self of the self$ object.\n\t * @name punycode\n\t * @type Object\n\t */n\tvar punycode,\n\n\t/** Highest positive signed 32-bit float value n maxInt = 2147483647, // aka. 0x7FFFFFFF or 2^31-1\n\n\t/** Bootstring parameters */\n\tbase = 36,\n\ttMin = 1,\n\ttMax = 26,\n\tskew = 38,\n\tdamp = 700,\n\tinitialBias = 72,\n\tinitialN = 128, // 0x80\n\tdelimiter = '-', // '\\x2D'\n\n\t/** Regular expressions */\n\tregexPunycode = /^xn--/,\n\tregexNonASCII = /[^\\x20-\\x7E]/, // unprintable ASCII chars + non-ASCII chars\n\tregexSeparators = /[\x2E\\u3002\\uFF0E\\uFF61]/g, // RFC 3490 separators\n\n\t/** Error messages */n\terrors = {\n\t\r'overflow': 'Overflow: input needs wider integers to process', $\frac{1}{t'}$ input ≥ 0.000 (not a basic code point)',\n\t\t'invalid-input': 'Invalid input'\n\t},\n\n\t/** Convenience shortcuts */\n\tbaseMinusTMin = base tMin, ntfloor = Math.floor, ntstringFromCharCode = String.fromCharCode, nnt/** Temporary variable*/n/tkey;\n/n/t/*-----*//n/t/** A generic error utility function.\n\t * @private\n\t * @param {String} type The error type.\n\t * @returns {Error} Throws a `RangeError` with the applicable error message. $\frac{\pi}{\pi}$

RangeError(errors[type]); $nt}/nnt/**nt * A generic `Array#map` utility function./nt * @private/n/t * @param$ {Array} array The array to iterate over.\n\t * @param {Function} callback The function that gets called for every $array \ln t * item. \ln t * @returns {Array} A new array of values returned by the callback function. \ln t * (n) t$ $map(array, fn) \{ n t = array.length; n t v result = []; n t e length --) \{ n t t e length = array.length; n t e length = length$ domain name strings or email $\lambda t \approx addresses.$ email address.\n\t * @param {Function} callback The function that gets called for every\n\t * character.\n\t * @returns {Array} A new string of characters returned by the callbacknt * function.nt */ntfunctionmapDomain(string, fn) { $\t v result = string.split('@'); nt v result = "; nt tif (parts.length > 1) {<math>nt t/t/// In$ email addresses, only the domain name should be punycoded. Leave\n\t\t\t// the local part (i.e. everything up to `@`) intact.n(t)(t)=parts[0] + @';(n(t)(t)) = parts[1];(n(t)(t)/(Avoid `split(regex)` for IE8 compatibility.See #17.ht:string = string.replace(regexSeparators, 'x2E');ht:string.split('.');ht:var encoded = map(labels, fn).join('.'):nttreturn result + encoded;nt/nnt/**points of each Unicode\n\t * character in the string. While JavaScript uses UCS-2 internally,\n\t * this function will convert a pair of surrogate halves (each of which\n\t * UCS-2 exposes as separate characters) into a single code point, $n\t *$ matching UTF-16. $n\t *$ @see `punycode.ucs2.encode` $n\t *$ @see <https://mathiasbynens.be/notes/javascript-encoding>\n\t * @memberOf punycode.ucs2\n\t * @name decode\n\t * @param {String} string The Unicode input string (UCS-2).\n\t * @returns {Array} The new array of code points.h/t */ntfunction ucs2decode(string) {h/ttvar output = [],h/t counter = 0,h/t length = string.length,n/t/t value,n/t/t extra;n/t/twhile (counter < length) {n/t/t/t extra; string.charCodeAt(counter++); $\frac{t}{t} = 0xD800 \&$ value $\leq 0xDBFF \&$ counter $\leq \text{length}$ high surrogate, and there is a next character $\frac{1}{t}$ (extra \leq string.charCodeAt(counter++); $\frac{1}{t}$) 0xFC00 = 0xDC00 { // low surrogate/n/t/t/t/toutput.push(((value & 0x3FF) << 10) + (extra & 0x3FF) + 0x10000; ht(t)t) else {h(t)t(t)t/t/unmatched surrogate; only append this code unit, in case the next<math>h(t)t(t)t/t/t)code unit is the high surrogate of a surrogate pair/ $\frac{1}{t}$ surrogate pair/ $\frac{1}{t}$ surrogate pair/ $\frac{1}{t}$ $\left(\frac{1}{1}\right)^{1/t} \left(\frac{1}{1}\right)^{1/t} \left(\frac{1}{1}\right$ numeric code points.nt * @see punycode.ucs2.decode nt * @memberOf punycode.ucs2/nt * @name encode/nt* @param {Array} codePoints The array of numeric code points.\n\t * @returns {String} The new Unicode string $(UCS-2).nt*/ntfunction ucs2encode(array) {nt/treturn map(array, function(value) {nt/t/tvar output = ";n/t/t/tif$ value > 0xFFF {h(t)(t)value = 0x10000; h(t)(t)value + stringFromCharCode(value >>> 10 & 0x3FF0xD800; h/t/t/tvalue = 0xDC00 | value & <math>0x3FF; h/t/t/t/n/t/toutput += stringFromCharCode(value); h/t/t/toutput; $\frac{1}{1}, \frac{1}{1} = \frac{1}{10}$ output; $\frac{1}{10} = \frac{1}{10}$ output; $\frac{1}{10} = \frac{1}{10}$ `digitToBasic()`\n\t * @private\n\t * @param {Number} codePoint The basic numeric code point value.\n\t * @returns {Number} The numeric value of a basic code point (for use innt * representing integers) in the range 0° to `base - 1`, or `base` if\n\t * the code point does not represent a value.\n\t */\n\tfunction basicToDigit(codePoint) $\left(\frac{1}{1} + \frac$ $codePoint - 65:\lntt} (codePoint - 97 < 26) {nt/ttreturn codePoint - 97:\n/tt}/nt/treturn$ base; |n|t| |n|t/** |n|t * Converts a digit/integer into a basic code point. |n|t * @see `basicToDigit()` |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer |n|t * Converts a digit/integer into a basic code point. |n|t * Converts a digit/integer |n|t * Converts@private\n\t * @param {Number} digit The numeric value of a basic code point.\n\t * @returns {Number} The basic code point whose value (when used for h t * representing integers) is `digit`, which needs to be in the range h t* 0^{t} to $base - 1^{t}$. If flag is non-zero, the uppercase form is ht * used; else, the lowercase form is used. The behavior is undefined h t * if `flag` is non-zero and `digit` has no uppercase form. h t */n tfunction digitToBasic(digit, flag) {\n\t\t// 0..25 map to ASCII a..z or A..Z\n\t\t// 26..35 map to ASCII 0..9\n\t\treturn digit + 22 + 75 * (digit < 26) - ((flag != 0) << 5); |n|t| |n|/t/** |n|/t * Bias adaptation function as per section 3.4 of RFC3492.\n\t * http://tools.ietf.org/html/rfc3492#section-3.4\n\t * @private\n\t */n\tfunction adapt(delta, numPoints, firstTime) { $\langle n|t|tvar k = 0; n|t|tdelta = firstTime ? floor(delta / damp) : delta >> 1; n|t|tdelta += floor(delta /$ numPoints); $\frac{1}{k} = base \frac{1}{k} + base \frac{1}{k}$ $floor(delta / baseMinusTMin); ntt} = nt floor(k + (baseMinusTMin + 1) * delta / (delta + 1) = nt floor(k + (baseMinusTMin + 1) = nt floor(k + (baseMinusTM$

skew));nt/n/t/** (n/t * Converts a Punycode string of ASCII-only symbols to a string of Unicode/n/t * symbols.\n\t * @memberOf punycode\n\t * @param {String} input The Punycode string of ASCII-only symbols.\n\t * @returns {String} The resulting string of Unicode symbols.ht */ntfunction decode(input) {/h/t// Don't use UCS-2(n)t urg output = [], n t inputLength = inputLength, n t out, n t i = 0, n t i = = initialBias, ht t = inCached calculation results */n/t/t baseMinusT;n/n/t/t// Handle the basic code points: let `basic` be the number of input code $\frac{1}{t/t}$ points before the last delimiter, or 0^{-1} if there is none, then $\frac{1}{t/t}$ the first basic code points to the output. $\ln/\pi t = input.lastIndexOf(delimiter); \t (basic < 0) {\t (t) + (basic = 0; n/t)} < (j = 0; j < 0) + (j = 0; j <$ basic; ++j) $\left(\frac{1}{t}\right) = 0.800 \left(\frac{1}{t}\right) = 0.800 \left(\frac{1}{t}\right)$ basic');\n\t\t\}\n\t\t\\n\t\t\toutput.push(input.charCodeAt(j));\n\t\t\\n\n\t\t// Main decoding loop: start just after the last delimiter if any basic code/n/t/t// points were copied; start at the beginning otherwise./n/n/t/tfor (index = basic > 0? basic + 1 : 0; index < inputLength; /* no final expression */) $\left(\frac{1}{1}\right)^{1}$ index is the index of the next character to be consumed. $\frac{1}{t}/t$ Decode a generalized variable-length integer into `delta`, $\frac{1}{t}/t$ which gets added to `i`. The overflow checking is easier $\frac{1}{t}$ if we increase i as we go, then subtract off its starting $\frac{1}{t}$ $\frac{\pi}{1} \frac{1}{1} \frac{1}$ $\geq base \parallel digit > floor((maxInt - i) / w)) \{ n(t/t/t/t/terror('overflow'); n(t/t/t/t) + digit * w; n(t/t/t/t) + k < = 0 \}$ bias ? tMin : (k >= bias + tMax ? tMax : k - bias); $\frac{1}{t} = bias + tMax = bias$

 $\left(\frac{1}{t}\right) = base - t; \frac{1}{t}t = base - t; \frac{1}$

n); $\ln t + \frac{1}{n} - \frac{1}{n} + \frac{1}{n} - \frac{1}{n} + \frac{1}{$

 $baseMinusT); \ |t_tt_t, \ |t_t, \ |t$ $0; n/t/t/t/t++handledCPCount; n/t/t/t }/n/t/t/t++delta; n/t/t/t++n; n/n/t/t }/n/t/treturn$ output.join(");\n\t}\n\n\t/**\n\t * Converts a Punycode string representing a domain name or an email address\n\t * to Unicode. Only the Punycoded parts of the input will be converted, i.e.\n\t * it doesn't matter if you call it on a string that has already been $\t *$ converted to Unicode. $\t *$ @memberOf punycode $\t *$ @param {String} input The Punycoded domain name or email address to\n\t * convert to Unicode.\n\t * @returns {String} The Unicode representation of the given Punycode/n/t * string./n/t */n/tfunction toUnicode(input) {/n/t/treturn mapDomain(input, $function(string) \left(\frac{1}{t}t + \frac{1}{t} \right) - \frac{1}{t} \left(\frac{1}{t} + \frac{1}{t}$ string;(n(t));(n(t))(n(t))(n(t))(n(t))(t) = 0 a Unicode string representing a domain name or an email address to n(t * t)Punycode. Only the non-ASCII parts of the domain name will be converted, \n\t * i.e. it doesn't matter if you call it with a domain that's already in $\t \in ASCII.\t \in @memberOf punycode \t \in @param {String} input The domain$ name or email address to convert, as a\n\t * Unicode string.\n\t * @returns {String} The Punycode representation of the given domain name or\n\t * email address.\n\t */n\tfunction toASCII(input) {\n\t\treturn mapDomain(input, function(string) {\n\t\t\treturn regexNonASCII.test(string)\n\t\t\t\t? 'xn--' + encode(string)\n\t\t\t\t: string; $\frac{1}{1}$, $\frac{$ API */\n\tpunycode = $\{ \ln(t/x*) \cap t \in A \text{ string representing the current Punycode.js version number.} \$ @memberOf punycode $\frac{1}{t} \approx 0$ string $\frac{1}{t} \approx 0$ methods to convert from JavaScript's internal charactern/t * representation (UCS-2) to Unicode code points, and back.n/t * @see <https://mathiasbynens.be/notes/javascript-encoding>\n/t\t * @memberOf punycode\n/t\t * @type Object\n/t\t */\n\t\t'ucs2': {\n\t\t\t'decode': ucs2decode,\n\t\t\t'encode': ucs2encode\n\t\t},\n\t\t'decode': decode,\n\t\t'encode': encode,\n\t\t'toASCII': toASCII,\n\t\t'toUnicode': toUnicode\n\t};\n\n\t/** Expose `punycode` */\n\t// Some AMD build optimizers, like r.js, check for specific condition patterns $\frac{1}{1}$ like the following: $\frac{1}{1}$ 'function' && $\nt typeof$ define.amd == 'object' && $\nt typeof$ () { $\nt typeof$ define.amd), () { $\nt typeof$ define.amd) { $\nt typeof}$ define.amd) { $\nt typeof$ define.amd) { $\nt typeof}$ define.amd) { $\nt typeof$ define.amd) { $\nt typeof$ define.amd) { $\nt typeof$ define.amd) { $\nt typeof}$ define.amd) { $\nt typeof$ define.amd) { $\nt typeof}$ define.amd) {{\nt typeof} de $\left(\frac{t}{t}\right) = \frac{1}{t}$ {// in Node.js or RingoJS v0.8.0+\n\t\t\tfreeModule.exports = punycode;\n\t\t} else { // in Narwhal or RingoJS v0.7.0-\n/t/t/tfor (key in punycode) {\n/t/t/t/punycode.hasOwnProperty(key) && (freeExports[key] = punycode[key]); $n(t)(t) = \frac{1}{n}$ else { // in Rhino or a web browser/n(t) troot.punycode = $punycode;(n(t));(n'','')use strict';(n(nmodule.exports = {(n isString: function(arg) {(n return typeof(arg))});(n'','')use strict';(n(nmodule.exports = {(n isString: function(arg))});(n'','')use strict';(n(nmodule.exports = {(n isString: function(arg))});(n'', '')use strict';(n(nmodule.expor$ === 'string';n },n isObject: function(arg) {n return typeof(arg) === 'object' && arg !== null;n },n isNull: function(arg) { $\ \ return arg === null; n }, n isNullOrUndefined: function(arg) {<math>\ \ n return arg == null; n }$ $\left(\frac{1}{n},\frac{1}{n}\right)$ to any person obtaining a/n/ copy of this software and associated documentation files (the/n// "Software"), to deal in the Software without restriction, including \n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the n// following conditions: n//n/ The above copyright notice and this permission notice shall be included n// in all copies or substantial portions of the Software. n//n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM.\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\n// If obj.hasOwnProperty has been overridden, then calling\n// obj.hasOwnProperty(prop) will break.\n// See: https://github.com/joyent/node/issues/1707\nfunction hasOwnProperty(obj, prop) {\n return $Object.prototype.hasOwnProperty.call(obj, prop); n \n exports = function(qs, sep, eq, options) {\n sep = }$ $sep \parallel k'; n eq = eq \parallel k'; n var obj = \{\}; n/n if (type of qs !== 'string' \parallel qs.length === 0) \{n return obj; n \}, n/n return obj; n \} (n/n)$

var regexp = //+/g; n qs = qs.split(sep); n var maxKeys = 1000; n if (options && type of options.maxKeys ==== 'number') {\n maxKeys = options.maxKeys;\n }\n\n var len = qs.length;\n // maxKeys <= 0 means that we should not limit keys count/n if (maxKeys > 0 && len > maxKeys) {\n len = maxKeys;\n }\n\n for (var i = 0; i < len; ++i) {\n var x = qs[i].replace(regexp, $\frac{920}{n}$),\n idx = x.indexOf(eq), nkstr, vstr, k, v; $n \in (idx \ge 0)$ kstr = x.substr(0, idx); vstr = x.substr(idx + 1); $else {\n kstr = x;$ {\n $vstr = "; n } n =$ decodeURIComponent(kstr); v = decodeURIComponent(vstr); if (!hasOwnProperty(obj, k)) {\n obj[k] = v;\n } else if (Array.isArray(obj[k])) {\n obj[k].push(v);\n } else {\n (n + 1) = 0 $obj[k] = [obj[k], v]; n } n$ return obj;\n];\n","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a/n/ copy of this software and associated documentation files (the/n// "Software/"), to deal in the Software without restriction, including/n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the n// following conditions: n//n/ The above copyright notice and this permission notice shall be includedn// in all copies or substantial portions of the Software.n//n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n/n'use strict';\n/nvar stringifyPrimitive = function(v) { $\ v$ switch (typeof v) { $\ v$ case 'string': $\ v$ return v;\n\n case 'boolean':\n return v ? 'true' : 'false';\n\n case 'number':\n return isFinite(v) ? v : ";\n\n default:\n return ";\n $n = sep \parallel k'; n = sep \parallel k'; n = eq \parallel '='; n = sep \parallel k'; n = eq \parallel '='; n = sep \parallel k'; n = sep \mid k';$ $obj = undefined; \ |n| if (typeof obj === 'object') {n return Object.keys(obj).map(function(k) {n (h) contact object.keys(b)).map(function(k) (h) contact object.keys(b) (h) contact object.key$ var ks = encodeURIComponent(stringifyPrimitive(k)) + eq; nif (Array.isArray(obj[k])) {\n return $obj[k].map(function(v) \{\n$ return ks + encodeURIComponent(stringifyPrimitive(v));\n }).join(sep);\n } return ks + encodeURIComponent(stringifyPrimitive(obj[k]));\n else $\{n\}$ n}).join(sep);n }n if (!name) return ";\n return encodeURIComponent(stringifyPrimitive(name)) + eq +\n encodeURIComponent(stringifyPrimitive(obj));\n};\n","'use strict';\n\nexports.decode = exports.parse = require('./decode');\nexports.encode = exports.stringify = require('./encode');\n","// Copyright Joyent, Inc. and other Node contributors. $\frac{\lambda}{n}/\frac{n}{P}$ remission is hereby granted, free of charge, to any person obtaining $\frac{\lambda}{n}$ 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: $\frac{\sqrt{n}}{\ln n}$ the above copyright notice and this permission notice shall be included $\frac{\sqrt{n}}{\ln n}$ or substantial portions of the Software.n//n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n'use strict';\n\nvar punycode = require('punycode');\nvar util = require('./util');\n\nexports.parse = urlParse;\nexports.resolve = urlResolve;\nexports.resolveObject = urlResolveObject;\nexports.format = urlFormat;\n\nexports.Url = $Url;\n\$ this.protocol = null;\n this.slashes = null;\n this.auth = null;\n this.host = null;\n this.port = null;\n this.hostname = null;\n this.hash = null;\n this.search = null;\n this.query = null;\n this.pathname = null;\n this.path = null;\n this.href = null;\n}\n// Reference: RFC 3986, RFC 1808, RFC $2396\ln/n/$ define these here so at least they only have to ben/ compiled once on the first module load. protocolPattern = $/^{(a-z0-9,+-]+)/i}$, portPattern = /:[0-9]*, n / / Special case for a simple path URL n

simplePathPattern = $/^{(///???!/)}^{1/??} (/??^{1/s})^{2/s}, n/n // RFC 2396: characters reserved for delimiting$ characters not allowed for various reasons.\n unwise = $['{, '}, '], '[', '], concat(delims), n/n // Allowed by$ RFCs, but cause of XSS attacks. Always escape these.\n autoEscape = $[\] //]$.concat(unwise),\n // Characters that are never ever allowed in a hostname.\n // Note that any invalid chars are also handled, but these\n // are the ones that are *expected* to be seen, so we fast-path\n // them.\n nonHostChars = ['%', '/', '?', ';', #].concat(autoEscape),\n hostEndingChars = ['/', '?', '#'],\n hostnameMaxLen = 255,\n hostnamePartPattern = $/^{[+a-z0-9A-Z_-]}{0,63}/,n$ hostnamePartStart = $/([+a-z0-9A-Z_-]{0,63})(.*)/,n$ // protocols that can allow $\unsafe\ and \unwise\ chars.\n unsafeProtocol = {\n 'javascript': true,\n 'javascript': true,\n //$ protocols that never have a hostname.\n hostlessProtocol = $\{\n$ 'iavascript': true.\n 'javascript:': truen },n// protocols that always contain a // bit.\n slashedProtocol = $\{$ \n 'http': true,\n 'https': true,\n 'ftp': true,\n 'file': true,\n 'http:': true,\n 'https:': true,\n 'gopher': true, \n 'ftp:': true,\n 'gopher:': true,\n 'file:': $true_n$ }, n querystring = require('querystring'); n/nfunction urlParse(url, parseQueryString, slashesDenoteHost) $\ln if (url \&\& util.isObject(url) \&\& url instance of Url) return url; n/n var u = new Url; u.parse(url, u.parse(url, u.parse(url, u.parse)) var u.parse(url, u.parse)) var u.parse(url, u.parse) var u.parse) var u.parse(url, u.parse) var u.parse) var u.parse(url, u.parse) var u.p$ parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); <math>n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nUrl.prototype.parse = function(url, parseQueryString, slashesDenoteHost); n return u; n / nu return u; nu rslashesDenoteHost) {\n if (!util.isString(url)) {\n throw new TypeError(\"Parameter 'url' must be a string, not \" + typeof url);\n }\n\n // Copy chrome, IE, opera backslash-handling behavior.\n // Back slashes before the query string get converted to forward slashes\n // See: https://code.google.com/p/chromium/issues/detail?id=25916\n var $queryIndex = url.indexOf('?'), \n$ splitter = \n (queryIndex !== -1 && queryIndex < url.indexOf('#')) ? '?' : uSplit = url.split(splitter),\n slashRegex = /\\\\/g;\n uSplit[0] = uSplit[0].replace(slashRegex, '/');\n url = '#',\n uSplit.join(splitter);\n\n var rest = url;\n\n // trim before proceeding.\n // This is to support parse stuff like \" http://foo.com \\n\"\n rest = rest.trim(); \n\n if (!slashesDenoteHost && url.split('#').length === 1) {\n // Try fast path regexpn var simplePath = simplePathPattern.exec(rest);n if (simplePath) {nthis.path = rest;nthis.href = rest;nthis.pathname = simplePath[1];nif (simplePath[2]) {\n this.search = simplePath[2];nif (parseQueryString) {\n this.query = querystring.parse(this.search.substr(1));\n } else {nthis.query = this.search.substr(1);n}\n } else if (parseQueryString) {\n this.search = ";\n this.query $= \{ \}; \ n$ }\n proto[0];\n var lowerProto = proto.toLowerCase();\n this.protocol = lowerProto;\n rest =

hostname, and url\n // resolution will treat //foo/bar as host=foo,path=bar because that's\n // how the browser resolves relative URLs.\n if (slashesDenoteHost || proto || rest.match(/ $\|/\| @ \| = (2m_{H}) + (2$ rest.substr(0, 2) === '/';\n if (slashes && !(proto && hostlessProtocol[proto])) {\n rest = rest.substr(2); $\frac{1}{n} / \frac{1}{n} / \frac{1}{n} / \frac{1}{n} / \frac{1}{n}$ // If there is an @ in the hostname, then non-host chars *are* allowed\n // to the left of the last @ sign, unless some host-ending character\n // comes *before* the @-sign.\n // URLs are obnoxious.\n //\n // ex:\n // $http://a@b@c/ => user:a@b host:c\n // http://a@b?@c => user:a host:c path:/?@c\n\n // v0.12 TODO(isaacs):$ This is not quite how Chrome does things.\n // Review our test case against browsers more comprehensively.\n\n // find the first instance of any hostEndingChars\n var hostEnd = -1;\n for (var i = 0; i < hostEndingChars.length; i++) {\n var hec = rest.indexOf(hostEndingChars[i]); n if (hec !=-1 && (hostEnd $==-1 \parallel hec <$ hostEnd))\n hostEnd = hec;n n // at this point, either we have an explicit point where the // authportion cannot go past, or the last @ char is the decider.\n var auth, atSign;\n if (hostEnd === -1) {\n // atSign $atSign = rest.lastIndexOf('@'); n } else {n // atSign must be in auth portion.}$ can be anywhere.n|| http://a@b/c@d => host:b auth:a path:/c@d\n atSign = rest.lastIndexOf('@', hostEnd);n // Now we have a portion which is definitely the auth.n // Pull that off. $n if (atSign !== -1) {n auth = rest.slice(0, n)}$ atSign);\n rest = rest.slice(atSign + 1);this.auth = decodeURIComponent(auth); $\n \$ // the host is the remaining to the left of the first non-host charn hostEnd = -1;n for (var i = 0; i < nonHostChars.length; i++) {nvar hec = rest.indexOf(nonHostChars[i]);\n if (hec $!== -1 \&\& (hostEnd === -1 || hec < hostEnd)) \n$

hostEnd = hec; $n \geq n / i$ f we still have not hit it, then the entire thing is a host.n i (hostEnd === -1)nhostEnd = rest.length;\n\n this.host = rest.slice(0, hostEnd);\n rest = rest.slice(hostEnd);\n\n // pull out port.\n this.parseHost();n/n // we've indicated that there is a hostname,n // so even if it's empty, it has to be present.nthis.hostname = this.hostname || ";nn // if hostname begins with [and ends with]n // assume that it's an IPv6 address.\n var ipv6Hostname = this.hostname[0] === '[' && n]this.hostname[this.hostname.length - 1] === $''_{n,n} /'$ validate a little n if (!ipv6Hostname) {\n var hostparts = this.hostname.split((./);\n for (var i = 0, $l = hostparts.length; i < l; i++) {\n}$ var part = hostparts[i];\n if (!part) continue;\n if (!part.match(hostnamePartPattern)) {\n var newpart = ";\n for (var j = 0, k = part.length; j < k; j++) {\n if (part.charCodeAt(j) > 127) { \n // we replace non-ASCII char with a temporary placeholder\n // // broken by replacing non-ASCII by nothing\n we need this to make sure size of hostname is not\n newpart $+= 'x';\n$ } else {\n newpart += part[j]; n}\n }\n // we test again with ASCII char only\n if (!newpart.match(hostnamePartPattern)) {\n var validParts = hostparts.slice(0, i);nvar notHost = hostparts.slice(i + 1);\n var bit = part.match(hostnamePartStart);\n if (bit) $\{ n \}$ validParts.push(bit[1]);\n notHost.unshift(bit[2]);\n }\n if (notHost.length) $\{\n$ rest = '/' + notHost.join('.') + rest;\n }\n this.hostname = validParts.join('.');\n break;\n }\n }\n $n \in \ln n \in n$ this.hostname = ";\n } else {\n // hostnames are always lower case.\n this.hostname = this.hostname.toLowerCase(); $\ln \frac{1}{n} = \frac{1}{n}$ // IDNA Support: Returns a punycoded representation of \"domain\".\n // It only converts parts of the domain name that\n // have non-ASCII characters, i.e. it doesn't matter if\n // you call it with a domain that already is this.hostname = punycode.toASCII(this.hostname);n}n/n var p = this.port ? ':' + this.port : ASCII-only.\n ";\n var h = this.hostname || ";\n this.host = h + p;\n this.href += this.host;\n\n // strip [and] from the hostnamen // the host field still retains them, though $n = if (ipv6Hostname) \{ n = 0 \}$ this.hostname = this.hostname.substr(1, this.hostname.length - 2);n if (rest[0] !== '/') {nrest = '/' + rest; n $n \geq n \leq n \leq n$ // now rest is set to the post-host stuff.\n // chop off any delim chars.\n if (!unsafeProtocol[lowerProto]) {\n\n // First, make 100% sure that any \"autoEscape\" chars get\n // escaped, even if encodeURIComponent doesn't think they\n // need to be.\n for (var $i = 0, 1 = autoEscape.length; i < 1; i++) {\n$ var ae = autoEscape[i];\n if $(rest.indexOf(ae) == -1) \n$ continue;\n var esc = encodeURIComponent(ae);\n if (esc === ae) { \n rest = rest.split(ae).join(esc);n n/n // chop off from the tail first. var hash $esc = escape(ae); \n$ }\n = rest.indexOf('#'):\n if (hash !== -1) $\left(\frac{1}{\sqrt{2}}\right)$ got a fragment string.\n this.hash = rest.substr(hash):\n rest = rest.slice(0, hash);\n $\n = rest.indexOf('?');\n if (qm !== -1) {\n this.search = rest.substr(qm);\n this.search = rest.substr(qm)$ this.query = rest.substr(qm + 1); h if (parseQueryString) {n this.query = querystring.parse(this.query); n }nrest = rest.slice(0, qm);n } else if (parseQueryString) {n // no query string, but parseQueryString still requested <math>nthis.search = ";n this.query = {};n h if (rest) this.pathname = rest;n if (slashedProtocol[lowerProto] & nthis.hostname && !this.pathname) {\n this.pathname = $\frac{1}{3} \ln \frac{1}{100}$ this.search) { $\ln var p = this.pathname \parallel "; \ln var s = this.search \parallel "; \ln this.path = p + s; n } n/n // finally,$ reconstruct the href based on what has been validated. h this.href = this.format();h return this;h;h/n/// format a parsed object into a url string\nfunction urlFormat(obj) {\n // ensure it's an object, and not a string url.\n // If it's an obj, this is a no-op.\n // this way, you can call url_format() on strings\n // to clean up potentially wonky urls.\n if (util.isString(obj)) obj = urlParse(obj);\n if (!(obj instanceof Url)) return Url.prototype.format.call(obj);\n return $obj.format();n_nurl.prototype.format = function() {n var auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || "; n if (auth) {n auth = this.auth || n auth$ encodeURIComponent(auth); n = auth.replace(/<math>3A/i, ':'); n = auth + = '@'; h = 1query = ";n nthis.protocol || ",\n pathname = this.pathname || ",\n $hash = this.hash \parallel ", n \quad host = false, n$ if (this.host) $\{n \text{ host} = \text{auth} + \text{this.host}; n \}$ else if (this.hostname) $\{n \text{ host} = \text{auth} + (\text{this.hostname.indexOf(':')}) \}$ === -1 ?\n this.hostname :\n ('+ this.hostname + ')', if (this.port) {\n host += ':' + this.port;\n }\n $n \in ($ this.guery & nutil.isObject(this.query) &&\n Object.keys(this.query).length) { $\n query =$ querystring.stringify(this.query);\n }\n\n var search = this.search || (query && ('?' + query)) || ";\n\n if (protocol && protocol.substr(-1) !== ::) protocol += ::: n/n // only the slashedProtocols get the //. Not mailto:, xmpp:, etc./n// unless they had them to begin with.\n if (this.slashes ||\n (!protocol || slashedProtocol[protocol]) && host !==

false) {\n host = '/' + (host || ");\n if (pathname && pathname.charAt(0) !== '/') pathname = '/' + pathname;\n } else if (!host) {\n host = ";\n }\n\n if (hash && hash.charAt(0) !== '#') hash = '#' + hash;\n if (search && search.charAt(0) !== '?') search = '?' + search;\n\n pathname = pathname.replace(/[?#]/g, function(match) {\n return encodeURIComponent(match);\n });\n search = search.replace('#', '%23');\n\n return protocol + host + pathname + search + hash;\n};\n\nfunction urlResolve(source, relative) {\n return urlParse(source, false, true).resolve(relative);\n}\n\nUrl.prototype.resolve = function(relative) {\n return this.resolveObject(source, relative) {\n if

(!source) return relative;\n return urlParse(source, false,

true).resolveObject(relative); $\n\$ (relative); $\n\$ (relative); $\n\$ (relative); $\n\$ (relative)) $\ln var rel = new Url();$ rel.parse(relative, false, true); relative = rel; $\lambda = new Url();$ var result = new Url(); var tkeys = Object.keys(this); for (var tk = 0; $tk < tkeys.length; tk++) \{$ var tkey = tkeys[tk]; result[tkey] = this[tkey];\n $\ \$ models always overridden, no matter what.\n // even href=\"\" will remove it.\n result.hash = relative.hash; n/n // if the relative url is empty, then there's nothing left to do here. if (relative.href === ") {/n (relative.slashes && !relative.protocol) {n // take everything except the protocol from relativen var rkeys = Object.keys(relative);\n for (var rk = 0; rk < rkeys.length; rk++) {\n var rkey = rkeys[rk];\n if (rkey !== 'protocol')\n result[rkey] = relative[rkey];n} $n^n //urlParse appends trailing / to urls like$ http://www.example.com/n if (slashedProtocol[result.protocol] &&/n result.hostname && !result.pathname) {\n result.path = result.pathname = ''; n }/n/n result.href = result.format(); n return result; n }/n/n if (relative.protocol && relative.protocol !== result.protocol) {\n // if it's a known url protocol, then changing\n // the protocol does weird things/n // first, if it's not file:, then we MUST have a host,/n // and if there was a path/n // to begin with, then we MUST have a path. $\ //$ if it is file:, then the host is dropped, $\ //$ because that's known to be hostless. $\ //$ anything else is assumed to be absolute. $\ if (!slashedProtocol[relative.protocol]) {\n}$ var keys = Object.keys(relative);\n for (var v = 0; v < keys.length; v++) {\n var $k = keys[v];\n$ result[k] = relative[k];\n }\n result.href = result.format();\n return result;\n }\n\n result.protocol = relative.protocol;\n if (!relative.host && !hostlessProtocol[relative.protocol]) {\n var relPath =(relative.pathname || ").split('/');\n while (relPath.length && !(relative.host = relPath.shift()));\n if (!relative.host) relative.host = ";\n if (!relative.hostname) relative.hostname = ";\n if (relPath[0] !== ") relPath.unshift(''); if (relPath.length < 2) relPath.unshift(''); n result.pathname = relPath.join('/'); n } else {\n result.pathname = relative.pathname;n }n result.search = relative.search;n result.query = $relative.query; \n result.host = relative.host \parallel "; \n result.auth = relative.auth; \n result.hostname = relative.auth; \n result.hostna$ relative.hostname || relative.host;\n result.port = relative.port;\n // to support http.request\n if (result.pathname || result.search) $\{\n$ var p = result.pathname || ";\n var s = result.search || ";\n result.path = p + s;\n }\n $result.slashes = result.slashes || relative.slashes;\n result.href = result.format();\n return result;\n }\n\n var$ isSourceAbs = (result.pathname && result.pathname.charAt(0) === '/'),\n isRelAbs = (nrelative.host ||\n mustEndAbs = (isRelAbs || isSourceAbs relative.pathname && relative.pathname.charAt(0) === '/'\n),\n (result.host && relative.pathname)),\n removeAllDots = mustEndAbs,\n srcPath =

ll∖n result.pathname && result.pathname.split('/') $\| [],n$ relPath = relative.pathname && relative.pathname.split('/') $\|$ psychotic = result.protocol && !slashedProtocol[result.protocol];\n\n // if the url is a non-slashed url, then [],\n relativen // links like ../.. should be ablen // to crawl up to the hostname, as well. This is strangen //result.protocol has already been set by now. $\ //$ Later on, put the first path part into the host field. $\ if$ (psychotic) $\ln \text{ result.hostname} = "; \ \text{ result.port} = \text{null}; \ \text{ if } (\text{result.host}) \{ \text{ if } (\text{srcPath}[0] = = ") \text{ srcPath}[0] = " \ \text{srcPath}[0] = " \ \text{srcPat$ result.host;\n else srcPath.unshift(result.host);n |n result.host = ";n if (relative.protocol) {nrelative.hostname = null;\n relative.port = null;\n if (relative.host) {\n $}$ if (relPath[0] === ") relPath[0] =relative.host;\n else relPath.unshift(relative.host);\n }\n relative.host = null;n mustEndAbs = mustEndAbs && (relPath[0] === " || srcPath[0] === "); $h \in \mathbb{R}$ is RelAbs ($n \neq 1$ is absolute.) result.host = (relative.host || relative.host === ") ? nrelative.host : result.host;\n result.hostname = (relative.hostname || relative.hostname === ") ?\n relative.hostname : result.hostname;\n result.search = relative.search;\n

result.query = relative.query;n srcPath = relPath; n // fall through to the dot-handling below.(relPath.length) {\n // it's relative\n // throw away the existing file, and take the new path instead.\n if (!srcPath) srcPath = []; n srcPath.pop(); n srcPath = srcPath.concat(relPath); n result.search = relative.search; n srcPath.concat(relPath); n srcPath = relative.search; n srcPath.concat(relPath); n srcPath.concat(relPathresult.query = relative.query; $\ \}$ else if (!util.isNullOrUndefined(relative.search)) { $\ //$ just pull out the search.\n // like href='?foo'.\n // Put this after the other two cases because it simplifies the booleans\n if result.hostname = result.host = srcPath.shift();\n //occationaly the auth can get stuck only in (psychotic) $\{ n \}$ //this especially happens in cases like\n //url.resolveObject('mailto:local1@domain1', host\n 'local2@domain2')\n var authInHost = result.host && result.host.indexOf('@') > 0 ?\n result.host.split('@') : false;\n if (authInHost) {\n result.auth = authInHost.shift();\n result.host = result.hostname = authInHost.shift();\n relative.query;\n //to support http:request\n if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n result.path = (result.pathname ? result.pathname : ") + \n (result.search ? result.search : ");\n }\n result.href = result.format();\n return result;\n $\frac{1}{n} if (!srcPath.length) {n // no path at all. easy.} // we've$ already handled the other stuff above.n result.pathname = null;n //to support http:request/n if (result.search) result.path = '' + result.search;\n } else {\n result.path = null;\n }\n result.href = result.format();\n {\n return result; $|n\rangle / i$ f a url ENDs in . or ..., then it must get a trailing slash $|n\rangle / i$ however, if it ends in anything else non-slashy, n // then it must NOT get a trailing slash. n var last = srcPath.slice(-1)[0]; n var hasTrailingSlash $(result.host \parallel relative.host \parallel srcPath.length > 1) \& \n (last === '.' \parallel last === '.') \parallel last === '); \n / / strip$ = (n)single dots, resolve double dots to parent dirn // if the path tries to go above the root, up ends up > 0 var up =0;\n for (var i = srcPath.length; i >= 0; i--) {\n last = srcPath[i];\n if (last === '.') {\n $(n = 1)^{n}$ srcPath.splice(i, 1);\n } $srcPath.splice(i, 1); n up++; n } else if (up) {\n srcPath.splice(i, 1); n }$ else if (last === '..') { \n up--;\n $\ln \sqrt{\pi} \sqrt{\pi} = 10^{-10} \text{ m}^{-10}$ (!srcPath[0] || srcPath[0].charAt(0) !== '/')) {\n srcPath.unshift('');\n }\n\n if (hasTrailingSlash && $(srcPath.join('/').substr(-1) !== '/')) \{ n srcPath.push(''); n \} n var isAbsolute = srcPath[0] === " || n var isAbsolute = srcPath[0] === " var isAbsolut$ $(srcPath[0] \&\& srcPath[0].charAt(0) === '/'); n/m // put the host back/n if (psychotic) {/n result.hostname =$ result.host = isAbsolute ? ": \n srcPath.length ? srcPath.shift() : ";\n //occationaly the auth can get stuck only in host\n //this especially happens in cases like\n //url.resolveObject('mailto:local1@domain1', local2@domain2' var authInHost = result.host && result.host.indexOf('@') > 0 ?\n result.host.split('@') : false;\n if (authInHost) {\n result.auth = authInHost.shift();nresult.host = result.hostname = authInHost.shift();\n $\lambda = \frac{1}{n} + \frac{1}{n} +$ srcPath.length);\n\n if (mustEndAbs && !isAbsolute) {\n srcPath.unshift(");\n }\n\n if (!srcPath.length) {\n result.pathname = null;n esult.path = null;n else {n result.pathname = srcPath.join('/');n n/n//to support request.http/n if (!util.isNull(result.pathname) || !util.isNull(result.search)) {\n result.path = (result.pathname ? result.pathname : ") +\n (result.search ? result.search : ");n |n result.auth = relative.auth || result.auth;nresult.slashes = result.slashes || relative.slashes;\n result.href = result.format();\n return result;n;n,nUrl.prototype.parseHost = function() {n var host = this.host; n var port = portPattern.exec(host); n if(port) {\n port = port[0];\n if (port !== ':') {\n this.port = port.substr(1);\n }\n host = host.substr(0, host.length - port.length);\n }\n if (host) this.hostname = host;\n};\n","// @flow\n\nimport Reference from './reference/v8.json';\nimport type {StylePropertySpecification} from './style-spec';\nimport type {\n StyleSpecification,\n SourceSpecification,\n LayerSpecification,\n PropertyValueSpecification,\n DataDrivenPropertyValueSpecification\n} from './types';\n\nfunction getPropertyReference(propertyName): StylePropertySpecification {\n for (let i = 0; i < Reference.layout.length; i++) {\n for (const key in Reference[Reference.layout[i]]) {\n if (key === propertyName) return (Reference[Reference.layout[i]][key]: $n \in 0; i < Reference.paint.length; i++)$ any);\n for (const key in Reference[Reference.paint[i]]) {\n if (key === propertyName) return (Reference[Reference.paint[i]][key]: any);\n SourceSpecification) => void) { \n for (const k in style.sources) { \n callback(style.sources[k]); \n

 $\ln \ln \exp(1 - \frac{1}{2}) = 0$ callback(layer);n\n\ntype PropertyCallback = ({\n path: [string, 'paint' | (const layer of style.layers) $\{\n$ 'layout', string], // [layerid, paint/layout, property key]\n key: string,\n value: PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification<mixed>,\n reference: StylePropertySpecification,\n set: (PropertyValueSpecification<mixed> | DataDrivenPropertyValueSpecification<mixed>) => void(n) => void($t_{n} = t_{n}$ StyleSpecification, options: {paint?: boolean, layout?: boolean}, callback: PropertyCallback(n) {\n function inner(layer, propertyType: 'paint' | 'layout') {\n const properties = (layer[propertyType]: any);\n if $callback(\{ n$ (!properties) return;\n path: [layer.id, value: properties[key],\n reference: propertyType, key],\n key,\n getPropertyReference(key),\n $set(x) \{ \ n \}$ properties[key] = x;\n }\n });\n });\n }\n\n eachLayer(style, (layer) => {\n if (options.paint) $\{ n \}$ if inner(layer, 'paint');\n }\n }\n });\n}\n","\nimport URL from 'url';\nimport (options.layout) $\{\n$ inner(layer, 'layout');\n {eachSource, eachLayer, eachProperty} from '../visit';\n\nfunction eachLayout(layer, callback) {\n for (const k in if (k.indexOf('layout') === 0) { \n $n \geq n \leq n \leq n \leq n$ layer) { \n callback(layer[k], k);\n if $(k.indexOf('paint') === 0) \{ \n$ eachPaint(layer, callback) {\n for (const k in layer) {\n $}$ callback(layer[k], k);\n return resolveConstant(style, style.constants[value]); \n } else { \n && value[0] === '@') {\n return value; $n \left(\frac{n}{n} \right) \right) \left(\frac{n}{n} \right) \right)$ renameProperty(obj, from, to) $\{n obj[to] = obj[from]; delete obj[from]; n\}$ style.version = 8; n/n // Rename properties, reverse coordinates in source and layers/n eachSource(style, (source)) $=> \{ \setminus n \}$ if (source.type === 'video' && source.url !== undefined) {\n renameProperty(source, 'url', }\n if (source.type === 'video') { \n source.coordinates.forEach((coord) => $\{n \}$ 'urls');\n return coord.reverse();\n });\n (n): n = (n)eachLayout(layer, $(layout) => \{ \ n \}$ if (layout['symbol-min-distance'] !== undefined) {\n renameProperty(layout, 'symbol-min-distance', 'symbol-spacing');\n }\n });\n\n eachPaint(layer, (paint) \Rightarrow {\n if $(paint[background-image'] !== undefined) {\n}$ renameProperty(paint, 'background-image', 'backgroundpattern');\n if (paint['line-image'] !== undefined) {\n renameProperty(paint, 'line-image', }\n 'line-pattern');\n }\n if $(paint['fill-image'] !== undefined) \{ \n$ renameProperty(paint, 'fillimage', 'fill-pattern');\n }\n });\n });\n\n // Inline Constants\n eachProperty(style, {paint: true, layout: true}, (property) \Rightarrow {\n const value = resolveConstant(style, property.value);\n\n if (isFunction(value)) {\n value.stops.forEach((stop) \Rightarrow {\n stop[1] = resolveConstant(style,stop[1]); n});\n $\lambda n n$ property.set(value);\n });\n delete style.constants;\n\n eachLayer(style, // get rid of text-max-size, icon-max-size\n // turn text-size, icon-size into layout properties\n $(layer) => \{ \ n \}$ // https://github.com/mapbox/mapbox-gl-style-spec/issues/255\n\n eachLayout(layer, (layout) => $\{$ \n delete layout['text-max-size'];\n delete layout['icon-max-size'];\n $);\n\n$ eachPaint(layer, (paint) => if (!layer.layout) layer.layout = { };\n {\n if (paint['text-size']) {\n layer.layout['text-size'] = paint['text-size'];\n delete paint['text-size'];\n }\n\n if (paint['icon-size']) {\n if (!layer.layout) layer.layout = { };\n layer.layout['icon-size'] = paint['icon-size'];\n delete paint['icon-size'];\n }\n $);\n);\n (n, n) function migrateFontstackURL(input) {\n$ const inputParsed = URL.parse(input);\n const inputPathnameParts = inputParsed.pathname.split('/');\n\n if (inputParsed.protocol !== 'mapbox:') {\n return input;\n\n } else if (inputParsed.hostname === 'fontstack') $\{ n \}$ assert(decodeURI(inputParsed.pathname) === '/{fontstack}/{range}.pbf');\n return 'mapbox://fonts/mapbox/{fontstack}/{range}.pbf';\n\n } else if (inputParsed.hostname === 'fonts') {\n assert(inputPathnameParts[1] === 'v1');\n assert(decodeURI(inputPathnameParts[3]) === '{fontstack}');\n assert(decodeURI(inputPathnameParts[4]) === '{range}.pbf');\n return `mapbox://fonts/\${inputPathnameParts[2]}/{fontstack}/{range}.pbf`;\n\n } else {nassert(false);\n }\n\n function assert(predicate) $\{\n$ if (!predicate) {\n throw new Error(`Invalid font url:

 $"${input}");\n$ }\n $n \in (style.glyphs)$ style.glyphs = migrateFontstackURL(style.glyphs);n /n/n function migrateFontStack(font) {/n function splitAndTrim(string) {\n return string.split(',').map((s) => {\n return s.trim();\n });\n if (Array.isArray(font)) {\n // Assume it's a previously migrated font-array.\n return font;\n\n }\n\n } else if (typeof font === 'string') {\n return splitAndTrim(font);\n\n } else if (typeof font === 'object') { \n font.stops.forEach((stop) => $\{$ \n stop[1] = splitAndTrim(stop[1]);\n });\n return font;\n\n throw new Error(\"unexpected font value\");\n $else \{ n \}$ $n \geq n n$ eachLayer(style, (layer) $=> \{ \n$ eachLayout(layer, (layout) $=> \{ \n$ if (layout['text-font']) {\n layout['text-font'] = migrateFontStack(layout['text-font']);\n }\n $);\n \);\n \// Reverse order of$ symbol layers. This is an imperfect migration $\ln //\ln //$ The order of a symbol layer in the layers list affects two things:\n // - how it is drawn relative to other layers (like oneway arrows below bridges)\n // - the placement priority compared to other layers n / n / It's impossible to reverse the placement priority without breaking the draw order/n // in some cases. This migration only reverses the order of symbol layers that/n // are above all other types of layers.n //n // Symbol layers that are at the top of the map preserve their priority.n // Symbol layers that are below another type (line, fill) of layer preserve their draw order.n/n let firstSymbolLayer = 0;nfor (let i =style.layers.length - 1; $i \ge 0$; $i \rightarrow 0$ (nconst layer = style.layers[i];nif (layer.type !== 'symbol') $\{ n \}$ firstSymbolLayer = i + 1;\n break;\n style.layers.splice(firstSymbolLayer);\n symbolLayers.reverse();\n style.layers = style.layers.concat(symbolLayers);\n\n return style;\n}\n","//@flow\n\nexport default function (output: any, ...inputs: Array<any>) {\n for (const input of inputs) {\n $}$ for (const k in input) $\{\n$ output[k] =\n \\n return output;\n\\n","//@flow\n\nclass ParsingError extends Error {\n key: string;\n input[k];\n message: string;\n constructor(key: string, message: string) {\n super(message);\n this.message = this.key = key; $n \geq n = e^{n} - e^{n} = e^{n} - e^{n} - e^{n} - e^{n} - e^{n} = e^{n} - e^{n}$ message;\n from './expression'; $n^* n * Tracks \ bindings during expression parsing. n * @private.n */nclass Scope {/n$ parent: ?Scope;\n bindings: {[_: string]: Expression};\n constructor(parent?: Scope, bindings: Array<[string, Expression]> = []) { \n this.parent = parent;nthis.bindings = $\{ \}; \$ for (const [name, expression] of bindings) $\{ \ n \$ this.bindings[name] = expression;\n $\ln \ln \pi concat(bindings: Array < string,$ Expression]>) {\n return new Scope(this, bindings);n and return extremely in the string): Expression (<math>nif (this.bindings[name]) { return this.bindings[name]; }\n if (this.parent) { return this.parent.get(name); }\n throw new Error($\{name\}\$ not found in scope.); h |n| has(name: string): boolean {\n (this.bindings[name]) return true;\n Scope;\n","// @flow\n\nexport type NullTypeT = { kind: 'null' };\nexport type NumberTypeT = { kind: 'number' };\nexport type StringTypeT = { kind: 'string' };\nexport type BooleanTypeT = { kind: 'boolean' };\nexport type ColorTypeT = { kind: 'color' };\nexport type ObjectTypeT = { kind: 'object' };\nexport type ValueTypeT = { kind: 'value' };\nexport type ErrorTypeT = { kind: 'error' };\nexport type CollatorTypeT = { kind: 'collator' };\nexport type FormattedTypeT = { kind: 'formatted' };\nexport type ResolvedImageTypeT = { kind: 'resolvedImage' };\n\nexport type EvaluationKind = 'constant' | 'source' | 'camera' | 'composite'; n = n NullTypeT |nNumberTypeT |\n StringTypeT |\n BooleanTypeT |\n ColorTypeT |\n ObjectTypeT |\n ValueTypeT |\n ArrayType | // eslint-disable-line no-use-before-define\n ErrorTypeT |\n CollatorTypeT |\n FormattedTypeT |\n ResolvedImageTypeT\n\nexport type $ArrayType = \{n kind: 'array', n itemType: Type, n N:$?number\n\nexport type NativeType = 'number' | 'string' | 'boolean' | 'null' | 'array' | 'object'\n\nexport const NullType = {kind: 'null'};\nexport const NumberType = {kind: 'number'};\nexport const StringType = {kind: 'string'};\nexport const BooleanType = {kind: 'boolean'};\nexport const ColorType = {kind: 'color'};\nexport const $ObjectType = \{kind: 'object'\};$ (nexport const ValueType = $\{kind: 'value'\};$ (nexport const ErrorType = $\{kind: value'\}$) 'error'};\nexport const CollatorType = {kind: 'collator'};\nexport const FormattedType = {kind: 'formatted'};\nexport const ResolvedImageType = {kind: 'resolvedImage'};\n\nexport function array(itemType: Type, N: ?number): ArrayType {\n return {\n $}$ kind: 'array',\n itemType,\n $N \in \{:, n\} \setminus n \in String(type:$ Type): string {\n if (type.kind === 'array') {\n const itemType = toString(type.itemType);\n return typeof

type.N === 'number' ?\n `array<\${itemType}, \${type.N}>`:\n type.itemType.kind === 'value' ? 'array' : $array < \{itemType\} > : \ \} else \{ \ \}$ NullType,\n NumberType,\n StringType,\n BooleanType,\n ColorType,\n FormattedType,\n ObjectType,\n array(ValueType),\n ResolvedImageType\n];\n\n/**\n * Returns null if `t` is a subtype of `expected`; otherwise returns an n * error message. n * @private n */nexport function checkSubtype(expected:Type, t: Type): ?string { $n if (t.kind === 'error') {n // Error is a subtype of every type n$ return null;n } else if (expected.kind === 'array') { \n if (t.kind === 'array' & λ ((t.N == 0 && t.itemType.kind =='value') || !checkSubtype(expected.itemType, t.itemType)) &&\n (typeof expected.N !== 'number' || expected.N === t.N)) { \n return null;\n $n \$ else if (expected.kind === t.kind) {\n return null;\n } else if (expected.kind === 'value') {\n for (const memberType of valueMemberTypes) {\n if (!checkSubtype(memberType, t)) {\n return null;\n }\n $n \geq n \in \mathbb{Z}$ \${toString(expected)} but found \${toString(t)} instead.`;\n}\n\nexport function isValidType(provided: Type, allowedTypes: Array<Type>): boolean {\n return allowedTypes.some(t => t.kind ===provided.kind);\n}\n\export function isValidNativeType(provided: any, allowedTypes: Array<NativeType>): boolean {\n return allowedTypes.some(t => {\n $}$ if (t === 'null') { \n return provided === null;\n } } else if (t === 'object') {\n else if (t === 'array') { \n return Array.isArray(provided);\n return provided && !Array.isArray(provided) && typeof provided === 'object';\n } else {\n return t === typeof n};\n}\n","// (c) Dean McNamee < dean@gmail.com>, 2012.\n//\n// provided:\n https://github.com/deanm/css-color-parser-js\n//\n// Permission is hereby granted, free of charge, to any person obtaining a copyn// of this software and associated documentation files (the "Software"), ton// deal in the Software without restriction, including without limitation the\n// rights to use, copy, modify, merge, publish, distribute, sublicense, and/or\n// sell copies of the Software, and to permit persons to whom the Software is\n// furnished to do so, subject to the following conditions: $\frac{n}{n}$ The above copyright notice and this permission notice shall be included in\n// all copies or substantial portions of the Software.\n/\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n// IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n// FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n// AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n// LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING\n// FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS\n// IN THE SOFTWARE.\n\n// http://www.w3.org/TR/css3 $color/nvar kCSSColorTable = \{n \transparent\": [0,0,0,0], \transparent\": [240,248,255,1], n \transparent\": [0,0,0,0], \transp$ [250,235,215,1], \"aqua\": [0,255,255,1], \n \"aquamarine\": [127,255,212,1], \"azure\": [240,255,255,1], \n \"beige\": [245,245,220,1], \"bisque\": [255,228,196,1],\n \"black\": [0,0,0,1], \"blanchedalmond\": [255,235,205,1],\n \"blue\": [0,0,255,1], \"blueviolet\": [138,43,226,1],\n \"brown\": [165,42,42,1], \"burlywood\": [222,184,135,1],\n \"cadetblue\": [95,158,160,1], \"chartreuse\": [127,255,0,1],\n \"chocolate\": [210,105,30,1], \"coral\": [255,127,80,1],\n \"cornflowerblue\": [100,149,237,1], \"cornsilk\": [255,248,220,1],\n \"crimson\": [220,20,60,1], \"cyan\": [0,255,255,1],\n \"darkblue\": [0,0,139,1], \"darkcyan\": [0,139,139,1],\n \"darkgoldenrod\": [184,134,11,1], \"darkgray\": [169,169,169,1],\n \"darkgreen\": [0,100,0,1], \"darkgrey\": [169,169,169,1],\n \"darkhaki\": [189,183,107,1], \"darkmagenta\": [139,0,139,1],\n \"darkolivegreen\": [85,107,47,1], \"darkorange\": [255,140,0,1],\n \"darkorchid\": [153,50,204,1], \"darkred\": [139,0,0,1],\n \"darksalmon\": [233,150,122,1], \"darkseagreen\": [143,188,143,1],\n \"darkslateblue\": [72,61,139,1], \"darkslategray\": [47,79,79,1],\n \"darkslategrey\": [47,79,79,1],\"darkturquoise\": [0,206,209,1],\n \"darkviolet\": [148,0,211,1], \"deeppink\": [255,20,147,1],\n \"deepskyblue\": [0,191,255,1], \"dimgray\": [105,105,105,1],\n \"dimgrey\": [105,105,105,1], \"dodgerblue\": [30,144,255,1],\n \"firebrick\": [178,34,34,1], \"floralwhite\": [255,250,240,1],\n \"forestgreen\": [34,139,34,1], \"fuchsia\": [255,0,255,1],\n \"gainsboro\": [220,220,220,1], \"ghostwhite\": [248,248,255,1],\n \"gold\": [255,215,0,1], \"goldenrod\": [218,165,32,1],\n \"gray\": [128,128,12,1], \"green\": [0,128,0,1],\n \"greenyellow\": [173,255,47,1], \"grey\": [128,128,128,1],\n \"honeydew\": [240,255,240,1], \"hotpink\": [255,105,180,1],\n \"indianred\": [205,92,92,1], \"indigo\":

[75,0,130,1],\n \"ivory\": [255,255,240,1], \"khaki\": [240,230,140,1],\n \"lavender\": [230,230,250,1], \"lavenderblush\": [255,240,245,1],\n \"lawngreen\": [124,252,0,1], \"lemonchiffon\": [255,250,205,1],\n \"lightblue\": [173,216,230,1], \"lightcoral\": [240,128,128,1],\n \"lightcyan\": [224,255,255,1], \"lightgoldenrodyellow\": [250,250,210,1],\n \"lightgray\": [211,211,211,1], \"lightgreen\": [144,238,144,1],\n \"lightgrey\": [211,211,211,1], \"lightpink\": [255,182,193,1],\n \"lightsalmon\": [255,160,122,1], \"lightseagreen\": [32,178,170,1],\n \"lightskyblue\": [135,206,250,1], \"lightslategray\": [119,136,153,1],\n \"lightslategrey\": [119,136,153,1], \"lightsteelblue\": [176,196,222,1],\n \"lightyellow\": [255,255,224,1], \"lime\": [0,255,0,1],\n \"limegreen\": [50,205,50,1], \"linen\": [250,240,230,1],\n \"magenta\": [255,0,255,1], \"maroon\": [128,0,0,1],\n \"mediumaquamarine\": [102,205,170,1], \"mediumblue\": [0,0,205,1],\n \"mediumorchid\": [186,85,211,1], \"mediumpurple\": [147,112,219,1],\n \"mediumseagreen\": [60,179,113,1], \"mediumslateblue\": [123,104,238,1],\n \"mediumspringgreen\": [0,250,154,1], \"mediumturquoise\": [72,209,204,1],\n \"mediumvioletred\": [199,21,133,1], \"midnightblue\": [25,25,112,1],\n \"mintcream\": [245,255,250,1], \"mistyrose\": [255,228,225,1],\n \"moccasin\": [255,228,181,1], \"navajowhite\": [255,222,173,1],\n \"navy\": [0,0,128,1], \"oldlace\": [253,245,230,1],\n \"olive\": [128,128,0,1], \"olivedrab\": [107,142,35,1],\n \"orange\": [255,165,0,1], \"orangered\": [255,69,0,1],\n \"orchid\": [218,112,214,1], \"palegoldenrod\": [238,232,170,1],\n \"palegreen\": [152,251,152,1], \"paleturquoise\": [175,238,238,1],\n \"palevioletred\": [219,112,147,1], \"papayawhip\": [255,239,213,1],\n \"peachpuff\": [255,218,185,1], \"peru\": [205,133,63,1],\n \"pink\": [255,192,203,1], \"plum\": [221,160,221,1],\n \"powderblue\": [176,224,230,1], \"purple\": [128,0,128,1],\n \"rebeccapurple\": [102,51,153,1],\n \"red\": [255,0,0,1], \"rosybrown\": [188,143,143,1],\n \"royalblue\": [65,105,225,1], \"saddlebrown\": [139,69,19,1],\n \"salmon\": [250,128,114,1], \"sandybrown\": [244,164,96,1],\n \"seagreen\": [46,139,87,1], \"seashell\": [255,245,238,1],\n \"sienna\": [160,82,45,1], \"silver\": [192,192,192,1],\n \"skyblue\": [135,206,235,1], \"slateblue\": [106,90,205,1],\n \"slategray\": [112,128,144,1], \"slategrey\": [112,128,144,1],\n \"snow\": [255,250,250,1], \"springgreen\": [0,255,127,1],\n \"steelblue\": [70,130,180,1], \"tan\": [210,180,140,1],\n \"teal\": [0,128,128,1], \"thistle\": [216,191,216,1],\n \"tomato\": [255,99,71,1], \"turquoise\": [64,224,208,1],\n \"violet\": [238,130,238,1], \"wheat\": [245,222,179,1],\n \"white\": [255,255,255,1], "whitesmoke\": [245,245,245,1],\n \"yellow\": [255,255,0,1], \"yellowgreen\": [154,205,50,1]\n\nfunction clamp_css_byte(i) { // Clamp to integer 0 .. 255.\n i = Math.round(i); // Seems to be what Chrome does (vs truncation). $n = 1 \le 0?0: i > 255?255: i;n} n = 0.01$ Clamp to float 0.0.. 1.0.\n return f < 0? 0: f > 1? 1: $f(n) \ln(t) = c \sin(t) f(n)$ if (str[str.length - 1] === '%') return clamp css byte(parseFloat(str) / 100 * 255);\n return clamp_css_byte(parseInt(str));\n}\n\nfunction parse_css_float(str) { // float or percentage.\n if (str[str.length - 1] === '%')\n return clamp_css_float(parseFloat(str) / 100);\n return clamp_css_float(parseFloat(str));\n}\n\nfunction $css_hue_to_rgb(m1, m2, h) \{ n \text{ if } (h < 0) h += 1; n \text{ else if } (h > 1) h -= 1; n/n \text{ if } (h * 6 < 1) \text{ return } m1 + (m2 - m1) * (m1 - m2) \}$ h = 6; if (h = 2 < 1) return m2; if (h = 3 < 2) return m1 + (m2 - m1) = (2/3 - h) = 6; n return m1; n}/n/nfunction parseCSSColor(css_str) {\n // Remove all whitespace, not compliant, but should just be more accepting.\n var str = css_str.replace(//g, ").toLowerCase();\n\n // Color keywords (and transparent) lookup.\n if (str in kCSSColorTable) return kCSSColorTable[str].slice(); // dup.\n\n // #abc and #abc123 syntax.\n if (str[0] === '#') {\n if (str.length $=== 4) \{ n \}$ var iv = parseInt(str.substr(1), 16); // TODO(deanm): Stricter parsing.\n if $(!(iv) \ge 0 \&\& iv \le 0)$ 0xfff)) return null; // Covers NaN.\n return [((iv & 0xf00) >> 4) | ((iv & 0xf00) >> 8),\n (iv & 0xf0) | ((iv (0xf0) >> 4), n(iv & 0xf) | ((iv & 0xf) << 4), n1];n } else if (str.length === 7) {nvar iv = parseInt(str.substr(1), 16); // TODO(deanm): Stricter parsing.\n if (!(iv >= 0 && iv <= 0xfffff)) return null; // (iv & 0xff00) >> 8,\n Covers NaN.\n return [(iv & 0xff0000) >> 16,\n iv & 0xff, n1]:\n $\ln n$ return null; $\ln \ln var op = str.indexOf('('), ep = str.indexOf(')'); n if (op !== -1 && ep + 1 === str.length)$ $\ln var fname = str.substr(0, op);$ var params = str.substr(op+1, ep-(op+1)).split(','); var alpha = 1; // To allow case fallthrough.\n switch (fname) $\{\n$ case 'rgba':\n if (params.length !== 4) return null;\n alpha = parse_css_float(params.pop());\n // Fall through.\n case 'rgb':\n if (params.length !== 3) return null;\n return [parse_css_int(params[0]),\n parse_css_int(params[1]),\n parse_css_int(params[2]),\n alpha];\n case 'hsla':\n if (params.length !== 4) return null;\n alpha =

parse css float(params.pop());\n // Fall through.\n case 'hsl':\n if (params.length !== 3) return null;\n var h = (((parseFloat(params[0]) % 360) + 360) % 360) / 360; // 0 .. 1\n // NOTE(deanm): According to the CSS spec s/l should only be\n // percentages, but we don't bother and let float or percentage.\n var s =var l = parse_css_float(params[2]);\n var m2 = $1 \le 0.5$? 1 * (s + 1) : 1 + s - 1 parse_css_float(params[1]);\n return [clamp_css_byte(css_hue_to_rgb(m1, m2, h+1/3) * 255),\n * s;\n var m1 = 1 * 2 - m2;clamp_css_byte(css_hue_to_rgb(m1, m2, h) * 255),\n clamp_css_byte(css_hue_to_rgb(m1, m2, h-1/3) * 255),\n alpha]; ndefault:\n exports.parseCSSColor = parseCSSColor } catch(e) { }\n","// @flow\n\nimport {parseCSSColor} from 'csscolorparser';\n\n/**\n * An RGBA color value. Create instances from color strings using the static\n * method Color.parse. The constructor accepts RGB channel values in the range n * [0, 1], premultiplied by A.n * n *@param {number} r The red channel.\n * @param {number} g The green channel.\n * @param {number} b The blue channel. $n * @ param \{number\}\ a The alpha channel.<math>n * @ private n */nclass Color \{n r: number; n g:$ number;\n b: number;\n a: number;\n\n constructor(r: number, g: number, b: number, a: number = 1) {\n this.r = $r;\n$ this.g = g;\n this.b = b;\n this.a = a;n n static black: Color;n static white: Color;nstatic transparent: Color;\n static red: Color;\n/n /**\n * Parses valid CSS color strings and returns a Color` instance.\n * @returns A `Color` instance, or `undefined` if the input is not a valid color string.\n *∕\n static parse(input?: string | Color | null): Color | void {\n if (!input) $\{ n \}$ return undefined;\n }\n\n if (input instance of Color) $\{\n$ return input;\n }\n\n if (typeof input $!== 'string') \{ \ n \}$ return undefined;\n }\n\n const rgba = parseCSSColor(input);\n if (!rgba) $\{ n \}$ return undefined;\n rgba[0] / 255 * rgba[3],\n $\lambda n n$ return new Color(\n rgba[1] / 255 * rgba[3],\n rgba[2] / 255 * rgba[3], n $rgba[3]\n$); $n \geq n = \pi R$ an RGBA string representing the color value. *\n * @returns An RGBA string.\n * @example\n * var purple = new Color.parse('purple');\n * purple.toString; $// = \langle rgba(128,0,128,1) \rangle$ * var translucentGreen = new Color.parse('rgba(26, 207, 26, .73)'); \n * translucentGreen.toString(); $// = \langle rgba(26,207,26,0.73) \rangle \langle n$ toString(): string $\langle n$ const [r, g, b, a] =this.toArray();\n return $rgba({Math.round(r)},{Math.round(g)},{Math.round(b)},{a}), n = n = 100 m s =$ toArray(): [number, number, number, number] {\n const {r, g, b, a} = this;\n return a === 0? [0, 0, 0, 0] : [\n r * 255 / a,\n g * 255 / a,\n $b * 255 / a_n$ a∖n Color(0, 0, 0, 1); nColor.white = new Color(1, 1, 1, 1); nColor.transparent = new Color(0, 0, 0, 0); nColor.red = new Color(0, 0, 0, 0);Color(1, 0, 0, 1); \n\nexport default Color; \n","// @flow\n\n// Flow type declarations for Intl cribbed from \n// https://github.com/facebook/flow/issues/1270\n\ndeclare var Intl: {\n Collator: $Class<IntlCollator>\n$;\n\ndeclare class IntlCollator {\n constructor (\n locales?: string | string[],\n options?: CollatorOptions\n): Intl\$Collator;\n\n static (\n locales?: string | string[],\n options?: CollatorOptions\n): Intl\$Collator;\n\n compare (a: string, b: string): number;\n\n resolvedOptions(): any;n\n/ntype CollatorOptions = {\n localeMatcher?: 'lookup' | 'best fit',\n usage?: 'sort' | 'search',\n sensitivity?: 'base' | 'accent' | 'case' | 'variant', n ignorePunctuation?: boolean, n numeric?: boolean, n caseFirst?: 'upper' | 'lower' | 'false'\n}\n\nexport default class Collator {\n locale: string | null;\n sensitivity: 'base' | 'accent' | 'case' | 'variant';\n collator: Intl\$Collator;\n\n constructor(caseSensitive: boolean, diacriticSensitive: boolean, locale: string | null) { \n if (caseSensitive)\n this.sensitivity = diacriticSensitive ? 'variant' : 'case';\n this.sensitivity = diacriticSensitive ? 'accent' : 'base';\n\n this.locale = locale; \n else∖n this.collator = new Intl.Collator(this.locale ? this.locale : [],\n {sensitivity: this.sensitivity, usage: 'search'}); $n \ n \in \mathbb{N}$ compare(lhs: string, rhs: string): number {\n return this.collator.compare(lhs, rhs);n /n/n resolvedLocale(): string {\n // We create a Collator without \"usage: search\" because we don't want\n // the search options encoded in our result (e.g. \"en-u-co-search\")\n return new Intl.Collator(this.locale ? this.locale : [])\n .resolvedOptions().locale;\n }\n","// @flow\nimport type Color from '../../util/color';\nimport type ResolvedImage from '../types/resolved_image';\n\nexport class FormattedSection {\n text: string;\n image: ResolvedImage | null;\n scale: number | null;\n fontStack: string | null;\n textColor: Color | null;\n\n constructor(text: string, image: ResolvedImage | null, scale: number | null, fontStack: string | null, textColor: Color | null) $\{ n \}$ this.text = text;nthis.image = image;\n this.scale = scale; \n this.fontStack = fontStack;\n

this.textColor = textColor; $\n \$ $n \$

Array<FormattedSection>;\n\n constructor(sections: Array<FormattedSection>) {\n this.sections = sections;n $n = \frac{\ln \pi}{\ln \pi}$ return new Formatted([new FormattedSection(unformatted, null, null, null, null)]);n how is Empty(): boolean { if (this.sections.length === 0) return true;\n return !this.sections.some(section => section.text.length !== $0 \parallel n$ (section.image && section.image.name.length !==0); $n \geq n/n$ static factory(text: Formatted | string): if (text instance of Formatted) {\n Formatted {\n return text;\n } else {nreturn Formatted.fromString(text);\n $n \geq n \in String(): string$ if (this.sections.length === 0) return ";\n return this.sections.map(section => section.text).join("); $\n \$ h n serialize(): Array<mixed> {\n const serialized: Array<mixed $> = [\"format\"];\n$ for (const section of this.sections) $\{\n$ if (section.image) $\{\n$ serialized.push([\"image\", section.image.name]);\n continue;\n }\n serialized.push(section.text);\n const options: { [key: string]: mixed } = { };nif (section.fontStack) {\n options[\"text-font\"] = [\"literal\", section.fontStack.split(',')];\n }\n if (section.scale) $\{\n$ options[\"font-scale\"] = section.scale;\n }\n if (section.textColor) {\n options[\"textcolor\"] = ([\"rgba\"]: Array<mixed>).concat(section.textColor.toArray());\n }\n return serialized; $n \geq n \leq n', "// @ flow \ n \in v$ serialized.push(options);\n }\n ResolvedImageOptions = $\{$ n name: string, n available: boolean\n}; n export default class ResolvedImage $\{$ n name: string;\n available: boolean;\n\n constructor(options: ResolvedImageOptions) {\n this.name = options.name;\n this.available = options.available; $\ \ \$ toString(): string {\n return this.name;\n \n\n static fromString(name: string): ResolvedImage | null {\n if (!name) return null; // treat empty values as return new ResolvedImage({name, available: false});n /n/n serialize(): Array<string> {/n no image\n return [''image, this.name]; h }\n',"// @flow\n\nimport assert from 'assert'; h\nimport Color from '../util/color';\nimport Collator from './types/collator';\nimport Formatted from './types/formatted';\nimport ResolvedImage from './types/resolved image';\nimport {NullType, NumberType, StringType, BooleanType, ColorType, ObjectType, ValueType, CollatorType, FormattedType, ResolvedImageType, array} from './types';\n\nimport type {Type} from './types';\n\nexport function validateRGBA(r: mixed, g: mixed, b: mixed, a?: mixed): string | null { \n if (!(\n typeof r === 'number' && r >= 0 && r <= 255 && \n typeof g === 'number' && $g \ge 0$ && $g \le 255$ && ntypeof b === 'number' && b >= 0 && b <= 255n)) {nconst value = typeof a === 'number' ? $[r, g, b, a] : [r, g, b]; \n$ return `Invalid rgba value [\${value.join(', ')}]: 'r', 'g', and 'b' must be between 0 and 255.';n n if (!(ntypeof a === 'undefined' || (typeof a === 'number' && a >= $0 \&\& a \le 1 \ (n)$ return `Invalid rgba value [\${[r, g, b, a].join(', ')}]: 'a' must be between 0 and 1.`;\n \n\n return null;\n\nexport type Value = null | string | boolean | number | Color | Collator | Formatted | ResolvedImage | \$ReadOnlyArray<Value> | { +[string]: Value }\n\nexport function isValue(mixed: mixed): boolean $\{ n \text{ if (mixed === null)} \}$ return true; $n \}$ else if (typeof mixed === 'string') {nreturn true; $n \}$ else if (typeof mixed === 'boolean') $\{$ return true; \n } else if (typeof mixed === 'number') { \n return true;\n } else if (mixed instanceof Color) {\n return true; \n } else if (mixed instance f Collator) { \n return true;\n } else if (mixed instanceof Formatted) {\n return true;\n } else if (mixed instanceof ResolvedImage) {\n return true;n } else if (Array.isArray(mixed)) {nfor (const item of mixed) $\{\n$ if (!isValue(item)) {\n return false;\n return true; $n \}$ else if (typeof mixed === 'object') {n}\n }\n for (const key in mixed) $\{ n \}$ if (!isValue(mixed[key])) {\n return false;\n }\n }\n return true;\n } else {nreturn false; $\ \ \$ n}\n/nexport function typeOf(value: Value): Type {\n if (value === null) {\n if (value == null) {\n if (va return NullType; $n \}$ else if (typeof value === 'string') {nreturn StringType;\n } else if (typeof value === 'boolean') {\n return BooleanType;\n } else if (typeof value === 'number') {\n return NumberType;\n } else if (value instanceof Color) {\n return ColorType; $n \}$ else if (value instanceof Collator) {nreturn CollatorType; \n } else if (value instance of Formatted) { \n return FormattedType; $n \}$ else if (value instance of ResolvedImage) {\n return ResolvedImageType;\n } else if (Array.isArray(value)) {\n const length = value.length; nlet itemType: Type | typeof undefined;\n\n for (const item of value) $\{\n$ const t = typeOf(item);\n if (!itemType) {\n itemType = $t;\n$ } else if (itemType === t) {n

continue;\n } else {\n itemType = ValueType;\n break;\n }\n $\lambda n n$ return array(itemType || ValueType, length);\n } else {\n assert(typeof value === 'object');\n return return ";\n } else if (type === 'string' || type === 'number' || type === 'boolean') {\n null) {\n return String(value);\n } else if (value instance of Color || value instance of Formatted || value instance of ResolvedImage) {\n return value.toString();\n } else {\n return JSON.stringify(value);\n }\n}\nexport {Color, Collator };\n","// @flow\n\nimport assert from 'assert';\nimport {isValue, typeOf, Color } from '../values';\nimport Formatted from '../types/formatted';\n\nimport type { Type } from '../types';\nimport type { Value } from '../values';\nimport type {Expression} from '../expression';\nimport type ParsingContext from .../parsing context';\n\nclass Literal implements Expression {\n type: Type;\n value: Value;\n\n this.value = value;n}n/n static parse(args: constructor(type: Type, value: Value) {\n this.type = type; \n \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length !== 2)\n return context.error(`literal' expression requires exactly one argument, but found fargs.length - 1 instead.`);\n\n if (!isValue(args[1]))\n return context.error(`invalid value`);\n\n const value = (args[1]: any);let type // special case: infer the item type if possible for zero-length arrays\n const expected = = typeOf(value);\n\n context.expectedType;\n if (\n type.kind === 'array' & λ type.N === 0 &&nexpected &&\n expected.kind === 'array' & λ (typeof expected.N !== 'number' || expected.N === 0)\n) {\n type = expected;n}\n\n return new Literal(type, value); $\ \$ walue); $\ \$ return return true;n}n/n serialize(): if (this.type.kind === 'array' || this.type.kind === 'object') {\n Array<mixed> $\{\n$ return [\"literal\", this.value];\n } else if (this.value instanceof Color) {\n // Constant-folding can generate Literal expressions that you\n // couldn't actually generate with a \"literal\" expression,\n // so we have to return [\"rgba\"].concat(this.value.toArray());\n implement an equivalent serialization here\n } else if (this.value instance of Formatted) {\n // Same as Color\n return this.value.serialize();\n } else {nassert(this.value === null |||typeof this.value === 'string' ||\n typeof this.value === 'number' ||\n typeof this.value === 'boolean'); \n return (this.value: any);\n $n \geq n \leq n \leq n \leq n$ Literal;\n","///@flow\n\nclass RuntimeError {\n name: string;\n message: string;\n\n constructor(message: this.name = 'ExpressionEvaluationError';\n this.message = message; $\n \$ $n \$ string) $\{ n \}$ return this.message;\n }\n\nexport default RuntimeError;\n","// @flow\n\nimport assert from 'assert';\n\nimport {\n ObjectType,\n ValueType,\n StringType,\n NumberType,\n BooleanType,\n checkSubtype,\n toString,\n array\n} from '../types';\nimport RuntimeError from '../runtime_error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from $.../types'; n = {n string: StringType, n number: NumberType, bolean: BooleanType, n$ object: ObjectType\n};\n\nclass Assertion implements Expression {\n type: Type;\n args: Array<Expression>;\n\n constructor(type: Type, args: Array<Expression>) {\n this.type = type;nthis.args = args; n n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {nif $(args.length < 2) \setminus n$ return context.error(`Expected at least one argument.`);\n\n let i = 1;\n let type;\n\n const name: string = (args[0]: any);\n if (name === 'array') { \n let itemType;\n if $(args.length > 2) \{ \n$ const type = $args[1];\n$ if (typeof type !== 'string' || !(type in types) || type === 'object') nreturn context.error('The item type argument of \"array\" must be one of string, number, boolean', 1);\n itemType = types[type]; n $i++:\n$ } else {\n itemType = if (args.length > 3) {nValueType;\n $\lambda n n$ let N;\n if $(args[2] !== null \&\& \n$ (typeof args[2] !== 'number' ||\n $args[2] < 0 \parallel n$ $args[2] !== Math.floor(args[2])) \n$) {\n return context.error('The length argument to \"array\" must be a positive integer literal', 2);\n }\n N = args[2]; n $i++;\n$ $\lambda n n$ type = array(itemType, N);\n } else {\n assert(types[name], name);\n type = types[name];n}\n\n const parsed = [];\n for (; i < args.length; i++) {\n const input = context.parse(args[i], i, ValueType);\n if (!input) return null;\n

parsed.push(input);\n }\n\n return new Assertion(type, parsed); $\ \$ } $\$ const value = EvaluationContext) {\n for (let i = 0; i <this.args.length; i++) {\n this.args[i].evaluate(ctx);\n const error = checkSubtype(this.type, typeOf(value));\n if (!error) $\{ n \}$ return value;\n } else if (i === this.args.length - 1) {nthrow new RuntimeError(`Expected value to be of type \${toString(this.type)}, but found \${toString(typeOf(value))} instead.`);\n }\n $\lambda n n$ assert(false);\n return null; $n \ n = chChild(fn: (: Expression) => void)$ this.args.forEach(fn);\n $\ln = \ln \left(\frac{\ln n}{\ln n} \right)$ return this.args.every(arg => arg.outputDefined()); $\n \$ (n\n serialize(): const serialized = [type.kind];\n Array<mixed> {\n const type = this.type;\n if (type.kind === 'array') {\n const itemType = type.itemType;\n if (itemType.kind === 'string' ||\n itemType.kind === 'number' ||\n serialized.push(itemType.kind);\n itemType.kind === 'boolean') { \n const N = type.N; nif (typeof N === 'number' || this.args.length > 1) {\n serialized.push(N);nreturn serialized.concat(this.args.map(arg => arg.serialize()));n $n \approx 0$ }\n }\n }\n Assertion;\n","// @flow\n\nimport {NumberType, ValueType, FormattedType, array, StringType, ColorType, ResolvedImageType} from '../types';\nimport Formatted, {FormattedSection} from '../types/formatted';\nimport {toString, typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation context';\nimport type ParsingContext from '../parsing context';\nimport type {Type} from '.../types'; \n\ntype FormattedSectionExpression = {\n // Content of a section may be Image expression or other\n // type of expression that is coercable to 'string'.\n content: Expression,\n scale: Expression | null;\n font: Expression | null;\n textColor: Expression | null;\n}\n\nexport default class FormatExpression implements this.type = FormattedType; \n Array<FormattedSectionExpression>) {\n this.sections = sections; $\n \$ static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if $(args.length < 2) \{ \ n \}$

return context.error(`Expected at least one argument.`);\n }\n\n const firstArg = args[1];\n if (!Array.isArray(firstArg) && typeof firstArg === 'object') $\{$ return context.error(`First argument must be an image or text section.`);\n }\n\n const sections: Array<FormattedSectionExpression> = [];\n let nextTokenMayBeObject = false;\n for (let i = 1; $i \le args.length - 1$; ++i) {\n const arg = (args[i]): any);n nif (nextTokenMayBeObject && typeof arg === "object" && !Array.isArray(arg)) {\n nextTokenMayBeObject = false;\n\n let scale = null;\n if (arg['font-scale']) {\n scale =context.parse(arg['font-scale'], 1, NumberType);\n if (!scale) return null;\n $\lambda n n$ let font = null;\n if (arg['text-font']) {\n font = context.parse(arg['text-font'], 1, array(StringType));\n if (!font) return null;\n let textColor = null;\n if $\lambda n n$ (arg['text-color']) {\n textColor = context.parse(arg['text-color'], 1, ColorType);\n if (!textColor) return null;\n }\n\n const lastExpression = sections[sections.length - 1];nlastExpression.scale = scale;\n lastExpression.font = font;\n lastExpression.textColor = textColor;\n } else {nconst content = context.parse(args[i], 1, ValueType);\n if (!content) return null;\n\n const kind = content.type.kind;\n if (kind !== 'string' && kind !== 'value' && kind !== 'null' && kind !== 'resolvedImage')\n return context.error(`Formatted text type must be 'string', 'value', 'image' or 'null'.`);\n\n nextTokenMayBeObject = true;\n sections.push({content, scale: null, font: null, textColor: null});\n return new FormatExpression(sections);n n}\n }\n\n evaluate(ctx: EvaluationContext) {\n const evaluateSection = section => $\{\n$ const evaluatedContent = section.content.evaluate(ctx);\n if (typeOf(evaluatedContent) === ResolvedImageType) $\{\n$ return new FormattedSection(", evaluatedContent, null, null, null);\n }\n\n return new FormattedSection(\n toString(evaluatedContent),\n null,\n section.scale ? section.scale.evaluate(ctx) : null,\n section.font ? section.font.evaluate(ctx).join(',') : null,\n section.textColor ? section.textColor.evaluate(ctx) : null\n);\n $;\n \$ return new Formatted(this.sections.map(evaluateSection));n $n = chchild(fn: (: Expression) => void) {n$ for (const section of this.sections) $\{\n$ fn(section.content);\n if (section.scale) {\n fn(section.scale);\n }\n if (section.font) {\n fn(section.font);\n }\n if (section.textColor) {\n

 $n \geq n \in \mathbb{N}$ fn(section.textColor);\n }\n // Technically the combinatoric set of // Usually, this.text will be undefined anyway\n all children\n return false;n n serialize() nconst serialized = [\"format\"];\n for (const section of this.sections) $\{\n$ serialized.push(section.content.serialize());\n const options = $\{\};\n$ if (section.scale) $\{\n$ options['font-scale'] = section.scale.serialize();\n }\n if (section.font) {\n options['text-font'] = options['text-color'] = section.font.serialize();\n }\n if (section.textColor) {\n section.textColor.serialize();\n serialized.push(options);\n return serialized;\n }\n }\n }\n}\n","// @flow\n\nimport {ResolvedImageType, StringType} from '../types';\nimport ResolvedImage from '../types/resolved_image';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation context';\nimport type ParsingContext from '../parsing context';\nimport type { Type } from '../types';\n\nexport default class ImageExpression implements Expression {\n type: Type;\n input: Expression; $n\n$ constructor(input: Expression) {nthis.type = ResolvedImageType;\n this.input = input;n\n\n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if (args.length $!== 2) \{ n \}$ return context.error(`Expected two arguments.`);\n }\n\n const name = if (!name) return context.error(`No image name provided.`);\n\n context.parse(args[1], 1, StringType);\n return new ImageExpression(name);\n }\n\n evaluate(ctx: EvaluationContext) {\n const evaluatedImageName = this.input.evaluate(ctx);\n\n const value = ResolvedImage.fromString(evaluatedImageName);\n if (value && ctx.availableImages) value.available = ctx.availableImages.indexOf(evaluatedImageName) > -1;\n\n return value;n}n/neachChild(fn: (_: Expression) => void) $\{ \ n \}$ fn(this.input); $\n \$ (\n outputDefined() (\n // The output of image is determined by the list of available images in the evaluation context\n return false; $n \geq n/n$ serialize() $\{$ return [\"image\", this.input.serialize()];\n }\n}\","//@flow\n\nimport assert from 'assert';\n\nimport {BooleanType, ColorType, NumberType, StringType, ValueType} from '../types';\nimport {Color, toString as valueToString, validateRGBA} from '../values';\nimport RuntimeError from '../runtime error';\nimport Formatted from '../types/formatted';\nimport FormatExpression from '../definitions/format';\nimport ImageExpression from '../definitions/image';\nimport ResolvedImage from '../types/resolved image';\n\nimport type {Expression} from .../expression';\nimport type ParsingContext from '.../parsing context';\nimport type EvaluationContext from $.../evaluation_context';\nport type {Type} from '.../types';\nconst types = {\n 'to-boolean': BooleanType,\n$ 'to-color': ColorType, n' to-number': NumberType, n' to-string': StringType, <math>n', n' *error-coalescing coercion expressions \"to-number\",\n * \"to-color\". Since these coercions can fail at runtime, they accept multiplen * arguments, only evaluating one at a time until one succeeds.n * n * @ private n * / nclassCoercion implements Expression $\{\n type: Type; \n args: Array < Expression >; \n constructor(type: Type, args: Array < Expression >; \n constructor(type: Type, args: Coercion constructor) = 0$ Array<Expression>) {\n this.type = type; \n this.args = args; $\n \$ /n/n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if $(args.length < 2) \setminus n$ return context.error(`Expected at least one argument.`);\n\n const name: string = (args[0]: any);\n assert(types[name], name);\n\n if ((name === 'to-boolean' || name === 'to-string') && args.length !== 2)\n return context.error(`Expected one argument.`);\n\n const type = types[name]; \n const parsed = [];\n for (let i = 1; i < args.length; i++) {\n const input = context.parse(args[i], i, ValueType);\n if (!input) return null;\n return new Coercion(type, parsed);n /n/n evaluate(ctx: parsed.push(input);\n $\lambda n n$ EvaluationContext) {\n if (this.type.kind === 'boolean') $\{$ return Boolean(this.args[0].evaluate(ctx));\n } else if (this.type.kind === 'color') {\n let input;\n let error;\n for (const arg of this.args) $\{\n$ input = arg.evaluate(ctx);\n error = null:nif (input instance of Color) {\n return input;\n } else if (typeof input === 'string') {\n const c = ctx.parseColor(input);\n if (c) return c;n} else if (Array.isArray(input)) {\n if (input.length $< 3 \parallel$ input.length > 4) {\n error = `Invalid rbga value \${JSON.stringify(input)}: expected an array containing either three or four numeric values.`;\n } else {\n error = validateRGBA(input[0], input[1], input[2], input[3]);\n }\n if (!error) $\{ n \}$ return new Color((input[0]: any) / 255, (input[1]: any) / 255, (input[2]: any) / 255, (input[3]: any));\n }\n }\n }\n throw

new RuntimeError(error || `Could not parse color from value '\${typeof input === 'string' ? input : String(JSON.stringify(input))}'`);\n } else if (this.type.kind === 'number') {nlet value = null;\n for (const arg of this.args) $\{\n$ value = arg.evaluate(ctx);nif (value === null) return $0;\n$ const num = Number(value);\n if (isNaN(num)) continue;\n return num;\n }\n throw new RuntimeError(`Could not convert \${JSON.stringify(value)} to number.`);\n } else if (this.type.kind === 'formatted') {\n // There is no explicit 'to-formatted' but this coercion can be implicitly\n // created by properties that expect the 'formatted' type.\n return Formatted.fromString(valueToString(this.args[0].evaluate(ctx)));\n } else if (this.type.kind === 'resolvedImage') {\n return ResolvedImage.fromString(valueToString(this.args[0].evaluate(ctx)));\n } return valueToString(this.args[0].evaluate(ctx));\n else $\{ n \}$ $\ln \ln \pi = \ln(\pi - \pi)$ void) $\{ n \}$ this.args.forEach(fn); $\n \$ outputDefined(): boolean { $\n \$ return this.args.every(arg => $arg.outputDefined()); n } n/n serialize() {$ if (this.type.kind === 'formatted') { \n return new FormatExpression([{content: this.args[0], scale: null, font: null, textColor: null}]).serialize();\n if $\lambda n n$ (this.type.kind === 'resolvedImage') {\n return new ImageExpression(this.args[0]).serialize();\n $\lambda n n$ const serialized = [`to-\${this.type.kind}`];\n this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized;\n }\n\nexport default Coercion;\n","///@flow\n\nimport {Color} from './values';\nimport type {FormattedSection} from './types/formatted';\nimport type {GlobalProperties, Feature, FeatureState} from './index';\nimport type {CanonicalTileID} from '../../source/tile id';\n\nconst geometryTypes = ['Unknown', 'Point', 'LineString', 'Polygon'];\n\nclass EvaluationContext {\n globals: GlobalProperties;\n feature: ?Feature;\n featureState: ?FeatureState;\n formattedSection: ?FormattedSection;\n availableImages: ?Array<string>;\n canonical: ?CanonicalTileID;\n\n parseColorCache: {[:string]: ?Color};\n\n constructor() {\n this.globals = (null: any);\n this.feature = null;\n this.featureState = null;\n this.formattedSection = null;\n this.availableImages = null;nthis._parseColorCache = { };\n this.canonical = null; $n \ (n \ id() \ n$ return this.feature && 'id' in this.feature ? this.feature.id : null; $n \geq n/n$ geometryType() {nreturn this.feature ? typeof this.feature.type === 'number' ? geometryTypes[this.feature.type] : this.feature.type : null;nreturn this.feature && 'geometry' in this.feature ? this.feature.geometry : null;\n }\n\n $n = \frac{n}{n}$ canonicalID() $\{\n$ return this.canonical; $n \geq n/n$ properties() {nreturn this.feature && this.feature.properties || {};n } n^n parseColor(input: string): ?Color {nlet cached =this. parseColorCache[input];\n if (!cached) $\{\n$ cached = this. parseColorCache[input] = Color.parse(input);\n }\n return cached;\n }\n}\nexport default EvaluationContext;\n","// @flow\n\nimport {toString} from './types';\n\nimport ParsingContext from './parsing_context';\nimport EvaluationContext from './evaluation_context';\nimport assert from 'assert';\n\nimport type {Expression, ExpressionRegistry from './expression';\nimport type {Type} from './types';\nimport type {Value} from './values';\n\nexport type Varargs = {| type: Type |};\ntype Signature = Array<Type> | Varargs;\ntype Evaluate = $(EvaluationContext, Array < Expression >) => Value; ntype Definition = [Type, Signature, Evaluate] |\n {|type:$ Type, overloads: Array<[Signature, Evaluate]>|};\n\nclass CompoundExpression implements Expression {\n name: string;\n type: Type;\n _evaluate: Evaluate;\n args: Array<Expression>;\n\n static definitions: {[_: string]: Definition };\n\n constructor(name: string, type: Type, evaluate: Evaluate, args: Array<Expression>) {\n this.name = name;nthis._evaluate = evaluate;\n this.type = type; \n this.args = args; $\n \$ evaluate(ctx: EvaluationContext) {\n return this._evaluate(ctx, this.args); $\n \$ achChild(fn: (_: Expression) => void) $\{ \ n \}$ this.args.forEach(fn); $\n \ \n$ outputDefined() {\n return false;n }nserialize(): Array<mixed> {\n return [this.name].concat(this.args.map(arg => arg.serialize())); $\n \$ parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n const op: string = (args[0]: any);\n const definition = CompoundExpression.definitions[op];\n if (!definition) $\{ n \}$ return context.error(`Unknown expression \"\${op}\". If you wanted a literal array, use [\"literal\", [...]].`, 0);\n }\n\n // Now check argument types against each signature\n const type = Array.isArray(definition) ?\n definition[0] : definition.type;\n\n const availableOverloads = $Array.isArray(definition) ?\n$ [[definition[1], definition[2]]] :\n definition.overloads;\n\n const overloads =

availableOverloads.filter(([signature]) \Rightarrow (\n !Array.isArray(signature) || // varags\n signature.length === args.length - 1 // correct param count\n));\n\n let signatureContext: ParsingContext = (null: any);\n\n for (const [params, evaluate] of overloads) {\n // Use a fresh context for each attempted signature so that, // we eventually succeed, we haven't polluted `context.errors`.\n signatureContext = new if∖n ParsingContext(context.registry, context.path, null, context.scope);\n\n // First parse all the args, potentially coercing to the\n // types expected by this overload.nconst parsedArgs: Array<Expression> = [];\n let argParseFailed = false;nfor (let i = 1; i < args.length; i++) {\n const arg = $args[i];\n$ const expectedType = Array.isArray(params) ?\n params[i - 1] : nparams.type;\n\n const parsed = signatureContext.parse(arg, 1 + parsedArgs.length, expectedType);\n if (!parsed) $\{\n$ argParseFailed = true; nbreak:\n parsedArgs.push(parsed);\n }\n }\n if (argParseFailed) $\{\n$ // Couldn't coerce args of this overload to expected type, move\n // on to next one.\n continue;\n }\n\n if (Array.isArray(params)) {\n if (params.length !== signatureContext.error(`Expected \${params.length} arguments, but found parsedArgs.length) {\n \${parsedArgs.length} instead.`);\n continue;\n }\n }\n\n for (let i = 0; i < 0) parsedArgs.length; i++) {\n const expected = Array.isArray(params) ? params[i] : params.type;\n const arg = parsedArgs[i];nsignatureContext.concat(i + 1).checkSubtype(expected, arg.type);\n $\lambda n n$ if (signatureContext.errors.length === 0) { \n return new CompoundExpression(op, type, evaluate, parsedArgs);\n }\n }\n\n assert(!signatureContext || signatureContext.errors.length > 0);n/nif (overloads.length === 1) { \n context.errors.push(...signatureContext.errors);\n } else {nconst expected = overloads.length ? overloads : availableOverloads;\n const signatures = expectedn $.map(([params]) \Rightarrow stringifySignature(params)) \$.join(' | '); n nconst actualTypes = $[];\n$ // For error message, re-parse arguments without trying to\n // apply any coercions\n for (let i = 1; i <args.length; i++) {\n const parsed = context.parse(args[i], 1 + actualTypes.length);\n if (!parsed) return null;\n actualTypes.push(toString(parsed.type));\n }\n context.error(`Expected arguments of type \${signatures}, but found (\${actualTypes.join(', ')}) instead.`);\n }\n\n return null;\n definitions: { [: string]: Definition n } {n $\ln n$ static register(\n registry: ExpressionRegistry,\n assert(!CompoundExpression.definitions);\n CompoundExpression.definitions = definitions;\n for (const name in definitions) {\n registry[name] = CompoundExpression;\n $n \geq n \leq n \leq n \leq n$ stringifySignature(signature: Signature): string {\n if (Array.isArray(signature)) {\n return $(s_{signature.map(toString).join(', ')});\n } else {\n}$ return `(\${toString(signature.type)}...)`;\n }\n}\n\nexport default CompoundExpression;\n","// @flow\n\nimport {StringType, BooleanType, CollatorType} from '../types';\nimport Collator from '../types/collator';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type { Type } from '.../types';\n\nexport default class CollatorExpression implements Expression {\n type: Type;\n caseSensitive: Expression;\n diacriticSensitive: Expression;\n locale: Expression | null;\n\n constructor(caseSensitive: Expression, diacriticSensitive: Expression, locale: Expression | null) {\n this.type = this.caseSensitive = caseSensitive;\n CollatorType;\n this.locale = locale;\n this.diacriticSensitive = diacriticSensitive;\n }\n\n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression return context.error(`Expected one argument.`);\n\n {\n if (args.length !== 2)\n const options = (args[1]: any); nif (typeof options !== \"object\" || Array.isArray(options))\n return context.error(`Collator options argument must be an object.`);\n\n const caseSensitive = context.parse(\n options['case-sensitive'] === undefined ? false : options['case-sensitive'], 1, BooleanType);\n if (!caseSensitive) return null;\n\n const diacriticSensitive = context.parse(\n options['diacritic-sensitive'] === undefined ? false : options['diacritic-sensitive'], 1, BooleanType);\n if (!diacriticSensitive) return null;\n\n let locale =null;\n if (options['locale']) {\n locale = context.parse(options['locale'], 1, StringType);\n if (!locale) return null;\n return new CollatorExpression(caseSensitive, diacriticSensitive, locale);\n $\lambda n n$ $n\n$ evaluate(ctx: EvaluationContext) {\n return new Collator(this.caseSensitive.evaluate(ctx), this.diacriticSensitive.evaluate(ctx), this.locale ? this.locale.evaluate(ctx) : null);\n }\n\ eachChild(fn: (_:

if (this.locale) $\{n\}$ Expression) => void) $\{\n$ fn(this.caseSensitive);\n fn(this.diacriticSensitive);\n fn(this.locale);\n $n \geq n \in O(n)$ // Technically the set of possible outputs is the combinatoric set of Collators produced\n // by all possible outputs of locale/caseSensitive/diacriticSensitive\n // But for the primary use of Collators in comparison operators, we ignore the Collator's\n // possible outputs anyway, so we can get away with leaving this false for now.\n return false; $n \geq n/n$ serialize() $\{$ const options = $\{\};\n$ options['case-sensitive'] = this.caseSensitive.serialize();\n options['diacritic-sensitive'] = options['locale'] = this.locale.serialize(); nthis.diacriticSensitive.serialize();\n if (this.locale) $\{ n \}$ }\n return [\"collator\", options];\n }\n","// @flow\n\nimport {isValue} from '../values';\nimport type { Type } from '../types';\nimport {BooleanType} from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing context';\nimport type EvaluationContext from '../evaluation context';\nimport type {GeoJSON, GeoJSONPolygon, GeoJSONMultiPolygon} from '@mapbox/geojson-types';\nimport Point from '@mapbox/point-geometry';\nimport type {CanonicalTileID} from '../../.source/tile_id';\n\ntype GeoJSONPolygons =| GeoJSONPolygon | GeoJSONMultiPolygon;\n/n// minX, minY, maxX, maxY/ntype BBox = [number, number, number, number];nconst EXTENT = 8192;n/nfunction updateBBox(bbox: BBox, coord: Point) {/n bbox[0] = Math.min(bbox[0], coord[0]);\n bbox[1] = Math.min(bbox[1], coord[1]);\n bbox[2] = Math.max(bbox[2], coord[0];\n bbox[3] = Math.max(bbox[3], coord[1]);\n \n\nfunction mercatorXfromLng(lng: number) {\n return (180 + lng) / 360;\n}\n\nfunction mercatorYfromLat(lat: number) {\n return (180 - (180 / Math.PI * Math.log(Math.tan(Math.PI / 4 + lat * Math.PI / 360)))) / 360;\n}\n\nfunction boxWithinBox(bbox1: BBox, bbox2: BBox) {\n if $(bbox1[0] \le bbox2[0])$ return false;\n if $(bbox1[2] \ge bbox2[2])$ return false;\n if $(bbox1[1] \le bbox2[2])$ return false;\n if $(bbox1[1] \ge bbox2[2])$ return false;\n if (bbox1[1] \ge bbox2[2]) return false;\n if (bbox1[1] \ge bbox2[1]) bbox2[1]) return false;\n if $(bbox1[3] \ge bbox2[3])$ return false;\n return true;\n}\n\nfunction getTileCoordinates(p, canonical: CanonicalTileID) {\n const x = mercatorXfromLng(p[0]);\n const y = mercatorY fromLat(p[1]); const tilesAtZoom = Math.pow(2, canonical.z); n return [Math.round(x * tilesAtZoom * EXTENT), Math.round(y * tilesAtZoom * EXTENT)];\n\n(nfunction onBoundary(p, p1, p2) {\n $const x_1 = p[0] - p_1[0]; n const y_1 = p[1] - p_1[1]; n const x_2 = p[0] - p_2[0]; n const y_2 = p[1] - p_2[1]; n const y_1 = p_1[1] - p_1[1]; n const y_2 = p_1[1] - p_1[1]; n const y_1 = p_1[1] - p_1[1]; n const$ return (x1 * y2 - x2 * y1 === 0) & (x1 * x2 <= 0) & (y1 * y2 <= 0); |n| = 0 (y1 * y2 <= 0); |n| = 0return ((p1[1] > p[1]) != (p2[1] > p[1])) && (p[0] < (p2[0] - p1[0]) * (p[1] - p1[1]) / (p2[1] - p1[1]) + (p2[1] - p2[1]) + (p2[1] - p1[p1[0]);\n}\n\n/ ray casting algorithm for detecting if point is in polygon\nfunction pointWithinPolygon(point, rings) $\{ n \text{ let inside} = \text{false}; n \text{ for (let } i = 0, \text{ len} = \text{rings.length}; i < \text{len}; i++) \}$ const ring = rings[i];\n for (let j = 0, len2 = ring.length; j < len2 - 1; j++) {\n if (onBoundary(point, ring[j], ring[j + 1])) return false;\n if (rayIntersect(point, ring[j], ring[j + 1])) inside = !inside;\n pointWithinPolygons(point, polygons) {\n for (let i = 0; i < polygons.length; i++) {\n if (pointWithinPolygon(point, polygons[i])) return true;n n return false;nn return false;nn return (v1[0] * v2[1] - v1[1] * v2[0]); h $\n//$ check if p1 and p2 are in different sides of line segment q1->q2 \n function twoSided(p1, p2, q1, q2) {\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x2, y2), q1->q2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n const x1 = p1[0] - q1[0];\n // q1->p1 (x1, y1), q1->p2 (x3, y3)\n (x1, y1), q1->p2 (x3, y1), q1->p2 ($const y_1 = p1[1] - q1[1];$ $n const x_2 = p2[0] - q1[0];$ $n const y_2 = p2[1] - q1[1];$ $n const x_3 = q2[0] - q1[0];$ && det2 < 0 || (det1 < 0 && det2 > 0)) return true;\n return false;\n}\n// a, b are end points for line segment1, c and d are end points for line segment2\nfunction lineIntersectLine(a, b, c, d) $\left(\frac{1}{2}, \frac{1}{2}, \frac{1}{2}\right)$ parallel or not\n // precondition is end point a, b is inside polygon, if line a->b is\n // parallel to polygon edge c->d, then a->b won't intersect with c->d\n const vector P = [b[0] - a[0], b[1] - a[1]];\n const vector Q = [d[0] - c[0], c[d[1] - c[1]; n if (perp(vectorQ, vectorP) === 0) return false; n/n // If lines are intersecting with each other, the relative location should be:n // a and b lie in different sides of segment c->dn // c and d lie in different sides of lineIntersectPolygon(p1, p2, polygon) {\n for (const ring of polygon) {\n $}$ // loop through every edge of the ring\n for (let j = 0; j < ring.length - 1; ++j) {\n if (lineIntersectLine(p1, p2, ring[j], ring[j + 1])) $\{$ return true;\n }\n // First, check if geometry points of line segments are all inside polygonn for (let i = 0; i < line.length; ++i) {nif (!pointWithinPolygon(line[i], polygon)) {\n return false;\n $n = \sqrt{n / Second}$, check if there is line

segment intersecting polygon edge\n for (let i = 0; i < line.length - 1; ++i) {\n if (lineIntersectPolygon(line[i], line[i + 1], polygon)) {\n return false;\n lineStringWithinPolygons(line, polygons) { $n \text{ for (let } i = 0; i < polygons.length; i++)} {n }$ if getTilePolygon(coordinates, bbox, canonical) {n = [];n = 0; i < coordinates.length; i++){\n const ring = [];\n for (let j = 0; j < coordinates[i].length; j++) {\n const coord = getTileCoordinates(coordinates[i][j], canonical);\n updateBBox(bbox, coord);\n ring.push(coord);\n }\n $\{ n \text{ const polygons} = []; n \text{ for (let } i = 0; i < \text{coordinates.length}; i++) \}$ const polygon = getTilePolygon(coordinates[i], bbox, canonical);\n polygons.push(polygon);\n }\n return polygons; $\]$ n/nfunction updatePoint(p, bbox, polyBBox, worldSize) {n if (p[0] < polyBBox[0] || p[0] >const halfWorldSize = worldSize * 0.5;\n polyBBox[2]) { \n let shift = (p[0] - polyBBox[0] >halfWorldSize) ? -worldSize : (polyBBox[0] - p[0] > halfWorldSize) ? worldSize : 0;\n if (shift === 0) $\{ n \}$ shift = (p[0] - polyBBox[2] > halfWorldSize)? -worldSize : (polyBBox[2] - p[0] > halfWorldSize) ? worldSize : $p[0] += shift; n \ n \ updateBBox(bbox, p); n \ n \ updateBBox(bbox) \ n \ bbox[0] =$ 0;\n }\n bbox[1] = Infinity; n bbox[2] = bbox[3] = -Infinity; n hn function getTilePoints(geometry, pointBBox, bbox[1] = Infinity; n bbox[2] = bbox[3] = -Infinity; n bbox[2] = bbox[3] = -Infinity; n bbox[3] = -Inf* EXTENT, canonical.y * EXTENT]; $\ln \operatorname{const tilePoints} = []; \ln \operatorname{for} (\operatorname{const points of geometry}) {$ for (const point of points) $\{ n \}$ const p = [point.x + shifts[0], point.y + shifts[1]];\n updatePoint(p, pointBBox, polyBBox, worldSize);\n $n \leq n \leq n \in \mathbb{N}^{n}$ tilePoints.push(p);\n getTileLines(geometry, lineBBox, polyBBox, canonical) $\{n \text{ const worldSize} = Math.pow(2, canonical.z) *$ EXTENT; const shifts = [canonical.x * EXTENT, canonical.y * EXTENT]; const tileLines = []; for for (const line of geometry) { \n const tileLine = [];\n for (const point of line) $\{\n$ const p = [point.x +shifts[0], point.y + shifts[1]];updateBBox(lineBBox, p);\n tileLine.push(p);\n }\n tileLines.push(tileLine);n if (lineBBox[2] - lineBBox[0] <= worldSize / 2) {nresetBBox(lineBBox);\n for (const line of tileLines) $\{\n$ for (const p of line) $\{ n \}$ updatePoint(p, lineBBox, polyBBox, worldSize);\n }\n EvaluationContext, polygonGeometry: GeoJSONPolygons) {\n const pointBBox = [Infinity, Infinity, -Infinity, -Infinity]; n const polyBBox = [Infinity, Infinity, -Infinity]; n/n const canonical = ctx.canonicalID(); n/n const canonicalID(); n/n coif (polygonGeometry.type === 'Polygon') {\n const tilePolygon = getTilePolygon(polygonGeometry.coordinates, polyBBox, canonical);\n const tilePoints =

getTilePoints(ctx.geometry(), pointBBox, polyBBox, canonical);\n if (!boxWithinBox(pointBBox, polyBBox)) return false;\n\n for (const point of tilePoints) $\{\n$ if (!pointWithinPolygon(point, tilePolygon)) return $n \leq n \in \mathbb{R}^{n}$ const tilePolygons = false;\n getTilePolygons(polygonGeometry.coordinates, polyBBox, canonical);\n const tilePoints = getTilePoints(ctx.geometry(), pointBBox, polyBBox, canonical);\n if (!boxWithinBox(pointBBox, polyBBox)) if (!pointWithinPolygons(point, tilePolygons)) return return false;\n\n for (const point of tilePoints) $\{\n$ false;\n polygonGeometry: GeoJSONPolygons) {\n const lineBBox = [Infinity, Infinity, -Infinity];\n const polyBBox = [Infinity, Infinity, -Infinity]; n/n const canonical = ctx.canonicalID(); n/n if $(polygonGeometry.type === 'Polygon') {\n}$ const tilePolygon = getTilePolygon(polygonGeometry.coordinates, polyBBox, canonical);\n const tileLines = getTileLines(ctx.geometry(), lineBBox, polyBBox, canonical);\n if (!boxWithinBox(lineBBox, polyBBox)) return false;\n\n for (const line of tileLines) $\{\n$ if (!lineStringWithinPolygon(line, tilePolygon)) return false;\n $n \in (polygonGeometry.type ===$ 'MultiPolygon') {\n const tilePolygons = getTilePolygons(polygonGeometry.coordinates, polyBBox, canonical);\n const tileLines = getTileLines(ctx.geometry(), lineBBox, polyBBox, canonical);\n if (!boxWithinBox(lineBBox, polyBBox)) return false;\n\n for (const line of tileLines) $\{\n$ if (!lineStringWithinPolygons(line, tilePolygons)) return false;\n $n \leq n \leq n \leq n$

implements Expression {\n type: Type;\n geojson: GeoJSON\n geometries: GeoJSONPolygons;\n\n constructor(geojson: GeoJSON, geometries: GeoJSONPolygons) {\n this.type = BooleanType;nthis.geojson = $geojson;\n$ this.geometries = geometries; $\n \$ /n/n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length !== 2)\n return context.error(`'within' expression requires exactly one argument, but found \${args.length - 1} instead.`);\n if (isValue(args[1])) {\n const geojson = (args[1]: Object);\n if (geojson.type === 'FeatureCollection') $\{$ for (let i = 0; i < 0) geojson.features.length; ++i) {\n const type = geojson.features[i].geometry.type;\n if (type === 'Polygon' || type === 'MultiPolygon') {\n return new Within(geojson, geojson.features[i].geometry);\n }\n }\n } else if (geojson.type === 'Feature') {nif (type === 'Polygon' || type === 'MultiPolygon') {\n const type = geojson.geometry.type;nreturn new Within(geojson, geojson.geometry);\n }\n } else if (geojson.type === 'Polygon' || geojson.type === 'MultiPolygon') {nreturn new Within(geojson, geojson);\n }\n }\n return context.error(`within' expression requires valid geojson object that contains polygon geometry type.`);\n }\n\n evaluate(ctx: EvaluationContext) {\n if (ctx.geometry() != null && ctx.canonicalID() != null) {\n if (ctx.geometryType() === 'Point') {\n return pointsWithinPolygons(ctx, this.geometries);\n } else if return linesWithinPolygons(ctx, this.geometries);\n $(ctx.geometryType() === 'LineString') {\n}$ }\n }\n return false; $n \geq n \in Child() \leq n \in Child()$ return true;n }nserialize(): Array<mixed> {\n @flow\n\nimport CompoundExpression from './compound expression';\nimport Within from './definitions/within';\nimport type {Expression} from './expression.js';\n\nfunction isFeatureConstant(e: Expression) $\ln if (e instance of Compound Expression)$ if (e.name === 'get' & e.args.length === 1) {nreturn false:\n } else if (e.name === 'feature-state') {\n return false;\n } else if (e.name === 'has' && e.name === e.args.length === 1) { \n return false;\n $else if (\n$ e.name === 'properties' ||\n 'geometry-type' ||\n e.name === 'id'n) {\n return false;\n } else if (/^filter-/.test(e.name)) {\n return false;\n $n \in n \in \mathbb{N}$ return false;n}n return false;n}ne.eachChild(arg => $\{\n$ if (result && !isFeatureConstant(arg)) { result = false; n }); n return result; $\hlow n$ resul if (e.name === 'feature-state') {\n return false;\n $n \leq n \leq n \leq n \leq n$ if (result && !isStateConstant(arg)) { result = false; }n}; n }; n return result; n }n/nfunction isGlobalPropertyConstant(e: Expression, properties: Array<string>) {\n if (e instanceof CompoundExpression && properties.indexOf(e.name) >= 0) { return false; }\n let result = true;\n e.eachChild((arg) => {\n $}$ if (result && $\frac{1}{n} = \frac{1}{n} + \frac$ {isFeatureConstant, isGlobalPropertyConstant, isStateConstant};\n","// @flow\n\nimport type { Type } from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\n\nclass Var implements Expression {\n type: Type;\n name: string;\n boundExpression: Expression;\n\n constructor(name: string, boundExpression: Expression) {\n this.type = boundExpression.type;\n this.name = name;nthis.boundExpression = boundExpression;n /n static parse(args: \$ReadOnlyArray<mixed>, context: if (args.length $!== 2 \parallel typeof args[1] !== 'string') \ n$ return context.error(`'var' ParsingContext) {\n expression requires exactly one string literal argument.`);\n\n const name = $\arg[1];$ if (!context.scope.has(name)) {\n return context.error(`Unknown variable \"\${name}\". Make sure \"\${name}\" has been bound in an enclosing "let" expression before using it., 1);\n }\n\n return new Var(name, context.scope.get(name));\n }\n\n evaluate(ctx: EvaluationContext) {\n return return false;n}nserialize() $\{\n$ return [\"var\", this.name];\n }\n\nexport default Var;\n","// @flow\n\nimport Scope from './scope';\nimport {checkSubtype} from './types';\nimport ParsingError from './parsing_error';\nimport Literal from './definitions/literal';\nimport Assertion from './definitions/assertion';\nimport Coercion from './definitions/coercion';\nimport EvaluationContext from './evaluation_context';\nimport CompoundExpression from

./compound expression';\nimport CollatorExpression from './definitions/collator';\nimport Within from './definitions/within';\nimport {isGlobalPropertyConstant, isFeatureConstant} from './is constant';\nimport Var from './definitions/var';\n\nimport type {Expression, ExpressionRegistry} from './expression';\nimport type {Type} from './types';\n\n/**\n * State associated parsing at a given point in an expression tree.\n * @private\n */\nclass ParsingContext {\n registry: ExpressionRegistry;\n path: Array<number>;\n key: string;\n scope: Scope;\n errors: Array<ParsingError>;\n\n // The expected type of this expression. Provided only to allow Expression\n // implementations to infer argument types: Expression#parse() need not/n // check that the output type of the parsed expression matches\n //`expectedType`.\n expectedType: ?Type;\n\n constructor(\n registry: ExpressionRegistry,\n path: Array<number> = [],\n expectedType: ?Type,\n scope: Scope = new errors: Array<ParsingError> = $[]\n$) {\n this.registry = registry;nthis.path = path;nScope().\n this.key = path.map(part => $[{part}]$).join(");\n this.scope = scope;nthis.errors = errors;nthis.expectedType = expectedType;n n /** n * @param expr the JSON expression to parse n* @param index the optional argument index if this expression is an argument of a parent expression that's being parsed\n @param options\n * @param options.omitTypeAnnotations set true to omit inferred type annotations. Caller beware: with this option set, the parsed expression's type will NOT satisfy `expectedType` if it would normally be wrapped in an inferred annotation. $\ * @ private \ n \ * \land n \ parse(\ n \)$ expr: mixed, \n index?: number,\n expectedType?: ?Type,\n bindings?: Array<[string, Expression]>,\n options: {typeAnnotation?: 'assert' | 'coerce' | 'omit' $\} = \{ \} \setminus n \}$: ?Expression $\{ \setminus n \}$ if (index) $\{ n \}$ return this.concat(index, expectedType, bindings)._parse(expr, options);\n }\n return this._parse(expr, options);\n }\n\n _parse(expr: mixed, options: {typeAnnotation?: 'assert' | 'coerce' | 'omit'}): ?Expression {\n if (expr === null || typeof expr === 'string' || typeof expr === 'boolean' || typeof expr === 'number') {\n expr = ['literal', expr]; n}\n\n function annotate(parsed, type, typeAnnotation: 'assert' | 'coerce' | 'omit') {\n if (typeAnnotation === 'assert') return new Assertion(type, [parsed]);\n } else if (typeAnnotation === 'coerce') {\n {\n return new Coercion(type, [parsed]);\n } else {nreturn parsed;\n }\n $\left(n \right)$ if (Array.isArray(expr)) {\n if (expr.length === 0) { \n return this.error(`Expected an array with at least one element. If you wanted a literal array, use [\"literal\", []].`);\n }\n\n const op = expr[0];\n if (typeof op $!== 'string') \{ \ n \}$ this.error(`Expression name must be a string, but found \${typeof op} instead. If you wanted a literal array, use [\"literal\", [...]].`, 0);\n return null;\n }\n\n const Expr = this.registry[op];\n if (Expr) $\{ n \}$ let parsed = Expr.parse(expr, this);nif (!parsed) return null; $n\n$ if (this.expectedType) {\n const expected = this.expectedType; \n const actual = parsed.type; $n\n$ // When we expect a number, string, boolean, or array but have a value, wrap it in an assertion.\n // When we expect a color or formatted string, but have a string or value, wrap it in a coercion.\n // Otherwise, we do static type-checking.\n //\n // These behaviors are overridable for:\n // * The \"coalesce\" operator, which needs to omit type annotations.\n // * String-valued properties (e.g. `text-field`), where coercion is more convenient than assertion.\n //\n if ((expected.kind === 'string' || expected.kind === 'number' || expected.kind === 'boolean' || expected.kind === 'object' || expected.kind === 'array') && actual.kind === 'value') {\n parsed = annotate(parsed, expected, options.typeAnnotation || 'assert');\n } else if ((expected.kind === 'color' || expected.kind === 'formatted' || expected.kind === 'resolvedImage') && (actual.kind === 'value' || actual.kind === 'string')) {\n parsed = annotate(parsed, expected, options.typeAnnotation || 'coerce');\n } else if (this.checkSubtype(expected, actual)) {\n return null;\n }\n $\left(n \right)$ // If an expression's arguments are all literals, we can evaluate\n // it immediately and replace it with a literal value in the\n // parsed/compiled result. Expressions that expect an image should\n // not be resolved here so we can later get the available images.\n if (!(parsed instanceof Literal) && (parsed.type.kind !== 'resolvedImage') && isConstant(parsed)) {\n const ec = new EvaluationContext();\n try {\n parsed = new Literal(parsed.type, parsed.evaluate(ec));\n } catch (e) {nthis.error(e.message);\n return null;\n }\n }\n\n return parsed;\n $\lambda n n$ return this.error(`Unknown expression \"\${op}\". If you wanted a literal array, use [\"literal\", [...]].`,

0);\n } else if (typeof expr === 'undefined') {\n return this.error(`'undefined' value invalid. Use null } else if (typeof expr === 'object') {\n return this.error(`Bare objects invalid. Use [\"literal\", instead.`);\n $\{\dots\}$] instead.`);\n $else \{ n \}$ return this.error(`Expected an array, but found \${typeof expr} instead.`);\n $n = n^{-1} n^{$ optionally appending to 'let' binding map.\n *\n * Note that `errors` property, intended for collecting errors while n * parsing, is copied by reference rather than cloned. n * @private n * / n concat(index: number, n)expectedType?: ?Type, bindings?: Array<[string, Expression]>) {\n const path = typeof index === 'number' ? this.path.concat(index) : this.path;\n const scope = bindings ? this.scope.concat(bindings) : this.scope;\n return new ParsingContext(\n this.registry,\n path,\n expectedType || null,\n scope,\n); $n \leq n = \frac{\pi}{2}$ Push a parsing (or type checking) error into the `this.errors`nthis.errors\n * @param error The message\n * @param keys Optionally specify the source of the error at a child\n * of the current expression at `this.key`. $n * @private n */n error(error: string, ...keys: Array<number>) {\n$ const $key = \{this.key\} \{keys.map(k => [\{k\}]), join(")\}; \$ this.errors.push(new ParsingError(key, error));\n $\ln n /** n * Returns null if `t` is a subtype of `expected`; otherwise returns an * error message and also$ pushes it to `this.errors`.n */n checkSubtype(expected: Type, t: Type): ?string {/n const error = checkSubtype(expected, t); \n if (error) this.error(error);\n return error; $\n \ \n$ ParsingContext;\n\nfunction isConstant(expression: Expression) {\n if (expression instance of Var) {\n return isConstant(expression.boundExpression);\n } else if (expression instanceof CompoundExpression && expression.name === 'error') { \n return false;\n } else if (expression instanceof CollatorExpression) {\n // Although the results of a Collator expression with fixed arguments\n // generally shouldn't change between executions, we can't serialize them \n // as constant expressions because results change based on environment.\n

return false; $\$ } else if (expression instance of Within) { $\$ return false; $\n \$ h const isTypeAnnotation = expression instanceof Coercion ||\n expression instance of Assertion; n = true; n = tr// We can almost assume that if `expressions` children are constant,\n expression.eachChild(child \Rightarrow {\n // they would already have been evaluated to Literal values when they\n // were parsed. Type annotations are the exception, because they might $\$ // have been inferred and added after a child was parsed.\n\n // So we recurse into isConstant() for the children of type annotations,\n // but otherwise simply check whether they are Literals.\n if (isTypeAnnotation) {\n childrenConstant = childrenConstant && isConstant(child);\n } else $\{n\}$ childrenConstant = childrenConstant && child instanceof Literal;\n (n): (n if)return false; $n \leq n \leq \infty$ (!childrenConstant) {\n isGlobalPropertyConstant(expression, ['zoom', 'heatmap-density', 'line-progress', 'accumulated', 'is-supportedscript']);\n\\n","// @flow\n\nimport RuntimeError from './runtime_error';\n\nimport type {Expression} from :/expression';\n\nexport type Stops = Array<[number, Expression]>;\n\n/**\n * Returns the index of the last stop <= input, or 0 if it doesn't exist.\n * @private\n */nexport function findStopLessThanOrEqualTo(stops: $Array < number >, input: number) \{ n const lastIndex = stops.length - 1; n let lowerIndex = 0; n let upperIndex = 0; n let upperIn$ = lastIndex; n = 0, let currentValue, nextValue; n/n = 0, let currentValue, nextValue; n/n = 0, ln = 0, lncurrentIndex = Math.floor((lowerIndex + upperIndex) / 2);\n currentValue = stops[currentIndex];\n nextValue = stops[currentIndex + 1]; \n if (currentValue <= input) {\n if (currentIndex === lastIndex || input < nextValue) { // Search complete\n</pre> return currentIndex;\n lowerIndex = }\n\n currentIndex + 1;\n } else if (currentValue > input) {\n upperIndex = currentIndex - $1;\n$ } else {nthrow new RuntimeError('Input is not a number.');\n {NumberType} from '../types';\n\nimport {findStopLessThanOrEqualTo} from '../stops';\n\nimport type {Stops} from '../stops';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from '../types';\n\nclass Step implements Expression {\n type: Type;\n\n input: Expression;\n labels: Array<number>;\n outputs: Array<Expression>;\n\n constructor(type: Type, input: Expression, stops: Stops) {\n this.type = type; \n this.input = input;nnthis.labels = $[];\n$ this.outputs = $[];\n$ for (const [label, expression] of stops) $\{\n$ this.labels.push(label);\n this.outputs.push(expression);\n $n \in n \in \mathbb{N}$

static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length - 1 < 4) {\n return context.error(`Expected at least 4 arguments, but found only \${args.length - 1}.`);\n }\n\n if $((args.length - 1) \% 2 !== 0) \{ \ n \}$ return context.error(`Expected an even number of arguments.`);\n $\lambda n n$ const input = context.parse(args[1], 1, NumberType);\n if (!input) return null;\n\n const stops: Stops = []; n nlet outputType: Type = (null: any);\n if (context.expectedType && context.expectedType.kind !== 'value') $\{ n \}$ outputType = context.expectedType;\n }\n\n for (let i = 1; i < args.length; i += 2) {\n const label = i == 1 ? -Infinity : args[i];\n const value = $args[i + 1];\n\n$ const labelKey = i;\n const valueKey = i + 1;\n\n if (typeof label !== 'number') {\n return context.error('Input/output pairs for \"step\" expressions must be defined using literal numeric values (not computed expressions) for the input if (stops.length && stops[stops.length - 1][0] >= label) $\left\{ n \right\}$ values.', labelKey);\n }\n\n return context.error('Input/output pairs for \"step\" expressions must be arranged with input values in strictly ascending const parsed = context.parse(value, valueKey, outputType);\n order.', labelKey);\n }\n\n if (!parsed) return null;\n outputType = outputType || parsed.type;\n stops.push([label, parsed]);\n }\n\n return new Step(outputType, input, stops); $\ \$ h a evaluate(ctx: EvaluationContext) {/n const labels = this.labels; nconst outputs = this.outputs; $n\n$ if (labels.length === 1) { \n return outputs[0].evaluate(ctx);\n }\n\n const value = ((this.input.evaluate(ctx): any): number);\n if (value <= labels[0]) {nreturn outputs[0].evaluate(ctx);\n }\n\n const stopCount = labels.length;nif (value const index = $\geq labels[stopCount - 1]) \{$ return outputs[stopCount - 1].evaluate(ctx);\n }\n\n findStopLessThanOrEqualTo(labels, value);\n return outputs[index].evaluate(ctx);n $n = chChild(fn: (_:$ Expression) => void) $\{ n \}$ for (const expression of this.outputs) $\{\n$ fn(this.input);\n fn(expression);\n $\ln \sqrt{n} = \frac{\ln n}{\ln n}$ return this.outputs.every(out => out.outputDefined()); $\n \/n$ serialize() {\n const serialized = [\"step\", this.input.serialize()];\n for (let i = 0; i <this.labels.length; i++) serialized.push(this.labels[i]);\n {\n if $(i > 0) \{ n \}$ }\n serialized.push(this.outputs[i].serialize());\n }\n Copyright (C) 2008 Apple Inc. All Rights Reserved.\n *\n * Redistribution and use in source and binary forms, with or without\n * modification, are permitted provided that the following conditions\n * are met:\n * 1. Redistributions of source code must retain the above copyright n^* notice, this list of conditions and the following disclaimer. n^* 2. Redistributions in binary form must reproduce the above copyright/n * notice, this list of conditions and the following disclaimer in the\n * documentation and/or other materials provided with the distribution.\n *\n * THIS SOFTWARE IS PROVIDED BY APPLE INC. ``AS IS" AND ANY\n * EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE\n * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR\n * PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL APPLE INC. OR\n * CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,\n * EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,\n * PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR\n * PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY\n * OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT\n * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE\n * OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.\n *\n * Ported from Webkit\n * http://svn.webkit.org/repository/webkit/trunk/Source/WebCore/platform/graphics/UnitBezier.h\n */n/module.exports = UnitBezier;/n/nfunction UnitBezier(p1x, p1y, p2x, p2y) {/n // Calculate the polynomial coefficients, implicit first and last control points are (0,0) and (1,1). In this.cx = $3.0 \times p1x$; here $x = 3.0 \times p2x$. p_1x) - this.cx;\n this.ax = 1.0 - this.cx - this.bx;\n\n this.cy = 3.0 * p_1y ;\n this.by = 3.0 * $(p_2y - p_1y)$ - this.cy;\n this.ay = 1.0 - this.cy - this.by; $\ln n$ this.p1x = p1x; $\ln this.p1y = p2y; \ln this.p2x = p2x; \ln this.p2y = p2x; \ln this.p2y; \ln this.p2y = p2$ $p2y;(n) \leq x^2 + x^2 +$ Horner's rule.\n return ((this.ax * t + this.bx) * t + this.cx) * t;\n};\n\nUnitBezier.prototype.sampleCurveY =

```
function(t) {\n return ((this.ay *t + this.by) *t + this.cy) *
```

t + this.cx;n;nunitBezier.prototype.solveCurveX = function(x, epsilon) {n if (typeof epsilon === 'undefined') epsilon = 1e-6; n = 1e-6; r = 1e-6;for $(t2 = x, i = 0; i < 8; i++) \{ (n \in \mathbb{N}) \}$ $x^2 = this.sampleCurveX(t^2) - x;$ if (Math.abs(x2) < epsilon) return var d2 = this.sampleCurveDerivativeX(t2);nif (Math.abs(d2) < 1e-6) break; $\n\$ $t2;\n\n$ t2 = t2 - x2 / $d_{2,n} = \frac{1}{2} \frac{$ t0) return t0;\n if (t2 > t1) return t1;\n\n while (t0 < t1) {\n\n $x^2 = this.sampleCurveX(t^2);$ if (Math.abs(x2 - x) < epsilon) return t2; $\n\$ t0 = t2; nif $(x > x^2) \{ n \}$ } else {\n t1 = t2; n $t^2 = (t_1 - t_0) * 0.5 + t_0;$ $n = \frac{n}{2} = t_2;$ }\n\n function(x, epsilon) {\n return this.sampleCurveY(this.solveCurveX(x, epsilon));\n};\n","// @flow\n\nimport Color from './color'; n eturn (a * (1 - t)) + (b * t);n\nexport function color(from: Color, to: Color, t: number) {\n return new Color(\n number(from.r, to.r, number(from.g, to.g, t), \n number(from.b, to.b, t), \n t),\n number(from.a, to.a, t)n);nfunction array(from: Array<number>, to: Array<number>, t: number): $Array<number> \{\n$ return from.map((d, i) return number(d, to[i], t);\n });\n}\n","// @flow\n\nimport Color from './color';\n\nimport {number as $\Rightarrow \{ n \}$ interpolateNumber} from './interpolate'; $\ LABColor = \{ n \ l: number, n \ a: number, n \ b: nu$ Constants\nconst Xn = 0.950470, // D65 standard referent\n Yn = 1,\n Zn = 1.088830,\n t0 = 4/29,\n t1 = 6/200029,\n t2 = 3 * t1 * t1,\n t3 = t1 * t1 * t1,\n deg2rad = Math.PI / 180,\n rad2deg = 180 / Math.PI;\n\n// Utilities\nfunction xyz2lab(t: number) {\n return t > t3 ? Math.pow(t, 1/3): t/t2 + t0;\n}\nfunction lab2xyz(t: number) {\n return t > t1 ? t * t * t : t2 * (t - t0);\n}\n\nfunction xyz2rgb(x: number) {\n return 255 * (x <= 0.0031308? $12.92 * x : 1.055 * Math.pow(x, 1 / 2.4) - 0.055); n n rgb2xyz(x: number) {n x /= 255; n }$ return x <= 0.04045 ? x / 12.92 : Math.pow((x + 0.055) / 1.055, 2.4);\n\n// LAB\nfunction rgbToLab(rgbColor: Color): LABColor {\n const $b = rgb2xyz(rgbColor.r), \n$ a = rgb2xyz(rgbColor.g), n1 =x = xyz2lab((0.4124564 * b + 0.3575761 * a + 0.1804375 * l) / Xn), nrgb2xyz(rgbColor.b),\n $\mathbf{v} =$ xyz2lab((0.2126729 * b + 0.7151522 * a + 0.0721750 * l) / Yn),\n z = xyz2lab((0.0193339 * b + 0.1191920 * a $+ 0.9503041 * 1) / Zn); \ln return { n$ l: 116 * y - 16,\n a: 500 * (x - y), nb: 200 * (y - z), nalpha: rgbColor.a\n $\}:n\n = \frac{1}{2} - \frac{1$ x = isNaN(labColor.a) ? y : y + labColor.a / 500, nz = isNaN(labColor.b)? y : y - labColor.b / 200;\n y = Yn xyz2rgb(3.2404542 * x - 1.5371385 * y - 0.4985314 * z), // D65 -> sRGB\n xyz2rgb(-0.9692660 * x + 1.8760108 * y + 0.0415560 * xyz2rgb(0.0556434 * x - 0.2040259 * y + 1.0572252 * z),\n labColor.alphan);nz),\n interpolateLab(from: LABColor, to: LABColor, t: number) {\n return {\n $}$ 1: interpolateNumber(from.l, to.l, t),\n a: interpolateNumber(from.a, to.a, t),nb: interpolateNumber(from.b, to.b, t),\n alpha: $\{n \text{ const } \{l, a, b\} = rgbToLab(rgbColor); n \text{ const } h = Math.atan2(b, a) * rad2deg; n \text{ return } \{n \}$ h: h < 0 ? h+360:h,nc: Math.sqrt(a * a + b * b),\n 1,\n alpha: rgbColor.an; $n}^n$ hclToRgb(hclColor: HCLColor): Color {\n const h = hclColor.h * deg2rad,\n 1 =c = hclColor.c.hclColor.l;\n return labToRgb({\n 1,\n a: Math.cos(h) * c,\n b: Math.sin(h) * c,\n alpha: $hclColor.alpha \); n \), n$ return $a + t * (d > 180 \parallel d < -180 ? d - 360 * Math.round(d / 360) : d); h] n function interpolateHcl(from:$ HCLColor, to: HCLColor, t: number) {\n return {\n $}$ h: interpolateHue(from.h, to.h, t),\n c: interpolateNumber(from.c, to.c, t),\n l: interpolateNumber(from.l, to.l, t),\n alpha: interpolateNumber(from.alpha, to.alpha, t)\n $\;\n\$ nexport const lab = {\n forward: rgbToLab,\n reverse: labToRgb,n interpolate: interpolateLabn;n,export const hcl = {n forward: rgbToHcl,n reverse: hclToRgb,\n interpolate: interpolateHcl\n};\n","// @flow\n\nimport UnitBezier from '@mapbox/unitbezier';\n\nimport * as interpolate from '../../util/interpolate';\nimport {toString, NumberType, ColorType} from '../types';\nimport {findStopLessThanOrEqualTo} from '../stops';\nimport {hcl, lab} from '../../util/color_spaces';\n\nimport type {Stops} from '../stops';\nimport type {Expression} from

.../expression';\nimport type ParsingContext from '.../parsing context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from '../types';\n\nexport type InterpolationType =\n { name: 'linear' } \n { name: 'exponential', base: number } |\n { name: 'cubic-bezier', controlPoints: [number, number, number, number] };\n\nclass Interpolate implements Expression {\n type: Type;\n\n operator: 'interpolate' | 'interpolatehcl' | 'interpolate-lab';\n interpolation: InterpolationType;\n input: Expression;\n labels: Array<number>;\n outputs: Array<Expression>;\n\n constructor(type: Type, operator: 'interpolate' | 'interpolate-hcl' | 'interpolate-lab', interpolation: InterpolationType, input: Expression, stops: Stops) {\n this.type = type;nthis.operator = operator;\n this.interpolation = interpolation;\n this.input = input;n nthis.labels = $[];\n$ this.outputs = [];\n for (const [label, expression] of stops) {\n this.labels.push(label);\n $n \leq n \leq n \leq 1$ this.outputs.push(expression):\n number, lower: number, upper: number) $\{\n$ let t = 0;\n if (interpolation.name === 'exponential') $\{$ t = exponentialInterpolation(input, interpolation.base, lower, upper);\n } else if (interpolation.name === 'linear') t = exponentialInterpolation(input, 1, lower, upper);{\n } else if (interpolation.name === 'cubicbezier') $\{ n \}$ const c = interpolation.controlPoints;\n const ub = new UnitBezier(c[0], c[1], c[2], c[3]);\n

t = ub.solve(exponentialInterpolation(input, 1, lower, upper));\n }\n return t;\n λn parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n let [operator, interpolation, input, ...rest] = args; $n\n$ if (!Array.isArray(interpolation) || interpolation.length === 0) {nreturn context.error(`Expected an interpolation type expression.`, 1);\n }\n\n if (interpolation[0] === 'linear') $\{$ interpolation = {name: 'linear'};\n } else if (interpolation[0] === 'exponential') {\n const base =if (typeof base !== 'number')\n interpolation[1];\n return context.error(`Exponential interpolation requires a numeric base., 1, 1);\n interpolation = $\{\n$ name: 'exponential',\n base\n } else if (interpolation[0] === 'cubic-bezier') {\n };\n const controlPoints = interpolation.slice(1);\n if (\n controlPoints.length $!== 4 \parallel n$ controlPoints.some(t => typeof t !== 'number' || t < 0 || t >1)\n) {\n return context.error('Cubic bezier interpolation requires four numeric arguments with values between 0 and 1.', 1);\n }\n\n interpolation = $\{ \ n \}$ name: 'cubic-bezier',\n controlPoints: (controlPoints: any)\n };\n } else {nreturn context.error(`Unknown interpolation type $\{String(interpolation[0])\}$, 1, 0);\n }\n\n if (args.length - 1 < 4) {\n return context.error(`Expected at least 4 arguments, but found only \${args.length - 1}.`);\n }\n\n if ((args.length -1) % 2 !== 0) {\n return context.error(`Expected an even number of arguments.`);\n $\lambda n n$ input = context.parse(input, 2, NumberType);\n if (!input) return null;\n\n const stops: Stops = []; n nlet outputType: Type = (null: any);\n if (operator === 'interpolate-hcl' || operator === 'interpolate-lab') {\n outputType = ColorType;\n } else if (context.expectedType && context.expectedType.kind !== 'value') {\n outputType = context.expectedType;\n }\n\n for (let i = 0; i < rest.length; i += 2) {\n const label = const value = rest[i + 1];\n\n const labelKey = i + 3;\n const valueKey = i + 4;\n\n rest[i];\n if (typeof label !== 'number') {\n return context.error('Input/output pairs for \"interpolate\" expressions must be defined using literal numeric values (not computed expressions) for the input values.', labelKey);\n if (stops.length && stops[stops.length - 1][0] >= label) {\n $\lambda n n$ return context.error('Input/output

pairs for \"interpolate\" expressions must be arranged with input values in strictly ascending order.', labelKey);\n
}\n\n const parsed = context.parse(value, valueKey, outputType);\n if (!parsed) return null;\n
outputType = outputType || parsed.type;\n stops.push([label, parsed]);\n }\n\n if (outputType.kind
!== 'number' &&\n outputType.kind !== 'color' &&\n !(\n outputType.kind === 'array' &&\n
outputType.itemType.kind === 'number' &&\n typeof outputType.N === 'number'\n)\n

) {\n return context.error(`Type \${toString(outputType)} is not interpolatable.`);\n }\n\n return new Interpolate(outputType, (operator: any), interpolation, input, stops); $\ \ \$ evaluate(ctx: EvaluationContext) {\n const labels = this.labels;nconst outputs = this.outputs; $\n\$ if (labels.length === 1) { \n return outputs[0].evaluate(ctx);\n $\lambda n n$ const value = ((this.input.evaluate(ctx): any): number);\n if (value <= labels[0]) { \n return outputs[0].evaluate(ctx);\n $\lambda n n$ const stopCount = labels.length;nif (value $\geq labels[stopCount - 1]) \{ \ n \}$ return outputs[stopCount - 1].evaluate(ctx);\n $\lambda n n$ const index =

findStopLessThanOrEqualTo(labels, value);\n const lower = labels[index];nconst upper = labels[index +11:\n const t = Interpolate.interpolationFactor(this.interpolation, value, lower, upper);nconst outputLower = outputs[index].evaluate(ctx);\n const outputUpper = outputs[index + 1].evaluate(ctx);\n\n if (this.operator === 'interpolate') { \n return (interpolate[this.type.kind.toLowerCase()]: any)(outputLower, outputUpper, t); // eslint-disable-line import/namespace\n } else if (this.operator === 'interpolate-hcl') {nreturn hcl.reverse(hcl.interpolate(hcl.forward(outputLower), hcl.forward(outputUpper), t));\n } else {nreturn lab.reverse(lab.interpolate(lab.forward(outputLower), lab.forward(outputUpper), t));\n $n \geq n n$ $eachChild(fn: (: Expression) => void) \{ n \}$ fn(this.input);\n for (const expression of this.outputs) $\{\n$ fn(expression);\n $n \leq n \leq n$ return this.outputs.every(out => out.outputDefined()); $\n \ \n \ \$ let interpolation;\n if (this.interpolation.name === 'linear') { \n interpolation = [\"linear\"];\n } else if (this.interpolation.name === 'exponential') {\n if (this.interpolation.base === 1) { \n interpolation = [\"linear\"];\n } interpolation = $[\ensuremath{\mathbb{n}}]$; this.interpolation.base]; n else $\{n\}$ }\n } else {ninterpolation = [\"cubic-bezier\"].concat(this.interpolation.controlPoints);\n }\n\n const serialized = [this.operator, interpolation, this.input.serialize()];\n\n for (let i = 0; i <this.labels.length; i++) {\n serialized.push(\n this.labels[i],\n this.outputs[i].serialize()\n):\n }\n return serialized; $|n\rangle = |n| - 1$ serialized; $|n\rangle = 1$ serialized; |nstops.\n * How it works: Two consecutive stop values define a (scaled and shifted) exponential function f(x) = a * $base^x + b$, where base is the user-specified base, n * and a a ad b are constants affording sufficient degrees of freedom to fit\n * the function to the given stops.\n *\n * Here's a bit of algebra that lets us compute f(x) directly from the stop\n * values without explicitly solving for `a` and `b`:\n *\n * First stop value: $f(x0) = y0 = a * base^{x0}$ + b'\n * Second stop value: $f(x_1) = y_1 = a * base^x_1 + b'(n * => y_1 - y_0 = a(base^x_1 - base^x_0)'(n * => a = (y_1 - base^x_1) + b'(n * => base^x_1) + b'(n * => base^x_1) + b'(n * => base^x_1 + b'(n * => base^x_1) + b'(n * => base^x_1)$ $y_0/(base^x1 - base^x0)^n * n * Desired value: f(x) = y = a * base^x + b^n * => f(x) = y_0 + a * (base^x - b^n)^n + b^n * = base^x + b^n + b^n * = base^x + b^n + b^n$ $base^x0$ \n *\n * From the above, we can replace the `a` in `a * (base^x - base^x0)` and do a\n * little algebra:\n * $(n * a * (base^x - base^x 0) = (y1 - y0)/(base^x 1 - base^x 0) * (base^x - base^x 0)/n *$ = (y1 - y0) * $(base^x - base^x0) / (base^x1 - base^x0) n * n n n r f we let (base^x - base^x0) / (base^x1 base^x0)$, then we have\n * f(x) = y0 + (y1 - y0) * ratio. In other words, ratio may be treated as\n * an interpolation factor between the two stops' output values. $n * (Note: a slightly different form for ratio, n * (base^(x-x0) - 1) / (base^(x1-x0))$ - 1) `, is equivalent, but requires fewer\n * expensive `Math.pow()` operations.) $\ln * \ln * @ private \ln * / n function$ exponentialInterpolation(input, base, lowerValue, upperValue) { $\ const difference = upperValue - lowerValue; \}$ const progress = input - lowerValue; \ln if (difference === 0) { \ln return 0;\n } else if (base === 1) {\n return progress / difference; n } else {nreturn (Math.pow(base, progress) - 1) / (Math.pow(base, difference) -1);\n }\n\nexport default Interpolate;\n","// @flow\n\nimport assert from 'assert';\n\nimport {checkSubtype, ValueType} from '../types';\nimport ResolvedImage from '../types/resolved image';\n\nimport type { Expression } from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type} from '../types';\n\nclass Coalesce implements Expression {\n type: Type;\n args: Array<Expression>;\n\n constructor(type: Type, args: Array<Expression>) {\n this.type = type;\n return context.error(\"Expectected at least one argument.\");\n if (args.length < 2) { \n }\n let outputType: Type = (null: any);\n const expectedType = context.expectedType;\n if (expectedType && expectedType.kind !== 'value') {\n outputType = expectedType;\n }\n const parsedArgs = []; $n\n$ for (const arg of args.slice(1)) $\{\n$ const parsed = context.parse(arg, 1 + parsedArgs.length, outputType, undefined, {typeAnnotation: 'omit'});\n if (!parsed) return null;\n outputType = outputType || parsed.type;\n parsedArgs.push(parsed);\n }\n assert(outputType);\n\n // Above, we parse arguments without inferred type annotation so that\n // they don't produce a runtime error for `null` input, which would\n // preempt the desired null-coalescing behavior.\n // Thus, if any of our arguments would have needed an annotation, we\n // need to wrap the enclosing coalesce expression with it instead.\n const needsAnnotation = expectedType &&nparsedArgs.some(arg => checkSubtype(expectedType,

arg.type));\n\n return needsAnnotation ?\n new Coalesce(ValueType, parsedArgs) :\n new let result = null;nlet argCount = 0;\n let requestedImageName;\n for (const arg of this.args) $\{\n$ argCount++;\n // we need to keep track of the first requested image in a coalesce statement\n result = arg.evaluate(ctx);n// if coalesce can't find a valid image, we return the first image name so styleimagemissing can fire\n if (result && result instance of ResolvedImage && !result.available) {\n if (!requestedImageName) {\n requestedImageName = result.name;\n result = null;\n if (argCount === }\n this.args.length) $\{\n$ result = requestedImageName;\n }\n }\n\n if (result !== null) break;\n }\n return result; $n \geq n =$ return result; $n \geq n$ this.args.forEach(fn); $\n \ \n$ outputDefined(): boolean {\n return this.args.every(arg => $arg.outputDefined()); n } n serialize() { n$ const serialized = $[\"coalesce\"];\n$ this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized; $n \ n, nexport default Coalesce; n'', ''/'$ @flow\n\nimport type {Type} from '../types';\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\n\nclass Let implements Expression {\n type: Type;\n bindings: Array<[string, Expression]>;\n result: Expression;\n\n constructor(bindings: Array<[string, Expression]>, result: Expression) {\n this.type = result.type; \n this.bindings = [].concat(bindings);\n this.result = result;n /n/n evaluate(ctx: EvaluationContext) {/n return this.result.evaluate(ctx);n n eachChild(fn: (: Expression) => void) nfor (const binding of this.bindings) {\n fn(binding[1]);\n }\n fn(this.result);n n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if $(args.length < 4) \setminus n$ return context.error(`Expected at least 3 arguments, but found ${\text{args.length} - 1}$ instead.`);\n\n const bindings: Array<[string, Expression]> = [];\n for (let i = 1; i < args.length - 1; i += 2) {\n const name = $args[i];\n\n$ if (typeof name !== 'string') {\n return context.error(`Expected string, but found \${typeof name} instead., i);\n }\n\n if (/[^a-zA-Z0-9]/.test(name)) {\n return context.error(`Variable names must contain only alphanumeric characters or '_'.`, i);\n }\n\n const value = context.parse(args[i + 1], i + 1);\n if (!value) return null;\n\n bindings.push([name, value]);\n }\n\n const result = context.parse(args[args.length - 1], args.length - 1, context.expectedType, bindings);\n if (!result) return return new Let(bindings, result); $\ \$ ($\$ new Let(bindings, result); $\$) null;\n\n return this.result.outputDefined();n {n serialize() {nconst serialized = $[\"let\"];\n$ for (const [name, expr] of this.bindings) $\{ \$ serialized.push(name, expr.serialize());\n }\n serialized.push(this.result.serialize());\n return serialized;\n }\n\nexport default Let;\n","// @flow\n\nimport {array, ValueType, NumberType} from '../types';\n\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type, ArrayType} from '../types';\nimport type {Value} from '../values';\n\nclass At implements Expression {\n type: Type;\n index: Expression;\n input: Expression;\n\n constructor(type: Type, index: Expression, input: Expression) {\n this.type = type;nthis.input = input;n}n/n static parse(args: \$ReadOnlyArray<mixed>, context: this.index = index;nParsingContext) {\n if (args.length !== 3)\n return context.error(`Expected 2 arguments, but found ${args.length - 1}$ instead.`);\n\n const index = context.parse(args[1], 1, NumberType);\n const input = context.parse(args[2], 2, array(context.expectedType || ValueType));\n\n if (!index || !input) return null;\n\n const t: ArrayType = (input.type: any);\n return new At(t.itemType, index, input);n avaluate(ctx: EvaluationContext) {\n const index = ((this.index.evaluate(ctx): any): number);\n const array =((this.input.evaluate(ctx): any): Array<Value>);\n\n if (index < 0) {nthrow new RuntimeError(`Array index out of bounds: $\{index\} < 0.$;\n }\n\n if (index \geq array.length) {\n throw new RuntimeError(`Array index out of bounds: ${index} > {array.length - 1}.`);$ }\n\n if (index !== Math.floor(index)) {\n throw new RuntimeError(`Array index must be an integer, but found \${index} instead.`);\n }\n\n return array[index];n}n/neachChild(fn: (_: Expression) => void) {nfn(this.index);\n fn(this.input);n (n outputDefined() (nreturn false;n n serialize() n

return [\"at\", this.index.serialize(), this.input.serialize()];\n }\n\nexport default At;\n","// @flow\n\nimport {BooleanType, StringType, ValueType, NullType, toString, NumberType, isValidType, isValidNativeType} from '../types';\nimport RuntimeError from '../runtime_error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type } from '../types';\n\nclass In implements Expression {\n type: Type;\n needle: Expression;\n haystack: Expression;\n\n constructor(needle: Expression, haystack: Expression) {\n this.type = BooleanType; \n this.haystack this.needle = needle;n= haystack;n how static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {nif (args.length $!== 3) \{ n \}$ return context.error(`Expected 2 arguments, but found \${args.length - 1} instead.`);\n $\lambda n n$ const needle = context.parse(args[1], 1, ValueType); $\n\n$ const haystack = context.parse(args[2], 2,ValueType);\n\n if (!needle || !haystack) return null;\n\n if (!isValidType(needle.type, [BooleanType, StringType, NumberType, NullType, ValueType])) {\n return context.error(`Expected first argument to be of type boolean, string, number or null, but found \${toString(needle.type)} instead`);\n $\lambda n n$ return new In(needle, haystack);n |n/n evaluate(ctx: EvaluationContext) {/n const needle = (this.needle.evaluate(ctx): const haystack = (this.haystack.evaluate(ctx): any);\n\n any);\n if (!haystack) return false;\n\n if (!isValidNativeType(needle, ['boolean', 'string', 'number', 'null'])) {\n throw new RuntimeError(`Expected first argument to be of type boolean, string, number or null, but found \${toString(typeOf(needle))} instead.`);\n if (!isValidNativeType(haystack, ['string', 'array'])) {\n $\lambda n n$ throw new RuntimeError(`Expected second argument to be of type array or string, but found f(toString(typeOf(haystack))) instead.);\n }\n\n return haystack.indexOf(needle) >= 0;n } n^n eachChild(fn: (_: Expression) => void) {nfn(this.needle);\n fn(this.haystack); $\n \$ (n outputDefined() (n return true; $\n \$ ($\n \$ return [\"in\", this.needle.serialize(), this.haystack.serialize()];\n }\n\nexport default In;\n","// @flow\n\nimport {BooleanType, StringType, ValueType, NullType, toString, NumberType, isValidType, isValidNativeType} from '../types';\nimport RuntimeError from '../runtime error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation context';\nimport type { Type} from '../types';\n\nclass IndexOf implements Expression $\{ n \text{ type: Type; } n \text{ needle: Expression; } n \text{ haystack: Expression; } n \text{ fromIndex: ?Expression; } n \)$ constructor(needle: Expression, haystack: Expression, fromIndex?: Expression) {\n this.type = NumberType;\n this.fromIndex = fromIndex; $\n \$ this.needle = needle; \n this.haystack = haystack; \n

return context.error(`Expected 3 or 4 arguments, but found \${args.length - 1} instead.`);\n }\n\n const needle = context.parse(args[1], 1, ValueType);\n\n const haystack = context.parse(args[2], 2, ValueType); $n\n$ if (!needle || !haystack) return null;\n if (!isValidType(needle.type, [BooleanType, StringType, NumberType, return context.error(`Expected first argument to be of type boolean, string, NullType, ValueType])) {\n number or null, but found \${toString(needle.type)} instead`);\n $\lambda n n$ if (args.length === 4) { \n const fromIndex = context.parse(args[3], 3, NumberType);\n if (!fromIndex) return null;\n return new IndexOf(needle, haystack, fromIndex);\n } else {nreturn new IndexOf(needle, haystack);\n }\n $n\n$ evaluate(ctx: EvaluationContext) {\n const needle = (this.needle.evaluate(ctx): any);\n const haystack = (this.haystack.evaluate(ctx): any); $\n\$ if (!isValidNativeType(needle, ['boolean', 'string', 'number', 'null'])) {\n throw new RuntimeError(`Expected first argument to be of type boolean, string, number or null, but found \${toString(typeOf(needle))} instead.`);\n $\left(n \right)$ if (!isValidNativeType(haystack, ['string', $(array'])) \{ n$ throw new RuntimeError(`Expected second argument to be of type array or string, but found \${toString(typeOf(haystack))} instead.`);\n $\lambda n n$ if (this.fromIndex) {\n const fromIndex = (this.fromIndex.evaluate(ctx): number);\n return haystack.indexOf(needle, fromIndex);\n $\left(n \right)$ fn(this.needle):\n fn(this.haystack);\n if (this.fromIndex) $\{\n$ fn(this.fromIndex);\n $n \geq n \in \mathbb{N}$ return false; $n \geq n/n$ serialize() $\{ n \}$ if (this.fromIndex != null && this.fromIndex !== undefined) {\n const fromIndex = this.fromIndex.serialize();\n return [\"index-of\", this.needle.serialize(),

if (args.length $\leq 2 \parallel \text{ args.length} \geq 5$) {\n

parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n

this.haystack.serialize(), fromIndex];\n }\n return [\"index-of\", this.needle.serialize(), this.haystack.serialize()];\n }\n\nexport default IndexOf;\n","// @flow\n\nimport assert from 'assert';\n\nimport {typeOf} from '../values';\nimport {ValueType, type Type} from '../types';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\n\n// Map input label values to output expression index\ntype Cases = {[number | string]: number};\n\nclass Match implements Expression {\n type: Type;\n inputType: Type;\n\n input: Expression;\n cases: Cases;\n outputs: Array<Expression>;\n otherwise: Expression;\n\n constructor(inputType: Type, outputType: Type, input: Expression, cases: Cases, outputs: Array<Expression>, otherwise: Expression) {\n this.inputType = inputType;\n this.type = outputType; \n this.input = input;nthis.cases = cases;\n this.otherwise = otherwise; $\n \$ /n static parse(args: \$ReadOnlyArray<mixed>, this.outputs = outputs;ncontext: ParsingContext) {\n if $(args.length < 5) \setminus n$ return context.error(`Expected at least 4 arguments, but found only ${args.length - 1}.);\n$ if (args.length % 2 !== 1)\n return context.error(`Expected an even number of arguments.`);\n\n let inputType;\n let outputType;\n if (context.expectedType && context.expectedType.kind $!== 'value' \{ \ n \}$ outputType = context.expectedType;\n }\n const cases = for (let i = 2; i < args.length - 1; i += 2) {\n { };\n const outputs = [];\n let labels = $args[i];\n$ const value = args[i + 1]; n nif (!Array.isArray(labels)) {\n labels = [labels]; n $\lambda n n$ const labelContext = context.concat(i);\n if (labels.length === 0) { \n return labelContext.error('Expected at least one branch label.');\n }\n\n for (const label of labels) $\{\n$ if (typeof label !== 'number' && typeof label !== 'string') {\n return labelContext.error(`Branch labels } else if (typeof label === 'number' && Math.abs(label) > must be numbers or strings.`);\n Number.MAX SAFE INTEGER) {\n return labelContext.error(`Branch labels must be integers no larger than \${Number.MAX_SAFE_INTEGER}.`);\n\n } else if (typeof label === 'number' && Math.floor(label) !== label) {\n return labelContext.error(`Numeric branch labels must be integer values.); $n\n$ } else if (!inputType) {\n inputType = typeOf(label);\n } else if (labelContext.checkSubtype(inputType, typeOf(label))) {\n return null;\n }\n\n if $(typeof cases[String(label)] !== 'undefined') {\n}$ return labelContext.error('Branch labels must be unique.');\n }\n\n $cases[String(label)] = outputs.length;\n$ }\n\n const result = context.parse(value, i, outputType);\n if (!result) return null;\n outputType = outputType || result.type;\n outputs.push(result);\n }\n\n const input = context.parse(args[1], 1, ValueType);\n if (!input) return null;\n\n const otherwise = context.parse(args[args.length - 1], args.length - 1, outputType);\n if (!otherwise) return null;\n\n assert(inputType && outputType);\n\n if (input.type.kind !== 'value' && context.concat(1).checkSubtype((inputType: any), input.type)) {\n return null;\n }\n\n return new Match((inputType: any), (outputType: any), input, cases, outputs, otherwise); $h = \frac{1}{\sqrt{2}}$ EvaluationContext) {\n const input = (this.input.evaluate(ctx): any);\n const output = (typeOf(input) === this.inputType && this.outputs[this.cases[input]]) || this.otherwise;\n return output.evaluate(ctx);n}n/n

eachChild(fn: (_: Expression) => void) {\n fn(this.input);\n this.outputs.forEach(fn);\n fn(this.otherwise);\n }\n\n outputDefined(): boolean {\n return this.outputs.every(out => out.outputDefined()) && this.otherwise.outputDefined();\n }\n\n serialize(): Array<mixed> {\n const serialized = [\"match\", this.input.serialize()];\n\n // Sort so serialization has an arbitrary defined order, even though\n // branch order doesn't affect evaluation\n const sortedLabels = Object.keys(this.cases).sort();\n\n // Group branches by unique match expression to support condensed\n // serializations of the form [case1,

const groupedByOutput: Array<[number, Array<number | string>]> = [];\n case2, ...] -> matchExpression \n const outputLookup: {[index: number]: number} = {}; // lookup index into groupedByOutput for a given output expression\n for (const label of sortedLabels) {\n const outputIndex = outputLookup[this.cases[label]];\n if (outputIndex === undefined) $\{\n$ // First time seeing this output, add it to the end of the grouped list\n outputLookup[this.cases[label]] = groupedByOutput.length;\n groupedByOutput.push([this.cases[label], [label]]);\n } else {n// We've seen this expression before, add the label to that output's group\n groupedByOutput[outputIndex][1].push(label);\n }\n $\left(n \right)$

const coerceLabel = (label) => this.inputType.kind === 'number' ? Number(label) : label;\n\n for (const [outputIndex, labels] of groupedByOutput) {\n // Only a single label if (labels.length === 1) { \n matches this output expression\n serialized.push(coerceLabel(labels[0]));\n } else {n// Array of literal labels pointing to this output expression\n serialized.push(labels.map(coerceLabel));\n }\n serialized.push(this.outputs[outputIndex].serialize());\n }\n serialized.push(this.otherwise.serialize());\n @flow\n\nimport assert from 'assert';\n\nimport {BooleanType} from '../types';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing_context';\nimport type EvaluationContext from '../evaluation_context';\nimport type {Type} from '../types';\n\ntype Branches = Array<[Expression, Expression]>:\n\nclass Case implements Expression {\n type: Type;\n\n branches: Branches:\n otherwise: Expression; \ln constructor(type: Type, branches: Branches, otherwise: Expression) { \ln this.type = type;nthis.branches = branches;\n this.otherwise = otherwise; $n \ n \ static \ parse(args: \ ReadOnlyArray<mixed>,$ context: ParsingContext) {\n return context.error(`Expected at least 3 arguments, if $(args.length < 4) \setminus n$ but found only \${args.length - 1}.`);\n if (args.length % 2 !== 0)\n return context.error(`Expected an odd let outputType: ?Type;\n if (context.expectedType && number of arguments.`); $n\n$ context.expectedType.kind !== 'value') {\n outputType = context.expectedType; n}\n\n const branches = [];\n for (let i = 1; i < args.length - 1; i += 2) {\n const test = context.parse(args[i], i, BooleanType);\n if (!test) return null;\n\n const result = context.parse(args[i + 1], i + 1, outputType);\n if (!result) return null;\n\n branches.push([test, result]);\n\n outputType = outputType || const otherwise = context.parse(args[args.length - 1], args.length - 1, outputType);\n result.type;\n $\lambda n n$ if (!otherwise) return null;\n\n assert(outputType);\n return new Case((outputType: any), branches,

otherwise);n |n/n evaluate(ctx: EvaluationContext) {/n for (const [test, expression] of this.branches) $\{\n$ if (test.evaluate(ctx)) {\n return expression.evaluate(ctx);\n }\n }\n return this.otherwise.evaluate(ctx);n n eachChild(fn: (: Expression) => void) nfor (const [test, expression] of this.branches) $\{\n$ fn(test);\n fn(expression);\n }\n fn(this.otherwise);n noutputDefined(): boolean {\n return this.branches.every(([, out]) => out.outputDefined()) && this.otherwise.outputDefined(); $\n \$ const serialized = $[\case\];\n$ this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized; $n \geq n \leq n \leq n$ Case;\n","// @flow\n\nimport {ValueType, NumberType, StringType, array, toString, isValidType, isValidNativeType} from '../types';\nimport RuntimeError from '../runtime error';\nimport {typeOf} from '../values';\n\nimport type {Expression} from '../expression';\nimport type ParsingContext from '../parsing context';\nimport type EvaluationContext from '../evaluation context';\nimport type { Type } from .../types';\n\nclass Slice implements Expression {\n type: Type;\n input: Expression;\n beginIndex: Expression;\n endIndex: ?Expression;\nn constructor(type: Type, input: Expression, beginIndex: Expression, endIndex?: Expression) $\{\n$ this.type = type; \n this.input = input;nthis.beginIndex = beginIndex; \n this.endIndex = endIndex; $\ln \ \n$ static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length $\leq 2 \parallel \text{args.length} \geq 5$) {\n return context.error(`Expected 3 or 4 arguments, but found {args.length - 1} instead.`);\n }\n\n const input = context.parse(args[1], 1, ValueType);\n const beginIndex = context.parse(args[2], 2, NumberType);\n\n if (!input || !beginIndex) return null;\n\n if (!isValidType(input.type, [array(ValueType), StringType, ValueType])) {\n return context.error(`Expected first argument to be of type array or string, but found \${toString(input.type)} instead`);\n $\left(n \right)$ if $(args.length === 4) \{ \n$ const endIndex = context.parse(args[3], 3, NumberType);\n if (!endIndex) return null;\n return new Slice(input.type, input, beginIndex, endIndex);\n } else {\n return new Slice(input.type, input, beginIndex);\n $n \geq n \in C$ const input = (this.input.evaluate(ctx): any);\n const beginIndex = (this.beginIndex.evaluate(ctx): number);\n\n if (!isValidNativeType(input, ['string', 'array'])) {\n throw new RuntimeError(`Expected first argument to be of type array or string, but found \${toString(typeOf(input))} instead.`);\n $\lambda n n$ if (this.endIndex) $\{\n$ const endIndex = (this.endIndex.evaluate(ctx): number);\n return input.slice(beginIndex, endIndex);\n

}\n\n return input.slice(beginIndex);n} n^n eachChild(fn: (_: Expression) => void) {nfn(this.input);\n fn(this.beginIndex);\n if (this.endIndex) $\{\n$ fn(this.endIndex);\n $n \geq n \in O(n)$ return false; $n \geq n/n$ serialize() $\{$ if (this.endIndex != null && this.endIndex !== undefined) {\n const endIndex = this.endIndex.serialize();\n return [\"slice\", this.input.serialize(), this.beginIndex.serialize(), return [\"slice\", this.input.serialize(), this.beginIndex.serialize()];n \n\nexport endIndex];\n }\n default Slice;\n","// @flow\n\nimport {toString, ValueType, BooleanType, CollatorType} from '../types';\nimport Assertion from './assertion';\nimport {typeOf} from '../values';\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from '../parsing_context';\nimport type { Type} from .../types';\n\ntype ComparisonOperator = '==' | '!=' | '<' | '>' | '<=' | '>=' ;\n\nfunction isComparableType(op: ComparisonOperator, type: Type) {\n if (op === '==' \parallel op === '!=') {\n // equality operator\n return type.kind === 'boolean' ||\n type.kind === 'string' $|| \ n$ type.kind === 'number' ||\n type.kind === 'null' ||\n type.kind === 'value';n } else {n// ordering operator\n return type.kind === 'string' ||\n

type.kind === 'number' ||\n type.kind === 'value';n $n \in ct, a, b$ { return a === b; $\frac{1}{2} = b; \frac{1}{2} = b; \frac{1$ > b; }\nfunction lteq(ctx, a, b) { return a <= b; }\nfunction gteq(ctx, a, b) { return a >= b; }\n/nfunction eqCollate(ctx, a, b, c) { return c.compare(a, b) === 0; }/nfunction neqCollate(ctx, a, b, c) { return !eqCollate(ctx, a, b, c); $\ln t = 0$ freturn c.compare(a, b) < 0; $\ln t = 0$ freturn c.compare(a, b) < 0; $\ln t = 0$ c.compare(a, b) > 0; }\nfunction lteqCollate(ctx, a, b, c) { return c.compare(a, b) <= 0; }\nfunction gteqCollate(ctx, a, b, c) { return c.compare(a, b) ≥ 0 ; }\n\n/**\n * Special form for comparison operators, implementing the signatures: n * - (T, T, ?Collator) => boolean n * - (T, value, ?Collator) => boolean n * - (value, T, ?Collator) => boolean n * - (vbooleann *n * For inequalities, T must be either value, string, or number. For ==/!=, it/n * can also be boolean or null.n * n * Equality semantics are equivalent to Javascript's strict equality (===/!==)n * -- i.e., when the arguments' types don't match, == evaluates to false, != to n * true n * n * When types don't match in an orderingcomparison, a runtime error is thrown.\n *\n * @private\n */\nfunction makeComparison(op: ComparisonOperator, compareBasic, compareWithCollator) {\n const isOrderComparison = op !== '==' && op !== '!='; n n return type: Type;\n class Comparison implements Expression {\n lhs: Expression;\n rhs: Expression;\n collator: ?Expression;\n hasUntypedArgument: boolean;\n\n constructor(lhs: Expression, rhs: Expression, collator: ?Expression) {\n this.type = BooleanType; \n this.lhs = lhs;\n this.rhs = rhs;\n this.collator = collator;\n this.hasUntypedArgument = lhs.type.kind === 'value' || rhs.type.kind === 'value';\n

}\n\n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if
(args.length !== 3 && args.length !== 4)\n return context.error(`Expected two or three arguments.`);\n\n
const op: ComparisonOperator = (args[0]: any);\n\n let lhs = context.parse(args[1], 1, ValueType);\n

if (!lhs) return null;\n if (!isComparableType(op, lhs.type)) {\n return context.concat(1).error(`\"\${op}\" comparisons are not supported for type '\${toString(lhs.type)}'.`);\n }\n let rhs = context.parse(args[2], 2, ValueType);\n if (!rhs) return null;nif (!isComparableType(op, return context.concat(2).error(`\"\${op}\" comparisons are not supported for type rhs.type)) {\n '\${toString(rhs.type)}'.`);\n }\n\n if (\n lhs.type.kind !== rhs.type.kind && \n lhs.type.kind !== 'value' &&\n rhs.type.kind !== 'value'\n) {\n return if context.error(`Cannot compare types '\${toString(lhs.type)}' and '\${toString(rhs.type)}'.`);\n $\left(n \right)$ (isOrderComparison) {\n // typing rules specific to less/greater than operators\n if (lhs.type.kind === 'value' && rhs.type.kind !== 'value') {n// (value, T)nlhs = new Assertion(rhs.type, [lhs]); n} else if (lhs.type.kind !== 'value' && rhs.type.kind === 'value') {\n // (T, value)nrhs = new Assertion(lhs.type, [rhs]);\n }\n $\lambda n n$ let collator = null;\n if $(args.length === 4) \{ \n$ if (\n lhs.type.kind $!== 'string' \&\& \n$ rhs.type.kind !== 'string' &&\n lhs.type.kind !== 'value' &&\n rhs.type.kind !== 'value'\n) {\n return context.error(`Cannot use collator to compare non-string types.`);\n }\n collator = context.parse(args[3], 3, CollatorType);\n if (!collator) return null;\n $\lambda n n$ return new

Comparison(lhs, rhs, collator);\n $\lambda n n$ evaluate(ctx: EvaluationContext) {\n const lhs = this.lhs.evaluate(ctx);\n const rhs = this.rhs.evaluate(ctx); $\n\$ if (isOrderComparison && this.hasUntypedArgument) {\n const lt = typeOf(lhs);\n const $rt = typeOf(rhs); \n$ // check that type is string or number, and equal\n if (lt.kind !== rt.kind || !(lt.kind === 'string' || lt.kind === throw new RuntimeError(`Expected arguments for \"\${op}\" to be (string, string) or 'number')) {\n (number, number), but found (\${lt.kind}, \${rt.kind}) instead.`);\n }\n }\n\n if (this.collator && !isOrderComparison && this.hasUntypedArgument) {\n const lt = typeOf(lhs); nconst rt = if (lt.kind !== 'string' || rt.kind !== 'string') {ntypeOf(rhs);\n return compareBasic(ctx, lhs, rhs);\n }\n }\n\n return this.collator ?\n compareWithCollator(ctx, lhs, rhs, this.collator.evaluate(ctx)) :\n compareBasic(ctx, lhs, rhs);\n eachChild(fn: (: Expression) n n \Rightarrow void) {\n fn(this.lhs);\n fn(this.rhs);\n if (this.collator) $\{ n \}$ fn(this.collator);\n outputDefined(): boolean {\n }\n $\lambda n n$ return true;\n $\lambda n n$ serialize() {\n const this.eachChild(child => { serialized.push(child.serialize()); });\n serialized = [op];return serialized;\n $n = \frac{1}{n} = makeComparison('==', eq, eqCollate);$ NotEquals = makeComparison('!=', neq, neqCollate);\nexport const LessThan = makeComparison('<', lt, ltCollate);\nexport const GreaterThan = makeComparison('>', gt, gtCollate);\nexport const LessThanOrEqual = makeComparison('<=', lteq, lteqCollate);\nexport const GreaterThanOrEqual = makeComparison('>=', gteq, gteqCollate);\n","// @flow\n\nimport {StringType, NumberType} from '../types';\n\nimport type {Expression} from '../expression';\nimport type EvaluationContext from '../evaluation_context';\nimport type ParsingContext from :./parsing_context';\nimport type { Type } from '../types';\n\ndeclare var Intl: {\n NumberFormat: locales?: string string[],\n options?: NumberFormatOptions\n): Intl\$NumberFormat;\n\n static (\n locales?: string | options?: NumberFormatOptions\n): Intl\$NumberFormat;\n\n format(a: number): string;\n\n string[],\n $resolvedOptions(): any; n = NumberFormatOptions = {n style?: 'decimal' | 'currency' | 'percent'; n style?' | 'decimal' | 'currency' | 'decimal' | 'decimal$ currency?: null | string;\n minimumFractionDigits?: null | string;\n maximumFractionDigits?: null | string;\n};\n\nexport default class NumberFormat implements Expression {\n type: Type;\n number: Expression;\n locale: Expression | null; // BCP 47 language tag\n currency: Expression | null; // ISO 4217 currency code, required if style=currency\n minFractionDigits: Expression | null; // Default 0\n maxFractionDigits: Expression | null; // Default 3\n\n constructor(number: Expression,\n locale: Expression | null,\n currency: Expression | null, \n minFractionDigits: Expression | null,\n maxFractionDigits: Expression | null) {\n this.type = StringType;\n this.number = number; \n this.locale = locale;\n this.currency = currency;nthis.minFractionDigits = minFractionDigits;\n this.maxFractionDigits = maxFractionDigits;n n static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext): ?Expression {\n if (args.length !== 3)\n return context.error(`Expected two arguments.); $n\n$ const number = context.parse(args[1], 1, NumberType);\n if (!number) return null;\n\n const options = (args[2]: any);\n if (typeof options !== \"object\" || Array.isArray(options))\n return context.error(`NumberFormat options argument must be an object.`);\n\n if let locale = null;\n (options['locale']) {\n locale = context.parse(options['locale'], 1, StringType);\n if (!locale) return null;\n let currency = null;\n if (options['currency']) {\n }\n\n currency = context.parse(options['currency'], 1, StringType);\n if (!currency) return null;\n $\lambda n n$ let minFractionDigits = null;\n if (options['min-fraction-digits']) {\n minFractionDigits = context.parse(options['min-fraction-digits'], 1, NumberType);\n if (!minFractionDigits) return null;\n $\lambda n n$ let maxFractionDigits = null;\n if (options['max-fraction-digits']) {\n maxFractionDigits = context.parse(options['max-fraction-digits'], 1, NumberType);\n if (!maxFractionDigits) return null;\n $\lambda n n$ return new NumberFormat(number, locale, currency, minFractionDigits, maxFractionDigits);\n }\n\ evaluate(ctx: EvaluationContext) {\n return new Intl.NumberFormat(this.locale ? this.locale.evaluate(ctx) : [],\n {\n style: this.currency ? \"currency\" : \"decimal\",\n currency: this.currency ? this.currency.evaluate(ctx) : undefined,\n minimumFractionDigits: this.minFractionDigits ?

this.minFractionDigits.evaluate(ctx) : undefined,\n maximumFractionDigits: this.maxFractionDigits ? this.maxFractionDigits.evaluate(ctx) : undefined,\n }).format(this.number.evaluate(ctx));n }neachChild(fn: (_: Expression) => void) $\{$ fn(this.number);\n if (this.locale) $\{ n \}$ fn(this.locale);\n if (this.currency) {\n fn(this.currency);\n if (this.minFractionDigits) {\n }\n }\n fn(this.minFractionDigits);\n }\n if (this.maxFractionDigits) {\n fn(this.maxFractionDigits);\n $n \geq n \in O(n)$ return false;n /n serialize() {/n const options = $\{\};\n$ if options['locale'] = this.locale.serialize(); n(this.locale) $\{\n$ }\n if (this.currency) $\{ n \}$ options['currency'] = this.currency.serialize();\n }\n if (this.minFractionDigits) {\n options['minfraction-digits'] = this.minFractionDigits.serialize();\n }\n if (this.maxFractionDigits) {\n options['max-fraction-digits'] = this.maxFractionDigits.serialize();\n }\n return [\"number-format\", this.number.serialize(), options];\n }\n","// @flow\n\nimport {NumberType, toString} from '../types';\n\nimport {typeOf} from '../values';\nimport RuntimeError from '../runtime_error';\n\nimport type {Expression} from .../expression';\nimport type ParsingContext from '.../parsing context';\nimport type EvaluationContext from '../evaluation_context';\nimport type { Type} from '../types';\n\nclass Length implements Expression {\n type: Type;\n input: Expression;\n\n constructor(input: Expression) {\n this.type = NumberType;\n this.input = input; $\ \$ static parse(args: \$ReadOnlyArray<mixed>, context: ParsingContext) {\n if (args.length !== 2)\n return context.error(`Expected 1 argument, but found \${args.length - 1} instead.`);\n\n const input = context.parse(args[1], 1);\n if (!input) return null;\n\n if (input.type.kind !== 'array' && input.type.kind !== 'string' && input.type.kind !== 'value')\n return context.error(`Expected argument of type string or array, but found \${toString(input.type)} instead.`);\n\n return new Length(input);n avaluate(ctx: EvaluationContext) {\n const input = this.input.evaluate(ctx);\n if (typeof input === 'string') $\{$ return input.length;\n } else if (Array.isArray(input)) {\n return input.length;\n } else {\n throw new RuntimeError(`Expected value to be of type string or array, but found \${toString(typeOf(input))} instead.`);\n $\ln \ln \pi = \ln(\pi - \pi) + \ln(\pi - \pi)$ fn(this.input);n noutputDefined() {\n return false;n n serialize() {nconst serialized = [\"length\"];\n this.eachChild(child => { serialized.push(child.serialize()); });\n return serialized; $n \geq n \leq n \leq n$ Length;\n","//@flow\n\nimport {\n type Type,\n NumberType,\n StringType,\n BooleanType,\n ColorType,\n ObjectType,\n ValueType,\n ErrorType,\n CollatorType,\n array,\n toString as typeToString\n} from '../types';\n\nimport {typeOf, Color, validateRGBA, toString as valueToString} from '../values';\nimport CompoundExpression from '../compound_expression';\nimport RuntimeError from ../runtime_error';\nimport Let from './let';\nimport Var from './var';\nimport Literal from './literal';\nimport Assertion from './assertion';\nimport Coercion from './coercion';\nimport At from './at';\nimport In from './in';\nimport IndexOf from './index of';\nimport Match from './match';\nimport Case from './case';\nimport Slice from './slice';\nimport Step from './step';\nimport Interpolate from './interpolate';\nimport Coalesce from './coalesce';\nimport {\n Equals,\n NotEquals,\n LessThan,\n GreaterThan,\n LessThanOrEqual,\n GreaterThanOrEqual\n} from ./comparison';\nimport CollatorExpression from './collator';\nimport NumberFormat from './number format';\nimport FormatExpression from './format';\nimport ImageExpression from './image';\nimport Length from './length';\nimport Within from './within';\n\nimport type {Varargs} from '../compound_expression';\nimport type {ExpressionRegistry} from '../expression';\n\nconst expressions: $ExpressionRegistry = \{ n // special forms n '=: Equals, n '!=: NotEquals, n '>: GreaterThan, n '<: CreaterThan, n '<: CreaterThan, n '<: CreaterThan, n' '=: Creater$ LessThan,\n '>=': GreaterThanOrEqual,\n '<=': LessThanOrEqual,\n 'array': Assertion,\n 'at': At,\n 'boolean': Assertion,\n 'case': Case,\n 'coalesce': Coalesce,\n 'collator': CollatorExpression,\n 'format': FormatExpression,\n 'image': ImageExpression,\n 'in': In,\n 'index-of': IndexOf,\n 'interpolate': Interpolate,\n 'interpolate-hcl': Interpolate,\n 'interpolate-lab': Interpolate,\n 'length': Length,\n 'let': Let,\n 'literal': Literal,\n 'match': Match,\n 'number': Assertion,\n 'number-format': NumberFormat,\n 'object': Assertion,\n 'slice': Slice,\n 'step': Step,\n 'string': Assertion,\n 'to-boolean': Coercion,\n 'to-color': Coercion,\n 'tonumber': Coercion,\n 'to-string': Coercion,\n 'var': Var,\n 'within': Within\n};\n\nfunction rgba(ctx, [r, g, b, a]) n = r.evaluate(ctx); g = g.evaluate(ctx); b = b.evaluate(ctx); const alpha = a ? a.evaluate(ctx) : 1;

 $\begin{array}{ll} \mbox{const error} = \mbox{validateRGBA}(r, g, b, alpha); & if (error) throw new RuntimeError(error); & return new Color(r / 255 * alpha, g / 255 * alpha, b / 255 * alpha, alpha); & |n| & (n return has(key, obj) { n return key in obj; } & (n return key, obj) { n const v = obj[key]; n return typeof v === 'undefined' ? null : v; & (n) & (n (a[m] > v)) &$

false;\n}\n\nfunction varargs(type: Type): Varargs {\n return $\{type\};\n\n\compoundExpression.register(expressions, {\n\'error': [\n\)}$ ErrorType,\n [StringType],\n $(ctx, [v]) => \{ throw new RuntimeError(v.evaluate(ctx)); \} n], n 'typeof': [n]$ StringType,\n [ValueType],\n $(ctx, [v]) => typeToString(typeOf(v.evaluate(ctx))) \],\ 'to-rgba': [\n$ array(NumberType, 4),\n [ColorType],\n $(ctx, [v]) => \{ n \}$ return v.evaluate(ctx).toArray();\n }\n],\n 'rgb': [\n ColorType,\n [NumberType, NumberType, NumberType],\n rgba\n],\n 'rgba': [\n [NumberType, NumberType, NumberType],\n ColorType,\n $rgba\n$],\n 'has': {\n type: BooleanType,\n overloads: $[\n$ [\n [StringType],\n (ctx, [key]) =>has(key.evaluate(ctx), ctx.properties())\n], [\n [StringType, ObjectType],\n (ctx, [key, obj]) => has(key.evaluate(ctx), obj.evaluate(ctx))\n type: ValueType,\n]\n $]\n },\n 'get': {\n}$ overloads: $[\n$ [\n [StringType],\n (ctx, [key]) => get(key.evaluate(ctx), ctx.properties())\n], [\n [StringType, ObjectType],\n $(ctx, [key, obj]) \Rightarrow get(key.evaluate(ctx),$ obj.evaluate(ctx))\n]\n $\left(n \right)$, 'feature-state': $\left(n \right)$ ValueType,\n [StringType],\n (ctx, [key] => get(key.evaluate(ctx), ctx.featureState || {})\n],\n 'properties': [\n ObjectType,\n [],\n $(ctx) \Rightarrow ctx.properties() \], \ 'geometry-type': [\n$ StringType,\n [],\n (ctx) =>ctx.geometryType()n],n 'id': [nValueType,\n [],\n (ctx) = ctx.id() |n| , |zoom': [|n|]NumberType,\n [],\n (ctx) = ctx.globals.zoom/n], n 'heatmap-density': [/nNumberType,\n $(ctx) \Rightarrow ctx.globals.heatmapDensity || 0\n], n 'line-progress': [\n$ [],\n NumberType,\n [],\n (ctx) = ctx.globals.lineProgress || 0 |n], n 'accumulated': [|n ||ValueType,\n [],\n (ctx) =>NumberType,\n ctx.globals.accumulated === undefined ? null : ctx.globals.accumulated |n |, |n '+: [|n |varargs(NumberType),\n $(ctx, args) => \{ \ n \}$ let result = 0;\n for (const arg of args) $\{\n$ result += arg.evaluate(ctx);\n }\n return result;\n $n], n '*': [\n$ NumberType,\n varargs(NumberType),\n let result = 1;\n for (const arg of args) $\{\n$ $(ctx, args) => \{ \n$ result *= arg.evaluate(ctx);\n }\n return result;\n $n , n '-': {n$ type: NumberType,\n overloads: $[\n$ [\n [NumberType, NumberType],\n (ctx, [a, b]) => a.evaluate(ctx) b.evaluate(ctx)\n [NumberType],\n $(ctx, [a]) => -a.evaluate(ctx) \setminus n$], [\n 1\n]\n $, n '/': [\n$ NumberType,\n [NumberType, NumberType],\n $(ctx, [a, b]) \Rightarrow a.evaluate(ctx) /$ b.evaluate(ctx)n],n '%': [nNumberType,\n [NumberType, NumberType],\n (ctx, [a, b]) =>a.evaluate(ctx) % b.evaluate(ctx)n],n 'ln2': [nNumberType,\n () => Math.LN2 n], n 'pi':[],\n [\n NumberType,\n [],\n $() => Math.PI \], \ e': [\n$ NumberType,\n [],\n () =>Math.En],n '^': [nNumberType,\n [NumberType, NumberType],\n (ctx, [b, e]) =>Math.pow(b.evaluate(ctx), e.evaluate(ctx))n],n 'sqrt': [n]NumberType,\n [NumberType],\n (ctx, NumberType,\n [NumberType],\n (ctx, [n]) =>Math.log(n.evaluate(ctx)) / Math.LN10\n],\n 'ln': [\n NumberType,\n [NumberType],\n (ctx, [n]) => Math.log(n.evaluate(ctx))\n],\n 'log2': [\n NumberType,\n [NumberType],\n (ctx, [n]) =>Math.log(n.evaluate(ctx)) / Math.LN2n],n 'sin': [nNumberType,\n [NumberType],\n (ctx, [n])=> Math.sin(n.evaluate(ctx))\n],\n 'cos': [\n NumberType,\n [NumberType],\n (ctx, [n]) =>Math.cos(n.evaluate(ctx))n],n 'tan': [nNumberType,\n [NumberType],\n (ctx, [n]) =>Math.tan(n.evaluate(ctx))n],n 'asin': [nNumberType,\n [NumberType],\n (ctx, [n]) =>Math.asin(n.evaluate(ctx))n],n'acos': [\n NumberType,\n [NumberType],\n (ctx, [n]) =>

$$\begin{split} & \text{Math.acos(n.evaluate(ctx))} & \text{],} & \text{'atan': [} & \text{NumberType,} & [\text{NumberType],} & (ctx, [n]) => \\ & \text{Math.atan(n.evaluate(ctx))} & \text{],} & \text{'min': [} & \text{NumberType,} & \text{varargs(NumberType),} & (ctx, args) => \\ & \text{Math.min(...args.map(arg => arg.evaluate(ctx)))} & \text{],} & \text{'max': [} & \text{NumberType,} & \\ \end{split}$$

varargs(NumberType),\n $(ctx, args) => Math.max(...args.map(arg => arg.evaluate(ctx))) \],\ 'abs': [\n$ NumberType,\n $(ctx, [n]) \Rightarrow Math.abs(n.evaluate(ctx)) n], n 'round': [n 'round$ [NumberType],\n NumberType,\n [NumberType],\n $(ctx, [n]) => \{ n \}$ const v = n.evaluate(ctx);\n // Javascript's Math.round() rounds towards +Infinity for halfway\n // values, even when they're negative. It's more common // away from 0 (e.g., this is what python and C++ do)nreturn v < 0? -Math.round(-v) : to round\n Math.round(v);nn], n 'floor': [n]NumberType,\n [NumberType],\n (ctx, [n]) =>Math.floor(n.evaluate(ctx))n],n 'ceil': [nNumberType,\n [NumberType],\n (ctx, [n]) =>Math.ceil(n.evaluate(ctx))n],n 'filter-==': [nBooleanType,\n [StringType, ValueType],\n (ctx, [k, v]) => ctx.properties()[(k: any).value] === (v: any).valuen],n 'filter-id-==': [nBooleanType,\n $(ctx, [v]) \Rightarrow ctx.id() === (v: any).value n], n 'filter-type===': [n]$ [ValueType],\n BooleanType,\n BooleanType,\n [StringType],\n $(ctx, [v]) \Rightarrow ctx.geometryType() === (v: any).value(n], n 'filter-<': [(n)$ const a = ctx.properties()[(k: any).value];\n [StringType, ValueType],\n $(ctx, [k, v]) => \{ n \}$ return typeof a === typeof b && a < b;const b = (v: any).value; nn , n 'filter-id-<': [BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ n \}$ const a = ctx.id(); nconst b = (v:any).value;\n return typeof a === typeof b && a < b;\n n], n 'filter->': [BooleanType,\n [StringType, ValueType],\n $(ctx, [k, v]) => \{ n \}$ const $a = ctx.properties()[(k: any).value];\n$ const b = (v: any).value;\n return typeof a === typeof b && a > b;\n n], n 'filter-id->': [BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ n \}$ const $a = ctx.id();\n$ const b = (v): any).value;\n return typeof a === typeof b && a > b;\n n], n 'filter -<=': [n]BooleanType,\n [StringType, ValueType],\n const a = ctx.properties()[(k: any).value];\n $(ctx, [k, v]) => \{ n \}$ const b = (v: any).value;\n return typeof a === typeof b && a <= b;\n n , n 'filter-id <= : []BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ n \}$ const a = ctx.id(); nconst b = (v:return typeof a === typeof b && a <= b;\n any).value;\n n],n 'filter->=': [n]BooleanType,\n [StringType, ValueType],\n $(ctx, [k, v]) => \{ n \}$ const $a = ctx.properties()[(k: any).value];\n$ const b = (v: any).value; nreturn typeof a === typeof b && a >= b;\n n],n 'filter-id->=': [n]const a = ctx.id();BooleanType,\n [ValueType],\n $(ctx, [v]) => \{ \ n \}$ const b = (v:any).value;\n return typeof a === typeof b && a >= b;\n n], n 'filter-has': [BooleanType,\n (ctx, [k]) => (k: any).value in ctx.properties() n], n 'filter-has-id': [nBooleanType,\n [ValueType],\n $(ctx) \Rightarrow (ctx.id() !== null \&\& ctx.id() !== undefined) n], n 'filter-type-in': [n]$ [],\n BooleanType,\n [array(StringType)],\n $(ctx, [v]) \Rightarrow (v: any).value.indexOf(ctx.geometryType()) \ge 0 n], n 'filter-id-in':$ BooleanType,\n $(ctx, [v]) \Rightarrow (v: any).value.indexOf(ctx.id()) \ge 0 n], n$ [∖n [array(ValueType)],\n 'filter-in-small': [\n BooleanType,\n [StringType, array(ValueType)],\n // assumes v is an array literal\n $(ctx, [k, v]) \Rightarrow (v: any).value.indexOf(ctx.properties()[(k: any).value]) \ge 0 n], n 'filter-in-large': [\n$ [StringType, array(ValueType)],\n // assumes v is a array literal with values sorted in BooleanType,\n ascending order and of a single type\n (ctx, [k, v]) => binarySearch(ctx.properties()[(k: any).value], (v: any).value, 0, (v: any).value.length - 1)\n],\n 'all': {\n type: BooleanType,\n overloads: $[\n$ [\n [BooleanType, BooleanType],\n (ctx, [a, b]) => a.evaluate(ctx) && b.evaluate(ctx)\n],\n [\n varargs(BooleanType),\n $(ctx, args) \Rightarrow \{ n \}$ for (const arg of args) $\{\n$ if (!arg.evaluate(ctx))\n return false;\n return true;\n }\n }\n]\n n},\n 'any': {\n type: BooleanType,\n overloads: $[\n$ [\n [BooleanType, BooleanType],\n $(ctx, [a, b]) \Rightarrow a.evaluate(ctx) \parallel b.evaluate(ctx) \land n$ [\n],\n if varargs(BooleanType),\n $(ctx, args) \Longrightarrow \{ \ n \$ for (const arg of args) $\{\n$ (arg.evaluate(ctx))\n return true;\n return false;\n }\n]\n }\n n},n '!': [nBooleanType,\n [BooleanType],\n (ctx, [b]) => !b.evaluate(ctx) n], n 'issupported-script': [\n BooleanType,\n [StringType],\n // At parse time this will always return true, so we need to exclude this expression with isGlobalPropertyConstant\n $(ctx, [s]) => \{ n \}$ const isSupportedScript = ctx.globals && ctx.globals.isSupportedScript;\n if (isSupportedScript) {\n return isSupportedScript(s.evaluate(ctx));\n }\n return true:\n n], n 'upcase': [

StringType,\n [StringType],\n $(ctx, [s]) \Rightarrow s.evaluate(ctx).toUpperCase() \],\$ 'downcase': [\n StringType,\n [StringType],\n $(ctx, [s]) \Rightarrow s.evaluate(ctx).toLowerCase() \], \ 'concat': [\n$ StringType,\n varargs(ValueType),\n (ctx, args) => args.map(arg => valueToString(arg.evaluate(ctx))).join(")\n],\n 'resolved-locale': [\n StringType,\n [CollatorType],\n $(ctx, [collator]) => collator.evaluate(ctx).resolvedLocale()\n]\n}); n/nexport default expressions; n", "//$ @flow\n\n/**\n * A type used for returning and propagating errors. The first element of the union\n * represents success and contains a value, and the second represents an error and\n * contains an error value.\n * @private\n */nexport type Result<T, $E \ge ||$ || result: 'success', value: T || n | {| result: 'error', value: E |}; n/nexport function success<T, E>(value: T): Result<T, E> { $n \text{ return } \text{result: 'success', value}; n} \in \mathbb{N}$ error<T, E>(value: E): Result<T, E> {\n return {result: 'error', value};\n}\n","// @flow\n\nimport type {StylePropertySpecification} from '../style-spec';\n\nexport function supportsPropertyExpression(spec: StylePropertySpecification): boolean { $\ return spec['property-type'] === 'data-driven' || spec['property-type'] == 'data-dri$ 'cross-faded-data-driven';\n}\n\export function supportsZoomExpression(spec: StylePropertySpecification): boolean {\n return !!spec.expression && spec.expression.parameters.indexOf('zoom') > -1;\n \nnexport function supportsInterpolation(spec: StylePropertySpecification): boolean {\n return !!spec.expression && spec.expression.interpolated;\n \\n","// @flow\n\nexport default function getType(val: mixed): string {\n if (val instance of Number) {\n return 'number';\n } else if (val instanceof String) {\n return 'string';n} else if return 'boolean';\n } else if (Array.isArray(val)) {\n (val instance of Boolean) $\{\n$ return 'array';n } else if (val === null) $\{ n \}$ return 'null';n} else {nreturn typeof val; $n \ n, n, n \in \mathbb{N}$ from '../util/color_spaces';\nimport Color from '../util/color';\nimport extend from '../util/extend';\nimport getType from '../util/get type';\nimport * as interpolate from '../util/interpolate';\nimport Interpolate from ../expression/definitions/interpolate';\nimport Formatted from '../expression/types/formatted';\nimport ResolvedImage from '../expression/types/resolved_image';\nimport {supportsInterpolation} from '../util/properties';\nimport {findStopLessThanOrEqualTo} from '../expression/stops';\n\nexport function isFunction(value) {\n return typeof value === 'object' && value !== null && $\frac{1}{n} \frac{1}{n} \frac{1}$ createFunction(parameters, propertySpec) {\n const isColor = propertySpec.type === 'color';\n const zoomAndFeatureDependent = parameters.stops && typeof parameters.stops[0][0] === 'object'; n constfeatureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n const type = parameters.type || (supportsInterpolation(propertySpec) ? 'exponential' : 'interval');\n\n if (isColor) {\n parameters = $extend(\{\},$ parameters);\n\n if (parameters.stops) {\n parameters.stops = parameters.stops.map((stop) => $\{\n$ return [stop[0], Color.parse(stop[1])];\n });\n }\n\n if (parameters.default) $\{\n$ parameters.default = Color.parse(parameters.default);\n } else {nparameters.default = Color.parse(propertySpec.default);\n $n \leq n \leq n$ if (parameters.colorSpace && parameters.colorSpace !== 'rgb' && !colorSpaces[parameters.colorSpace]) { // eslint-disable-line import/namespace\n throw new $Error(`Unknown color space: {parameters.colorSpace}`); n }\n\n let innerFun; n let hashedStops; n let$ categoricalKeyType; \n if (type === 'exponential') { \n innerFun = evaluateExponentialFunction;\n } else if (type === 'interval') { \n innerFun = evaluateIntervalFunction;n } else if (type === 'categorical') {ninnerFun = evaluateCategoricalFunction;\n\n // For categorical functions, generate an Object as a hashmap of the stops for fast searching\n hashedStops = Object.create(null);\n for (const stop of parameters.stops) {\n hashedStops[stop[0]] = stop[1];n $\lambda n n$ // Infer key type based on first stop key-- used to encforce strict type checking later\n categoricalKeyType = typeof parameters.stops[0][0];\n } else if (type === 'identity') {\n innerFun = evaluateIdentityFunction; \n } else { \n throw new Error(`Unknown function type $\"\ (zoomAndFeatureDependent) \$ const featureFunctions = $\{\};\n$ const zoomStops = []; nfor (let s = 0; $s < parameters.stops.length; s++) {\n$ const stop = parameters.stops[s];\n const zoom = stop[0].zoom; nif (featureFunctions[zoom] === undefined) $\{\n$ featureFunctions[zoom] = $\{\n$ zoom.\n type: parameters.type,\n property:

parameters.property,\n default: parameters.default,\n stops: []\n };\n zoomStops.push(zoom);\n }\n featureFunctions[zoom].stops.push([stop[0].value, stop[1]]);\n $\lambda n n$ const featureFunctionStops = [];\n for (const z of zoomStops) $\{\n$ featureFunctionStops.push([featureFunctions[z].zoom, createFunction(featureFunctions[z], propertySpec)]);\n const interpolationType = {name: 'linear'};\n }\n\n return {\n kind: 'composite',\n interpolationType,\n interpolationFactor: Interpolate.interpolationFactor.bind(undefined, interpolationType),\n zoomStops: featureFunctionStops.map(s => s[0]),\n evaluate({zoom}, return evaluateExponentialFunction({\n properties) $\{ n \}$ stops: featureFunctionStops,\n base: parameters.base\n }, propertySpec, zoom).evaluate(zoom, properties);\n }\n $; n \} else$ const interpolationType = type === 'exponential' ?\n if (zoomDependent) $\{\n$ {name: 'exponential', base: parameters.base !== undefined ? parameters.base : 1 } : null;\n return {\n kind: 'camera',\n interpolationType,\n interpolationFactor: Interpolate.interpolationFactor.bind(undefined, interpolationType),\n zoomStops: parameters.stops.map($s \Rightarrow s[0]$), evaluate: $(\{zoom\}) =>$ innerFun(parameters, propertySpec, zoom, hashedStops, categoricalKeyType)\n $; n \}$ else $\{ n \}$ return {\n evaluate(_, feature) {\n kind: 'source',\n const value = feature && feature.properties ? if (value === undefined) $\{\n$ feature.properties[parameters.property] : undefined;\n return coalesce(parameters.default, propertySpec.default);\n }\n return innerFun(parameters, propertySpec, value, hashedStops, categoricalKeyType);\n }\n ${n if (a !== undefined) return a;} if (b !== undefined) return b;} if (c !== undefined) return c;} h}/n$ evaluateCategoricalFunction(parameters, propertySpec, input, hashedStops, keyType) {\n const evaluated = typeof input === keyType ? hashedStops[input] : undefined; // Enforce strict typing on input\n return coalesce(evaluated, parameters.default, propertySpec.default);\n\function evaluateIntervalFunction(parameters, propertySpec, input) {\n // Edge cases\n if (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n const n = parameters.stops.length;\n if (n === 1) return parameters.stops[0][1];\n if (input <=parameters.stops[0][0]) return parameters.stops[0][1]; n if (input >= parameters.stops[n - 1][0]) return parameters.stops[n - 1][1];nn const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0], input); n = return parameters. stops[index][1]; n n function evaluateExponentialFunction(parameters,propertySpec, input) {\n const base = parameters.base !== undefined ? parameters.base : 1;\n\n // Edge cases\n if (getType(input) !== 'number') return coalesce(parameters.default, propertySpec.default);\n const n = parameters.stops.length; n = 1 return parameters.stops[0][1]; n = 1 (input <= parameters.stops[0][0]) return parameters.stops[0][1];\n if (input >= parameters.stops[n - 1][0]) return parameters.stops[n - 1][1];\n\n const index = findStopLessThanOrEqualTo(parameters.stops.map((stop) => stop[0]), input); n const t =interpolationFactor(\n input, base,\n parameters.stops[index][0],\n parameters.stops[index + 1][0]); $n\n$ const outputLower = parameters.stops[index][1]; const outputUpper = parameters.stops[index + 1][1]; let interp = interpolate[propertySpec.type] || identityFunction; // eslint-disable-line import/namespace\n/n if (parameters.colorSpace && parameters.colorSpace !== 'rgb') {\n const colorspace = colorSpaces[parameters.colorSpace]; // eslint-disable-line import/namespace\n interp = (a, b) =>colorspace.reverse(colorspace.interpolate(colorspace.forward(a), colorspace.forward(b), t)); $n \in \mathbb{N}$ outputLower.evaluate === 'function') {\n return {\n evaluate(...args) {\n const evaluatedLower = outputLower.evaluate.apply(undefined, args);\n const evaluatedUpper = outputUpper.evaluate.apply(undefined, args);\n // Special case for fill-outline-color, which has no spec if (evaluatedLower === undefined \parallel evaluatedUpper === undefined) {\n default.\n return undefined:\n return interp(evaluatedLower, evaluatedUpper, t);\n }\n $(n) = (n n)^{n/n}$ }\n return interp(outputLower, outputUpper, t);\n}\n\nfunction evaluateIdentityFunction(parameters, propertySpec, input) {\n if (propertySpec.type === 'color') {\n $}$ input = Color.parse(input);\n } else if (propertySpec.type === 'formatted') {\n input = Formatted.fromString(input.toString());\n } else if (propertySpec.type === 'resolvedImage') {\n input = ResolvedImage.fromString(input.toString());\n } else if (getType(input) !== propertySpec.type && (propertySpec.type !== 'enum' || !propertySpec.values[input])) {\n input = undefined;n

n = 1 + n = 1 return coalesce(input, parameters.default, propertySpec.default);n = 1 + n = 1to interpolate between exponential functionn * stops. n * n * How it works: n * Two consecutive stop values definea (scaled and shifted) exponential $\pi * \text{function } f(x) = a * \text{base} + b$, where `base` is the user-specified base, $\pi * \text{b}$ and `a` and `b` are constants affording sufficient degrees of freedom to fitn * the function to the given stops.n * n *Here's a bit of algebra that lets us compute f(x) directly from the stop\n * values without explicitly solving for `a` and $b': n * First stop value: f(x0) = y0 = a * base^x0 + b' n * Second stop value: f(x1) = y1 = a * base^x1 + b^x n * First stop value: f(x0) = y0 = a * base^x0 + b' n * Second stop value: f(x1) = y1 = a * base^x1 + b^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value: f(x1) = y1 = a * base^x n * Second stop value stop val$ $b^n = y_1 - y_0 = a(base^{1} - base^{2})^n = \hat{a} = (y_1 - y_0)/(base^{1} - base^{2})^n = \hat{b}(x_1 - base^{2})^n = \hat{b}(x_1 - base^{2})^n$ $y = a * base^x + b = \hat{x} = \hat{x} = \hat{y} + a * (base^x - base^x 0) = y + a * (base^x - base^x 0) = \hat{y} =$ $(base^x - base^x0)$ and do a/n * little algebra: $n * (base^x - base^x0) = (y1 - y0)/(base^x1 - base^x0) * (base^x1 - base^x0) = (y1 - y0)/(base^x1 - base^x0) * (base^x1 - base^x0) = (y1 - y0)/(base^x1 - base^x0) = (y1 - base^x0)$ = $(y_1 - y_0) * (base^x - base^x_0) / (base^x_1 - base^x_0) | n * ``` | n * | n * If we let$ $(base^x - base^x 0) n^*$ $(base^x - base^x 0) / (base^x 1 base^x 0)$, then we have n * f(x) = y0 + (y1 - y0) * ratio. In other words, 'ratio' may be treated asn * an interpolation factor between the two stops' output values.n *(n * (Note: a slightly different is not stops))form for `ratio`, $n * (base^{(x-x0)} - 1) / (base^{(x1-x0)} - 1)$ `, is equivalent, but requires fewer/n * expensive `Math.pow()` operations.)\n *\n * @private\n */\nfunction interpolationFactor(input, base, lowerValue, upperValue) $\ln const difference = upperValue - lowerValue; const progress = input - lowerValue; n/n if (difference ===$ 0) {\n return 0;\n } else if (base === 1) {\n return progress / difference; $\$ else { $\$ return (Math.pow(base, progress) - 1) / (Math.pow(base, difference) - 1);\n }\n}\n","// @flow\n\nimport assert from 'assert';\n\nimport extend from '../util/extend';\nimport ParsingError from './parsing error';\nimport ParsingContext from './parsing context';\nimport EvaluationContext from './evaluation context';\nimport CompoundExpression from './compound_expression';\nimport Step from './definitions/step';\nimport Interpolate from './definitions/interpolate';\nimport Coalesce from './definitions/coalesce';\nimport Let from './definitions/let';\nimport definitions from './definitions';\nimport * as isConstant from './is_constant';\nimport RuntimeError from './runtime_error';\nimport {success, error} from '../util/result';\nimport {supportsPropertyExpression, supportsZoomExpression, supportsInterpolation} from '../util/properties';\n\nimport type {Type, EvaluationKind} from './types';\nimport type {Value} from './values';\nimport type {Expression} from './expression';\nimport type {StylePropertySpecification} from '../style-spec';\nimport type {Result} from '../util/result';\nimport type {InterpolationType} from './definitions/interpolate';\nimport type {PropertyValueSpecification} from '../types';\nimport type {FormattedSection} from './types/formatted';\nimport type Point from '@mapbox/pointgeometry'; nimport type {CanonicalTileID} from '.../../source/tile id'; n/nexport type Feature = {n + type: 1 | 2 | 3 |'Unknown' | 'Point' | 'MultiPoint' | 'LineString' | 'MultiLineString' | 'Polygon' | 'MultiPolygon', n +id?: any, n +properties: {[_: string]: any},\n +patterns?: {[_: string]: {\"min\": string, \"mid\": string, \"max\": string}},\n +geometry?: Array<Array<Point>>\n};\n\nexport type FeatureState = {[_: string]: any};\n\nexport type $GlobalProperties = ReadOnly < \{n zoom: number, n heatmapDensity?: number, n lineProgress?: num$ $sSupportedScript?: (: string) => boolean, n accumulated?: Value, n}>;(n)nexport class StyleExpression {\n$ expression: Expression;\n\n _evaluator: EvaluationContext;\n _defaultValue: Value;\n _warningHistory: {[key: string]: boolean};\n _enumValues: ?{[_: string]: any};\n\n constructor(expression: Expression, propertySpec: ?StylePropertySpecification) {\n this.expression = expression;nthis. warningHistory = { };\n this._evaluator = new EvaluationContext();\n this._defaultValue = propertySpec ? this._enumValues = propertySpec && propertySpec.type === 'enum' ? getDefaultValue(propertySpec) : null;\n propertySpec.values : null;\n }\n\n evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n this._evaluator.globals = globals; \n this. evaluator.feature = feature; \n this._evaluator.featureState = featureState;\n this._evaluator.canonical = canonical;\n this._evaluator.availableImages = availableImages || null;\n this._evaluator.formattedSection = formattedSection;\n\n return this.expression.evaluate(this._evaluator);n n evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n this._evaluator.globals = globals; \n this._evaluator.feature = feature \parallel null;\n this._evaluator.featureState = featureState || null;\n

this. evaluator.canonical = canonical;\n this._evaluator.availableImages = availableImages || null;\n this. evaluator.formattedSection = formattedSection || null;\n\n try {\n const val =this.expression.evaluate(this._evaluator);\n // eslint-disable-next-line no-self-compare\n if (val ===return this._defaultValue;\n null || val === undefined || (typeof val === 'number' && val !== val)) {\n }\n if (this._enumValues && !(val in this._enumValues)) {\n throw new RuntimeError(`Expected value to be one of $Object.keys(this._enumValues).map(v => JSON.stringify(v)).join(', ')}, but found$ {JSON.stringify(val)} instead.`);\n }\n return val;\n } catch (e) {nif (!this._warningHistory[e.message]) {\n this._warningHistory[e.message] = true;\n if (typeof console !== 'undefined') {\n console.warn(e.message);\n }\n }\n return this. defaultValue;\n Array.isArray(expression) && expression.length > 0 && ntypeof expression[0] === 'string' && expression[0] in definitions; $n^{n} = n^{n}$ and typecheck the given style spec JSON expression. If n^{*} options.defaultValue is provided, then the resulting StyleExpression's\n * `evaluate()` method will handle errors by logging a warning (once per\n * message) and returning the default value. Otherwise, it will throw\n * evaluation errors.\n *\n * @private\n */\nexport function createExpression(expression: mixed, propertySpec: ?StylePropertySpecification): Result<StyleExpression, Array<ParsingError>> $\{\n$ const parser = new ParsingContext(definitions, [], propertySpec ? getExpectedType(propertySpec) : undefined);\n\n // For string-valued properties, coerce to string at the top level rather than asserting. n = parser.parse(expression, undefined, undefined, undefined)propertySpec && propertySpec.type === 'string' ? {typeAnnotation: 'coerce'} : undefined);n/n if (!parsed) {nreturn error(parser.errors);n n/n return success(new assert(parser.errors.length > 0);\n $StyleExpression(parsed, propertySpec)); n}\nexport class ZoomConstantExpression<Kind: EvaluationKind>{\n$ kind: Kind;\n isStateDependent: boolean;\n _styleExpression: StyleExpression;\n\n constructor(kind: Kind, this.kind = kind;nexpression: StyleExpression) {\n this._styleExpression = expression;\n this.isStateDependent = kind !== ('constant': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n }\n\n evaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n return this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, canonical, availableImages, formattedSection);\n }\n\n evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n return this._styleExpression.evaluate(globals, feature, featureState, canonical, availableImages, formattedSection);\n $n \approx 2000 \text{ Kind: EvaluationKind} = 10^{1000} \text{ Kind: Normal Kind:$ Array<number>;\n isStateDependent: boolean;\n\n _styleExpression: StyleExpression;\n interpolationType: ?InterpolationType;\n\n constructor(kind: Kind, expression: StyleExpression, zoomStops: Array<number>, interpolationType?: InterpolationType) {\n this.kind = kind;nthis.zoomStops = $zoomStops;\n$ this._styleExpression = expression;\n this.isStateDependent = kind !== ('camera': EvaluationKind) && !isConstant.isStateConstant(expression.expression);\n this.interpolationType = interpolationType;nevaluateWithoutErrorHandling(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n return this._styleExpression.evaluateWithoutErrorHandling(globals, feature, featureState, canonical, availableImages, formattedSection);\n }\n\n evaluate(globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection): any {\n return this_styleExpression.evaluate(globals, feature, featureState, canonical, availableImages, formattedSection);\n \n\n interpolationFactor(input: number, lower: number, upper: number): number {\n if (this.interpolationType) {\n return Interpolate.interpolationFactor(this.interpolationType, input, lower, upper);\n } else {nreturn 0;\n

 $`constant', n + evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>) => any, n \constant', n \constan$

'source',\n isStateDependent: boolean,\n +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,\n};\n\nexport type CameraExpression = {\n kind: 'camera',\n +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>) => any,n +interpolationFactor: (input: number, lower: number, upper: number) => number,n zoomStops: $Array < number >, n interpolationType: ?InterpolationType \n ; n vector type CompositeExpression = { n kind:$ 'composite',\n isStateDependent: boolean,\n +evaluate: (globals: GlobalProperties, feature?: Feature, featureState?: FeatureState, canonical?: CanonicalTileID, availableImages?: Array<string>, formattedSection?: FormattedSection) => any,n +interpolationFactor: (input: number, lower: number, upper: number) => number,nzoomStops: Array<number>,\n interpolationType: ?InterpolationType\n};\n\nexport type StylePropertyExpression =\n | ConstantExpression\n | SourceExpression\n | CameraExpression\n | CompositeExpression;\n\nexport function createPropertyExpression(expression: mixed, propertySpec: StylePropertySpecification): Result<StylePropertyExpression, $Array < ParsingError >> \{ \ n \ expression = createExpression(expression, array < ParsingError >> \} \}$ propertySpec);\n if (expression.result === 'error') {\n return expression; $n \geq n/n$ const parsed = expression.value.expression; n const isFeatureConstant = isConstant.isFeatureConstant(parsed); n if(!isFeatureConstant && !supportsPropertyExpression(propertySpec)) {\n return error([new ParsingError(", 'data expressions not supported']]; $n \geq n/n$ const isZoomConstant = isConstant.isGlobalPropertyConstant(parsed, ['zoom']);\n if (!isZoomConstant && !supportsZoomExpression(propertySpec)) {\n return error([new ParsingError(", 'zoom expressions not supported')]); $n \geq n = \frac{1}{2}$ (!zoomCurve && !isZoomConstant) {\n return error([new ParsingError(", "\"zoom\" expression may only be used as input to a top-level \"step\" or \"interpolate\" expression.')]);\n } else if (zoomCurve instanceof ParsingError) {\n return error([zoomCurve]);\n } else if (zoomCurve instanceof Interpolate && return error([new ParsingError(", "\"interpolate\" expressions cannot !supportsInterpolation(propertySpec)) {\n return success(isFeatureConstant ?\n (new ZoomConstantExpression('constant', expression.value): ConstantExpression) :\n (new zoomCurve instanceof Interpolate ? zoomCurve.interpolation : undefined;\n\n return success(isFeatureConstant ?\n (new ZoomDependentExpression('camera', expression.value, zoomCurve.labels, interpolationType): (new ZoomDependentExpression('composite', expression.value, zoomCurve.labels, CameraExpression) :\n interpolationType): CompositeExpression));\n}\n\nimport {isFunction, createFunction} from '../function';\nimport {Color} from './values';\n\n// serialization wrapper for old-style stop functions normalized to the\n// expression interface\nexport class StylePropertyFunction<T> {\n parameters: PropertyValueSpecification<T>;\n _specification: StylePropertySpecification;\n\n kind: EvaluationKind;\n evaluate: (globals: GlobalProperties, feature?: Feature) => any;\n interpolationFactor: ?(input: number, lower: number, upper: number) => number;\n zoomStops: ?Array<number>;\n\n constructor(parameters: PropertyValueSpecification<T>, specification: StylePropertySpecification) {\n this. parameters = parameters;nthis. specification = specification;\n extend(this, createFunction(this._parameters, this._specification));n hn static deserialize(serialized: {_parameters: PropertyValueSpecification<T>, _specification: StylePropertySpecification}) {\n return ((new StylePropertyFunction(serialized._parameters, serialized._specification)): StylePropertyFunction $\langle T \rangle$;\n }\n\ static serialize(input: StylePropertyFunction<T>) {\n return {\n _parameters: input._parameters,\n _specification: input._specification\n $, n \leq n \leq T > (value:), so that the set of the set o$ PropertyValueSpecification<T>, specification: StylePropertySpecification): StylePropertyExpression {\n if (isFunction(value)) {\n return (new StylePropertyFunction(value, specification): any);nn} else if (isExpression(value)) {\n const expression = createPropertyExpression(value, specification);\n if (expression.result === 'error') { \n // this should have been caught in validation\n throw new Error(expression.value.map(err => `\${err.key}: \${err.message}`).join(', '));\n }\n return expression.value; \ln } else { \ln let constant: any = value;\n if (typeof value === 'string' && specification.type === 'color') {\n constant = Color.parse(value);\n }\n return $\{ n \}$ kind:

 $, n \leq n \leq n/n//$ Zoom-dependent expressions may only use 'constant',\n evaluate: () => constant \n [\"zoom\"] as the input to a top-level \"step\" or \"interpolate\"\n// expression (collectively referred to as a \"curve\"). The curve may be wrapped in one or more \"let\" or\n// \"coalesce\" expressions.\nfunction findZoomCurve(expression: Expression): Step | Interpolate | ParsingError | null {\n let result = null;\n if result = findZoomCurve(expression.result);|n|n } else if (expression instanceof (expression instance of Let) $\{\n$ Coalesce) $\{ n \}$ for (const arg of expression.args) {\n result = findZoomCurve(arg);\n if (result) $\{ n \}$ $n^{n} \$ else if ((expression instance of Step || expression instance of Interpolate) break;\n }\n &&\n expression.input instanceof CompoundExpression &&\n expression.input.name === 'zoom') {\n\n result = expression;n n if (result instance of ParsingError) {nreturn result;n n n

const childResult = findZoomCurve(child);\n if (childResult instanceof expression.eachChild((child) \Rightarrow {\n ParsingError) {\n result = childResult;\n } else if (!result && childResult) {\n result = newParsingError(", \"zoom\" expression may only be used as input to a top-level \"step\" or \"interpolate\" } else if (result && childResult && result !== childResult) {\n expression.'):\n result = newParsingError(", 'Only one zoom-based \"step\" or \"interpolate\" subexpression may be used in an expression.');\n }\n });\n\n return result;\n}\n\nimport {ColorType, StringType, NumberType, BooleanType, ValueType, FormattedType, ResolvedImageType, array} from './types';\n\nfunction getExpectedType(spec: StylePropertySpecification): Type { $\n \$ const types = { $\n \$ color: ColorType,\n string: StringType,\n number: NumberType,\n enum: StringType,\n boolean: BooleanType,\n formatted: FormattedType,\n resolvedImage: ResolvedImageTypen };n/n if (spec.type === 'array') {nreturn array(types[spec.value] || ValueType, spec.length);\n }\n\n return types[spec.type];\n}\n\nfunction getDefaultValue(spec: StylePropertySpecification): Value {\n if (spec.type === 'color' && isFunction(spec.default)) {\n } // Special case for heatmap-color: it uses the 'default:' to define a\n // default color ramp, but createExpression expects a return new Color(0, 0, 0, 0); n } else if simple value to fall\n // back to in case of runtime errors\n (spec.type === 'color') { \n return Color.parse(spec.default) \parallel null; $\ \$ else if (spec.default === undefined) {\n return null;n} else {nreturn spec.default;\n }\n}\n","// @flow\n\nimport assert from 'assert';\nimport type {StylePropertySpecification} from '../style-spec';\n\nexport default convertFunction;\n\nfunction convertLiteral(value) {\n return type of value === 'object' ? ['literal', value] : value; \n \n convertFunction(parameters: any, propertySpec: StylePropertySpecification) $\{n \mid let stops = parameters.stops; n \}$

if (!stops) {\n // identity function\n return convertIdentityFunction(parameters, propertySpec);\n }\n\n const zoomAndFeatureDependent = stops && typeof stops[0][0] === 'object';\n const featureDependent = zoomAndFeatureDependent || parameters.property !== undefined;\n const zoomDependent = zoomAndFeatureDependent || !featureDependent;\n\n stops = stops.map((stop) => {\n if (!featureDependent & & propertySpec.tokens && typeof stop[1] === 'string') {\n return [stop[0], convertTokenString(stop[1])];\n

return [stop[0], convertLiteral(stop[1])];\n });\n\n if (zoomAndFeatureDependent) {\n }\n return convertZoomAndPropertyFunction(parameters, propertySpec, stops); } else if (zoomDependent) {\n return convertZoomFunction(parameters, propertySpec, stops); $n \}$ else {nreturn convertPropertyFunction(parameters, propertySpec, stops);n nconvertIdentityFunction(parameters, propertySpec): $Array<mixed> \{\n const get = ['get', const get = ['ge$ parameters.property]; $n\n$ if (parameters.default === undefined) {n// By default, expressions for stringvalued properties get coerced. To preserve\n // legacy function semantics, insert an explicit assertion instead.\n return propertySpec.type === 'string'? ['string', get] : get; $n \rightarrow$ else if (propertySpec.type === 'enum') { $n \rightarrow$ return [\n 'match'.\n get,∖n Object.keys(propertySpec.values),\n get,\n parameters.default\n];n } else {nconst expression = [propertySpec.type === 'color' ? 'to-color' : propertySpec.type, get, convertLiteral(parameters.default)];\n if (propertySpec.type === 'array') $\{ n \}$ expression.splice(1, 0, propertySpec.value, propertySpec.length || null);\n }\n return expression;\n $n\$ (parameters.colorSpace) {\n case 'hcl': return 'interpolate-hcl';n case 'lab': return 'interpolate-lab';n default: return 'interpolate';n n^{n} $convertZoomAndPropertyFunction(parameters, propertySpec, stops) \{ n const featureFunctionParameters = \{ \} \}$ const featureFunctionStops = {};n const zoomStops = [];n for (let s = 0; s < stops.length; s++) {nconst stop = stops[s]; nconst zoom = stop[0].zoom; nif (featureFunctionParameters[zoom] === undefined) $\{\n$ $featureFunctionParameters[zoom] = \{ \ n \ end{tabular} \}$ zoom,\n type: parameters.type,\n property: default: parameters.default,\n parameters.property,\n };\n featureFunctionStops[zoom] = [];\n zoomStops.push(zoom);\n }\n featureFunctionStops[zoom].push([stop[0].value, stop[1]]);\n }\n\n // the interpolation type for the zoom dimension of a zoom-and-property\n // function is determined directly from the style property specification n // for which it's being used: linear for interpolatable properties, step n // otherwise. $\$ const functionType = getFunctionType({}, propertySpec); $\$ if (functionType === 'exponential') { $\$ const expression = [getInterpolateOperator(parameters), ['linear'], ['zoom']];\n\n for (const z of zoomStops) const output = convertPropertyFunction(featureFunctionParameters[z], propertySpec, {\n featureFunctionStops[z]);\n appendStopPair(expression, z, output, false);\n }\n\n return expression;\n const expression = ['step', ['zoom']];\n\n } else {nfor (const z of zoomStops) {\n const output = convertPropertyFunction(featureFunctionParameters[z], propertySpec, featureFunctionStops[z]);\n appendStopPair(expression, z, output, true);\n }\n\n fixupDegenerateStepCurve(expression);\n\n return $b:\ln \ln convertPropertyFunction(parameters, propertySpec, stops) {\n const type = }$ getFunctionType(parameters, propertySpec);\n const get = ['get', parameters.property];\n if (type === 'categorical' && typeof stops[0][0] === 'boolean') {\n assert(parameters.stops.length > 0 &¶meters.stops.length <= 2);\n const expression = ['case'];\n for (const stop of stops) $\{\n$ expression.push(['==', get, stop[0]], stop[1]);\n }\n expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n return expression;\n } else if (type === 'categorical') { \n const expression = ['match', get]; \n for (const stop of stops) $\{\n$ appendStopPair(expression, stop[0], stop[1], false);\n }\n expression.push(convertLiteral(coalesce(parameters.default, propertySpec.default)));\n return expression;\n } for (const stop of stops) $\{n\}$ else if (type === 'interval') { \n const expression = ['step', ['number', get]];\n appendStopPair(expression, stop[0], stop[1], true);\n }\n fixupDegenerateStepCurve(expression);\n return parameters.default === undefined ? expression : $[\n]$ 'case',\n ['==', ['typeof', get], 'number'], nconvertLiteral(parameters.default)\n];n } else if (type === 'exponential') {nexpression,\n const base = parameters.base !== undefined ? parameters.base : 1;\n const expression = $\left[\right]$ getInterpolateOperator(parameters),\n base === 1 ? [\"linear\"] : [\"exponential\", base],n["number"],appendStopPair(expression, stop[0], stop[1], false);\n get]\n l:(n)for (const stop of stops) $\{\n$ }\n return parameters.default === undefined ? expression : $[\n]$ 'case',\n ['==', ['typeof', get], 'number'],\n expression, nconvertLiteral(parameters.default)\n];\n } else {\n throw new Error(`Unknown property function type ${typ}`);n }\n \Nn function convertZoomFunction(parameters,$ propertySpec, stops, input = ['zoom'] {\n const type = getFunctionType(parameters, propertySpec);\n let expression;\n let isStep = false;\n if (type === 'interval') {\n expression = ['step', input];\n isStep =true; $n \}$ else if (type === 'exponential') {nconst base = parameters.base !== undefined ? parameters.base : 1;\n expression = [getInterpolateOperator(parameters), base === 1 ? [\"linear\"] : [\"exponential\", base], throw new Error(`Unknown zoom function type $\"\type \");\n \n \type \n\type \n \type \n\type \n \type \n\type \n\t$ input]; $n \ge else$ of stops) $\{ \ n \$ appendStopPair(expression, stop[0], stop[1], isStep);n n^{n} fixupDegenerateStepCurve(expression);\n\n return expression;\n}\n\nfunction fixupDegenerateStepCurve(expression) {/ / degenerate step curve (i.e. a constant function): add a noop stop/n if $(expression[0] === 'step' \&\& expression.length === 3) {\n}$ expression.push(0);nexpression.push(expression[3]);n $n \leq 1, n \leq 1,$ duplicate stop values. They were not validated for functions, but they are for expressions.\n // https://github.com/mapbox/mapbox-gl-js/issues/4107\n if (curve.length > 3 && input === curve[curve.length - 2]) {\n return; $n \geq n /$ step curves don't get the first input value, as it is redundant. if (!(isStep && curve.length === 2)) { \n curve.push(input);n \n curve.push(output);n\n/nfunction

getFunctionType(parameters, propertySpec) {\n if (parameters.type) {\n return parameters.type;n} else {nassert(propertySpec.expression);\n return (propertySpec.expression: any).interpolated ? 'exponential' : 'interval'; $h_{n,n//}$ string with {name} token $\geq [\concat, , \string with , [\"get, , \"name,], "$ token\"]\nexport function convertTokenString(s: string) {\n const result = ['concat'];\n const re = $/{([^{}])}/{g;(n const re = ((^{}))}/{g;(n const re = (^{}))}/{g;(n const re = (^{}))}$ let pos = 0;\n for (let match = re.exec(s); match !== null; match = re.exec(s)) {\n const literal = s.slice(pos,re.lastIndex - match[0].length);\n pos = re.lastIndex; nif (literal.length > 0) result.push(literal);\n result.push(['get', match[1]]);n n if (result.length === 1) {nreturn s;\n $\left(pos < s.length \right) \left(n \right)$ result.push(s.slice(pos));n } else if (result.length === 2) {nreturn ['to-string', result[1]];n return result;\n\\n\n","// @flow\n\nimport {createExpression} from '../expression';\nimport type {GlobalProperties, Feature { from '../expression';\nimport type { CanonicalTileID } from '../../source/tile id';\n\ntype FilterExpression = (globalProperties: GlobalProperties, feature: Feature, canonical?: CanonicalTileID) => boolean;\nexport type FeatureFilter ={filter: FilterExpression, needGeometry: boolean};\n\nexport default createFilter;\nexport $isExpressionFilter}:\n\filter==false)$ return false; $n \geq n$ switch (filter[0]) return true; $n \in (!Array.isArray(filter) \parallel filter.length === 0) { n$ return filter.length ≥ 2 && filter[1] !== '\$id' && filter[1] !== '\$type';\n\n case 'in':\n $\{ n \text{ case 'has':} \}$ return filter.length >= 3 && (typeof filter[1] !== 'string' || Array.isArray(filter[2]));\n\n case '!in':\n case '!has':\n case 'none':\n return false; |n|n case '==':|n case '>:|n case '>=':|n case '=':|n case '>=':|n case '>=':|n case '>=':|n case '>=':|n case '=':|n case '==':|n case '>=':|n case '>=':|n case '==':|n creturn filter.length !== 3 || (Array.isArray(filter[1]) || Array.isArray(filter[2]));\n\n case 'any':\n case 'all':\n for (const f of filter.slice(1)) { \n if (!isExpressionFilter(f) && typeof f !== 'boolean') { \n return false;\n }\n }\n return true; $n\n$ default:nreturn true; $n \ n \in \mathbb{N}$ 'boolean',\n 'default': false,\n 'transition': false,\n 'property-type': 'data-driven',\n 'expression': {\n 'parameters': ['zoom', 'feature']n n < Given a filter expressed as nested'interpolated': false,\n arrays, return a new function/n * that evaluates whether a given feature (with a .properties or .tags property)/n * passes its test. $n * (m * @private) * @param {Array} filter mapbox gl filter n * @returns {Function} filter$ evaluating function n * (n = null || filter : any): Feature Filter (n = null || filter : any): undefined) $\{ n \}$ return {filter: () => true, needGeometry: false}; $\ \ \) n/n$ if (!isExpressionFilter(filter)) {nfilter = convertFilter(filter);n n const compiled = createExpression(filter, filterSpec);n if (compiled.result throw new Error(compiled.value.map(err => `\${err.key}: \${err.message}`).join(', '));\n } else === 'error') {\n {\n const needGeometry = geometryNeeded(filter);\n return {filter: (globalProperties: GlobalProperties, feature: Feature, canonical?: CanonicalTileID) => compiled.value.evaluate(globalProperties, feature, {}, needGeometry}; $n \ nn/n//$ Comparison function to sort numbers and strings/nfunction canonical),\n $compare(a, b) \{ n return a < b ? -1 : a > b ? 1 : 0; n \} (n return a < b ? -1 : a > b ? 1 : 0; n] (n return a < b ? -1 : a > b ? -1 : a > b ? -1 : 0; n] (n return a < b ? -1 : a > b ?$ (!Array.isArray(filter)) return false; n if (filter[0] === 'within') return true; n for (let index = 1; index < if (geometryNeeded(filter[index])) return true; $\n \$ return false; $\n \$ filter.length; index++) { \n convertFilter(filter: Array < any>): mixed {\n if (!filter) return true;\n const op = filter[0];\n if (filter.length <= 1) return (op !== 'any'); const converted = nop === '==' ? convertComparisonOp(filter[1], filter[2], '==') :\n op === '!=' ? convertNegation(convertComparisonOp(filter[1], filter[2], '==')) :\n op === < ||| nop === '>' ||\n $op === '<=' \parallel n$ op === '>=' ? convertComparisonOp(filter[1], filter[2], op) :\n op === 'any' ?convertDisjunctionOp(filter.slice(1)):\n op === 'all' ? ['all'].concat(filter.slice(1).map(convertFilter)) :\n op === 'none' ? ['all'].concat(filter.slice(1).map(convertFilter).map(convertNegation)) :\n op === 'in' ?convertInOp(filter[1], filter.slice(2)) :\n op === '!in' ? convertNegation(convertInOp(filter[1], filter.slice(2))) :\n op === 'has' ? convertHasOp(filter[1]) :\n op === '!has' ? convertNegation(convertHasOp(filter[1])) :\n op === 'within' ? filter :\n true;\n return converted;\n}\n\nfunction convertComparisonOp(property: string, value: any, op: string) {\n switch (property) {\n case 'type':\n return [`filter-type-\${op}`, value];\n case '\$id':\n return [`filter-id-\${op}`, value];\n default:\n return [`filter-\${op}`, property, value];\n $n = \frac{n}{n} - \frac{n}{n} -$ $['any'].concat(filters.map(convertFilter)); \] \n if$ (values.length === 0) { return false; }\n switch (property) {\n case 'type':\n return [`filter-type-in`, ['literal',

values]];\n case '\$id':\n return [`filter-id-in`, ['literal', values]];\n default:\n if (values.length > 200 &&!values.some(v => typeof v !== typeof values[0])) {nreturn ['filter-in-large', property, ['literal', values.sort(compare)]];\n } else {\n return ['filter-in-small', property, ['literal', values]];\n }\n $n\ (n) \ (n)$ return true;\n return [`filter-has-id`];\n default:\n case '\$id':\n return [`filter-has`, property];\n }\n\nfunction convertNegation(filter: mixed) {\n return ['!', filter];\n}\n","// @flow\n\nimport {isExpressionFilter} from './index';\n\nimport type {FilterSpecification} from '../types';\n\ntype ExpectedTypes = {[: string]: 'string' | 'number' | 'boolean'};\n\n/**\n * Convert the given legacy filter to (the JSON representation of) an\n * equivalent $expression \ expression \ exp$ convertFilter(filter, $\{\}$); $h^n * Convert$ the given filter to an expression, storing the expected types for n *any feature properties referenced in expected Types.\n *\n * These expected types are needed in order to construct preflight type checks\n * needed for handling 'any' filters. A preflight type check is necessary in\n * order to mimic legacy filters' semantics around expected type mismatches.n * For example, consider the legacy filter:n * n * $["any], ["all], [">\", \"y\", 0], [">\", \"y\", 0], [\">\", \"y\", 0]] n *\n * Naively, we might convert this to the$ expression:\n *\n * [\"any\", [\"all\", [\">\", [\"get\", \"y\"], 0], [\">\", [\"get\", \"z\"], 0]], [\">\", [\"get\", \"x\"], 0] $n \times n \times But$ if we tried to evaluate this against, say x: 1, y: null, z: 0, the $n \times [n \times n, y], 0$ would cause an evaluation error, leading to the n * entire filter returning false. Legacy filter semantics, though, ask for n *[">", "y], 0] to simply return `false` when `y` is of the wrong type, n * allowing the subsequent terms of the outer $\"expression to be evaluated \n * (resulting, in this case, in a `true` value, because x > 0).\n *\n * We account$ for this by inserting a preflight type-checking expression before\n * each \"any\" term, allowing us to avoid evaluating the actual converted filter/n * if any type mismatches would cause it to produce an evaluation error: n * n* [\"any\",\n * $[\case], n *$ [\"all\", [\"==\", [\"typeof\", [\"get\", \"y\"]], \"number\"], [\"==\", [\"typeof\", [\"get\", \"z\"], \"number]],\n * [\"all\", [\">\", [\"get\", \"y\"], 0], [\">\", [\"get\", \"z\"], 0]],\n * false\n *],\n * $[\case], n *$ [\"==\", [\"typeof\", [\"get\", \"x\"], \"number\"]],\n * [">", ["get", "x"], 0], n *

false\n * $\left| n \right|^{n}$ (n * An alternative, possibly more direct approach would be to use type checks/n * in the conversion of each comparison operator, so that the converted version n * of each individual ==, >=, etc. would mimic the legacy filter semantics. The\n * downside of this approach is that it can lead to many more type checks than\n * would otherwise be necessary: outside the context of an \"any\" expression,\n * bailing out due to a runtime type error (expression semantics) and returning h * false (legacy filter semantics) are equivalent: they cause the filter to\n * produce a `false` result.\n */\nfunction _convertFilter(filter: FilterSpecification, expectedTypes: Expected Types): mixed { \n if (is Expression Filter(filter)) { return filter; } \n if (!filter) return true; \n const op = filter[0]; $n \text{ if (filter.length <= 1) return (op !== 'any'); } n/n \text{ let converted; } n/n \text{ if (/n$ op === '==' ||\n op $=== '!=' || \setminus n$ $op === '<' \parallel n$ op === '>' ||\n op === '<=' ||\n $op === '>=' n) \{ n \}$ const [, converted = convertComparisonOp(property, value, op, expectedTypes);\n } property, value] = (filter: any);nelse if (op === 'any') { \n const children = (filter: any).slice(1).map($f \Rightarrow \{ n \}$ const types = $\{ \}; \ n$ const child = _convertFilter(f, types);\n const typechecks = runtimeTypeChecks(types);\n return typechecks === true ? child : ['case', typechecks, child, false];\n });\n return ['any'].concat(children);\n } else if (op === 'all') { \n const children = (filter: any).slice(1).map(f => _convertFilter(f, expectedTypes));\n return children.length > 1 ? ['all'].concat(children) : [].concat(...children);n } else if (op === 'none') {nreturn ['!', _convertFilter(['any'].concat(filter.slice(1)), $\{\}$)];\n } else if (op === 'in') {\n converted = convertInOp((filter[1]: any), filter.slice(2));n } else if (op === '!in') {nconverted = convertInOp((filter[1]: any), filter.slice(2), true); $n \$ else if (op === 'has') { $n \$ converted = convertHasOp((filter[1]: any));\n } else if $(op === '!has') \{ \ n \}$ converted = ['!', convertHasOp((filter[1]: any))];n } else {nconverted = true;n $\ln n$ return converted; $\ln \ln n//$ Given a set of feature properties and an expected type for each one,n// construct an boolean expression that tests whether each property has the $\frac{n}{\text{ E.g.: for }ame: 'string', population:$ 'number'}, return\n// ['all',\n// ['==', ['typeof', ['get', 'name'], 'string']],\n// ['==', ['typeof', ['get', 'population'], (const property in expectedTypes) {\n const get = property === '\$id' ? ['id'] : ['get', property];\n

conditions.push(['==', ['typeof', get], expectedTypes[property]]);\n }\n if (conditions.length === 0) return true;\n
if (conditions.length === 1) return conditions[0];\n return ['all'].concat(conditions);\n}\n\nfunction
convertComparisonOp(property: string, value: any, op: string, expectedTypes: ?ExpectedTypes) {\n let get;\n if
(property === '\$type') {\n return [op, ['geometry-type'], value];\n } else if (property === '\$id') {\n get =
['id'];\n } else {\n get = ['get', property];\n }\n\n if (expectedTypes && value !== null) {\n const type
= ((typeof value): any);\n expectedTypes[property] = type;\n }\n\n if (op === '==' && property !== '\$id' && value === null) {\n return [\n 'all',\n ['has', property], // missing property != null for legacy filters\n

];n } else if (op === '!=' && property !== '\$id' && value === null) {n['==', get, null]nreturn [\n 'any',\n ['!', ['has', property]], // missing property != null for legacy filters\n ['!=', get, null]n]; $|n| = \frac{n}{n}$ return [op, get, value]; |n| numerical convertInOp(property: string, values: Array<any>, negate = false) { $\n if (values.length === 0) return negate; \n if (property === '$type') {<math>\n extrm set = 1 \$ get = ['geometry-type'];n } else if (property === '\$id') {nget = ['id'];n } else {nget = ['get', property];\n \\n\n // Determine if the list of values to be searched is homogenously typed.\n // If so (and if the type is string or number), then we can use a\n // [match, input, [...values], true, false] construction rather than a\n // bunch of `==` tests.\n let uniformTypes = true;\n const type = typeof values[0];\n for (const value of values) {\n (typeof value !== type) {\n uniformTypes = false; \n break;\n n = n = 0(type === 'string' \parallel type === 'number')) {\n // Match expressions must have unique values.\n const uniqueValues = values.sort().filter((v, i) $\Rightarrow i == 0 \parallel values[i - 1] != v$);\n return ['match', get, uniqueValues, !negate, negate];\n }\n\n return [negate ? 'all' : 'any'].concat(\n values.map($v \Rightarrow [negate ? '!=' : '==', get,$ v])\n);\n}\n\nfunction convertHasOp(property: string) {\n if (property === 'type') {\n return true;n } else if (property === 'id') {\n return ['!=', ['id'], null];n } else {nreturn ['has', property];n n', "//@flow\n\nimport {\n eachLayer,\n eachProperty\n} from '../visit';\nimport {isExpression} from '../expression';\nimport convertFunction, {convertTokenString} from '../function/convert';\nimport convertFilter from '../feature filter/convert';\n\nimport type {StyleSpecification} from '../types';\n\n/**\n * Migrate the given style object in place to use expressions. Specifically, n * this will convert (a) \"stop\" functions, and (b) legacy filters to their\n * expression equivalents.\n */\nexport default function(style: StyleSpecification) {\n const converted = []; $n\n eachLayer(style, (layer) => {\n}$ if (layer.filter) {\n layer.filter = (convertFilter(layer.filter): $n = \frac{1}{2} \ln \frac{1}{2} + \frac{1}{2} \ln \frac{1}{2} +$ if any);\n if (typeof value === 'object' && !Array.isArray(value)) {\n (isExpression(value)) return;\n set(convertFunction(value, reference));\n converted.push(path.join('.'));\n } else if (reference.tokens && typeof value === 'string') {\n set(convertTokenString(value));\n (n);(n return)style;\n}\n\n","\nimport migrateToV8 from './migrate/v8';\nimport migrateToExpressions from './migrate/expressions';\n\n/**\n * Migrate a Mapbox GL Style to the latest version.\n *\n * @private\n * @alias migrate\n * @param {object} style a Mapbox GL Style\n * @returns {Object} a migrated style\n * @example\n * var fs = require('fs'); n * var migrate = require('mapbox-gl-style-spec').migrate; <math>n * var style =fs.readFileSync('./style.json', 'utf8');\n * fs.writeFileSync('./style.json', JSON.stringify(migrate(style)));\n */\nexport default function(style) {\n let migrated = false; $n \in 1$ if (style.version === 7) {\n style = migrateToV8(style);\n migrated = true;n n if (style.version === 8) {nmigrated = migrateToExpressions(style);\n migrated = true;n n if (!migrated) {nthrow new Error('cannot migrate from', style.version);nreturn style; $\n\}\n","$ (nexport default function (style) {\n const styleIDs = [];\n const sourceIDs = [];\n const compositedSourceLayers = []; $n\n$ for (const id in style.sources) {nconst source = style.sources[id]; $n\n$ if (source.type $!== \"vector")\n$ continue: $n\n$ const match = $/^{mapbox:}///(.*)/.exec(source.url);$ if $(!match)\n$ continue; $n\n$ styleIDs.push(id);\n sourceIDs.push(match[1]);n } $n\$ if $(styleIDs.length < 2) \ n$ return style; $\ln = \{\ln \}$ delete style.sources[id];n });n/n $const compositeID = sourceIDs.join(\",\"); n\n style.sources[compositeID] = {\n}$ "type": "vector", n

 $\label{eq:linear_line$

Error('Conflicting source layer names');\n } else {ncompositedSourceLayers.push(layer['source-layer']);\n }\n }\n (n)); n returnstyle;\n}\n","\nexport default ['type', 'source', 'source-layer', 'minzoom', 'maxzoom', 'filter', 'layout'];\n","\nimport refProperties from './util/ref_properties';\n\nfunction deref(layer, parent) {\n const result = $\{$ };\n\n for (const k in $n \leq n \leq n \leq n \leq n$ layer) { \n if (k !== 'ref') { \n result[k] = layer[k]; nif (k in parent) $\{\n$ result[k] = parent[k]; nderefLayers;\n\n/**\n * Given an array of layers, some of which may contain `ref` properties\n * whose value is the `id` of another property, return a new array where\n * such layers have been augmented with the 'type', 'source', etc. properties n * from the parent layer, and the `ref` property has been removed. <math>n * n * The input is not modified. Theoutput may contain references to portionsn * of the input.n * n *@privaten *@param {Array<Layer>} layersn * $\operatorname{Qreturns} \operatorname{Array}(\operatorname{Layer}) n * \operatorname{Array}(\operatorname{Layers}) (n = \operatorname{Layers}) (n =$ Object.create(null);\n for (let i = 0; i < layers.length; i++) {\n map[layers[i].id] = layers[i]; n {n/n for (let i $= 0; i < layers.length; i++) \{ n \}$ if ('ref' in layers[i]) {\n layers[i] = deref(layers[i], map[layers[i].ref]);\n $n = n^{-1} n^{-1} e^{-1} e^{$ */\nfunction deepEqual(a: ?mixed, b: ?mixed): boolean {\n if (Array.isArray(a)) {\n if (!Array.isArray(b) || a.length !== b.length) return false;\n for (let i = 0; i < a.length; i++) {\n if (!deepEqual(a[i], b[i])) return false;\n }\n return true;n if (typeof a === 'object' && a !== null && b !== null) {nif (!(typeof b === 'object') return false;\n const keys = Object.keys(a);nif (keys.length !== Object.keys(b).length) return false;\n for (const key in a) $\{\n$ if (!deepEqual(a[key], b[key])) return false;\n }\n return true; $n \leq x = b;n \leq x, n \leq b;n, n \in \mathbb{R}$ $./util/deep equal':\n\const operations = {\n /* \n * { command: 'setStyle', args: [stylesheet] }\n */n$ setStyle: 'setStyle',\n\n /*\n * { command: 'addLayer', args: [layer, 'beforeLayerId'] }\n */\n addLayer: 'addLayer',\n\n /*\n * { command: 'removeLayer', args: ['layerId'] }\n */\n removeLayer: 'removeLayer',\n\n $/*\n * { command: 'setPaintProperty', args: ['layerId', 'prop', value] } n */n setPaintProperty:$ 'setPaintProperty', $n^ /* n * \{ command: 'setLayoutProperty', args: ['layerId', 'prop', value] \} n */n$ setLayoutProperty: 'setLayoutProperty',\n\n /*\n * { command: 'setFilter', args: ['layerId', filter] }\n *\n setFilter: 'setFilter',\n\n /*\n * { command: 'addSource', args: ['sourceId', source] }\n */n addSource: 'addSource', $n/n /* n * \{ command: 'removeSource', args: ['sourceId'] \} n */n removeSource: '...$ 'removeSource', \n\n /*\n * { command: 'setGeoJSONSourceData', args: ['sourceId', data] } \n */\n '' setGeoJSONSourceData: 'setGeoJSONSourceData',\n\n /*\n * { command: 'setLayerZoomRange', args: ['layerId', 0, 22] }\n */n setLayerZoomRange: 'setLayerZoomRange',\n\n /*\n * { command: command: 'setCenter', args: [[lon, lat]] $n * \Lambda$ setCenter: 'setCenter', $n * \{$ command: 'setZoom', setBearing: 'setBearing',\n\n /*\n * { command: 'setPitch', args: [pitch] }\n */\n setPitch: 'setPitch',\n\n /*\n * { command: 'setSprite', args: ['spriteUrl'] }\n */n setSprite: 'setSprite', \n\n /*\n * { command: 'setGlyphs', args: ['glyphsUrl'] $\ */n$ setGlyphs: 'setGlyphs', $n/n /*/n * \{$ command: 'setTransition', args: [transition] n */n setTransition: 'setTransition', $n / * n * \{$ command: 'setLighting', args: [lightProperties] n */n setLight: 'setLight'\n\n}; n\nfunction addSource(sourceId, after, commands) {\n commands.push({command: operations.addSource, args: [sourceId, after[sourceId]]});\n}\n\nfunction removeSource(sourceId, commands, sourcesRemoved) {\n commands.push({command: operations.removeSource, args: [sourceId]);\n sourcesRemoved[sourceId] = true;\n\n\nfunction updateSource(sourceId, after, commands, sourcesRemoved) {\n removeSource(sourceId, commands, sourcesRemoved);\n addSource(sourceId, after, commands);\n}\n\nfunction canUpdateGeoJSON(before, after, sourceId) {\n let prop;\n for (prop in before[sourceId]) {\n if (!before[sourceId].hasOwnProperty(prop)) continue;\n if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n return false;\n $n \in n$ for (prop in after[sourceId]) {\n if (!after[sourceId].hasOwnProperty(prop)) continue;\n if (prop !== 'data' && !isEqual(before[sourceId][prop], after[sourceId][prop])) {\n return false;\n $n \leq n return$

true;n/n/nfunction diffSources(before, after, commands, sourcesRemoved) {/n before = before || {}; n after = after || {};n/n let sourceId;n/n // look for sources to remove/n for (sourceId in before) {nif (!before.hasOwnProperty(sourceId)) continue;\n if (!after.hasOwnProperty(sourceId)) {\n removeSource(sourceId, commands, sourcesRemoved);\n n = n n // look for sources to add/update forif (!after.hasOwnProperty(sourceId)) continue;\n (sourceId in after) $\{\n$ if (!before.hasOwnProperty(sourceId)) {\n addSource(sourceId, after, commands);\n } else if (!isEqual(before[sourceId], after[sourceId])) {\n if (before[sourceId].type === 'geojson' && after[sourceId].type === 'geojson' && canUpdateGeoJSON(before, after, sourceId)) {\n commands.push({command: operations.setGeoJSONSourceData, args: [sourceId, after[sourceId].data]});\n } else $\{n\}$ // no update command, must remove then add\n updateSource(sourceId, after, commands, sourcesRemoved);\n }\n layerId, klass, command) $\{n \text{ before} = before || \{\}; n \text{ after} = after || \{\}; n \text{ before} || \}$ if (!before.hasOwnProperty(prop)) continue;\n if (!isEqual(before[prop], after[prop])) {\n {\n if commands.push({command, args: [layerId, prop, after[prop], klass]});\n $n \in n$ for (prop in after) {\n (!after.hasOwnProperty(prop) || before.hasOwnProperty(prop)) continue;\n if (!isEqual(before[prop], commands.push({command, args: [layerId, prop, after[prop], klass]});\n after[prop])) {\n }\n $n = \frac{1}{n} n =$ layer;\n return group;\n}\n\nfunction diffLayers(before, after, commands) {\n before = before || []; n after =after || [];\n\n // order of layers by id\n const beforeOrder = before.map(pluckId);\n const afterOrder = after.map(pluckId);n/n // index of layer by id/n const beforeIndex = before.reduce(indexById, {});n const afterIndex = after.reduce(indexById, {});n/n = 1/2 track order of layers as if they have been mutated const tracker = beforeOrder.slice();n/n // layers that have been added do not need to be diffed/n const clean = Object.create(null);\n\n let i, d, layerId, beforeLayer, afterLayer, insertBeforeLayerId, prop;\n\n // remove layers\n for $(i = 0, d = 0; i < beforeOrder.length; i++) {\n$ layerId = beforeOrder[i]; nif (!afterIndex.hasOwnProperty(layerId)) {\n commands.push({command: operations.removeLayer, args: [layerId]});\n tracker.splice(tracker.indexOf(layerId, d), 1);\n } else {\n // limit where in tracker we need to look for a match \n $d++;\n$ n = n = 0, d = 0; i < 0, d = 0; i < 0afterOrder.length; i++) {\n // work backwards as insert is before an existing layer\n layerId =if (tracker[tracker.length - 1 - i] === layerId) continue; \ln afterOrder[afterOrder.length - 1 - i]; $n\n$ if (beforeIndex.hasOwnProperty(layerId)) {\n // remove the layer before we insert at the correct position\n commands.push({command: operations.removeLayer, args: [layerId]});\n tracker.splice(tracker.lastIndexOf(layerId, tracker.length - d), 1);\n $else {\n$ // limit where in tracker we need to look for a matchn $d++;\n$ }\n\n // add layer at correct position\n insertBeforeLayerId = tracker[tracker.length - i];\n commands.push({command: operations.addLayer, args: [afterIndex[layerId], insertBeforeLayerId]});\n tracker.splice(tracker.length - i, 0, layerId);\n clean[layerId] = true; $n \ //$ update layers\n for (i = 0; i < afterOrder.length; i++) {\n layerId = afterOrder[i];beforeLayer = afterLayer = afterIndex[layerId];n// no need to update if previously added (new beforeIndex[layerId];\n or moved)\n if (clean[layerId] || isEqual(beforeLayer, afterLayer)) continue;\n\n // If source, source-layer, or type have changes, then remove the layer\n // and add it back 'from scratch'.\n if (!isEqual(beforeLayer.source, afterLayer.source) || !isEqual(beforeLayer['source-layer'], afterLayer['source-layer']) || !isEqual(beforeLayer.type, afterLayer.type)) {\n commands.push({command: operations.removeLayer, args: // we add the layer back at the same position it was already in, son[layerId]});\n // there's no need to update the `tracker`\n insertBeforeLayerId = tracker[tracker.lastIndexOf(layerId) + 1];commands.push({command: operations.addLayer, args: [afterLayer, insertBeforeLayerId]});\n continue;\n }\n\n // layout, paint, filter, minzoom, maxzoom\n diffLayerPropertyChanges(beforeLayer.layout, afterLayer.layout, commands, layerId, null, operations.setLayoutProperty);\n diffLayerPropertyChanges(beforeLayer.paint, afterLayer.paint, commands, layerId, null, operations.setPaintProperty);\n if (!isEqual(beforeLayer.filter, afterLayer.filter)) {\n

commands.push({command: operations.setFilter, args: [layerId, afterLayer.filter]});\n }\n if (!isEqual(beforeLayer.minzoom, afterLayer.minzoom) || !isEqual(beforeLayer.maxzoom, afterLayer.maxzoom)) {\n

commands.push({command: operations.setLayerZoomRange, args: [layerId, afterLayer.minzoom, // handle all other layer props, including paint.*\n afterLayer.maxzoom]});\n }\n\n for (prop in if (!beforeLayer.hasOwnProperty(prop)) continue;\n beforeLayer) {\n if (prop === 'layout' || prop === 'paint' || prop === 'filter' ||\n prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom') continue;\n if $(prop.indexOf('paint.') === 0) \{ \n$ diffLayerPropertyChanges(beforeLayer[prop], afterLayer[prop], commands, layerId, prop.slice(6), operations.setPaintProperty);\n } else if (!isEqual(beforeLayer[prop], afterLayer[prop])) {\n commands.push({command: operations.setLayerProperty, args: [layerId, prop, afterLayer[prop]]});\n for (prop in afterLayer) $\{\n$ }\n }\n if if (prop === 'layout' || (!afterLayer.hasOwnProperty(prop) || beforeLayer.hasOwnProperty(prop)) continue;\n prop === 'paint' || prop === 'filter' ||\n prop === 'metadata' || prop === 'minzoom' || prop === 'maxzoom') if $(prop.indexOf('paint.') === 0) \{ \n$ diffLayerPropertyChanges(beforeLayer[prop], continue;\n afterLayer[prop], commands, layerId, prop.slice(6), operations.setPaintProperty);\n } else if (!isEqual(beforeLayer[prop], afterLayer[prop])) {\n commands.push({command: operations.setLayerProperty, args: [layerId, prop, afterLayer[prop]]});\n }\n by the diff closely resemble the mapbox-gl-js API. Any\n * error creating the diff will fall back to the 'setStyle' operation.\n *\n * Example diff:\n * [\n * { command: 'setConstant', args: ['@water', '#0000FF'] },\n * command: 'setPaintProperty', args: ['background', 'background-color', 'black'] }\n *]\n * [\n * @private\n * @param $\{*\}$ [before] stylesheet to compare from n * @ param $\{*\}$ after stylesheet to compare to n * @ returns Array list of changes $\ */\$ nfunction diffStyles(before, after) {\n if (!before) return [{command: operations.setStyle, args: // Handle changes to top-level properties\n [after]}];\n\n let commands = [];\n\n try {\n if (!isEqual(before.version, after.version)) {\n return [{command: operations.setStyle, args: [after]}];\n }\n if (!isEqual(before.center, after.center)) {\n commands.push({command: operations.setCenter, args: [after.center]});\n }\n if (!isEqual(before.zoom, after.zoom)) {\n commands.push({command: operations.setZoom, args: [after.zoom]});\n }\n if (!isEqual(before.bearing, after.bearing)) {\n commands.push({command: operations.setBearing, args: [after.bearing]});\n }\n if (!isEqual(before.pitch, if after.pitch)) {\n commands.push({command: operations.setPitch, args: [after.pitch]});\n }\n (!isEqual(before.sprite, after.sprite)) {\n commands.push({command: operations.setSprite, args:

(!isEqual(before.light, after.light)) {\n commands.push({command: operations.setLight, args: [after.light]});\n }\n\n // Handle changes to `sources`\n // If a source is to be removed, we also--before the removeSource\n // command--need to remove all the style layers that depend on it.\n const // First collect the {add,remove}Source commands\n sourcesRemoved = $\{ \}; \n\n$ const removeOrAddSourceCommands = [];\n diffSources(before.sources, after.sources, removeOrAddSourceCommands, sourcesRemoved);\n\n // Push a removeLayer command for each style layer that depends on a\n // source that's being removed.\n // Also, exclude any such layers them from the input to `diffLayers`\n // below, so that diffLayers produces the appropriate `addLayers`\n // command\n const beforeLayers = [];nif (before.layers) {\n before.layers.forEach((layer) => $\{$ \n if (sourcesRemoved[layer.source]) {\n commands.push({command: operations.removeLayer, args: [layer.id]});\n } else {nbeforeLayers.push(layer);\n }\n });\n }\n commands = commands.concat(removeOrAddSourceCommands);\n\n // Handle changes to `layers`\n diffLayers(beforeLayers, after.layers, commands); $\ln =$ catch (e) { $\ln =$ // fall back to setStyle\n console.warn('Unable to compute style diff:', e);\n commands = [{command: operations.setStyle, args:

Note: Do not inherit from Error. It breaks when transpiling to ES5.\n\nexport default class ValidationError {\n message: string;\n identifier: ?string;\n line: ?number;\n\n constructor(key: ?string, value: ?{ __line__: number }, message: string, identifier: ?string) {\n this.message = (key ? {key}: : ") + message; nif (identifier) this.identifier = identifier; $n\n$ if (value !== null && value !== undefined && value.__line__) {\n this.line = value. line ;\n transpiling to ES5.\n\nexport default class ParsingError {\n message: string;\n error: Error;\n line: number;\n\n this.message = error.message;\n constructor(error: Error) {\n this.error = error;\n const match =error.message.match(/line (\\d+)/);\n ValidationError from '../error/validation_error';\n\nexport default function validateConstants(options) {\n const key = options.key; \n const constants = options.value; $\n\n$ if (constants) { \n return [new ValidationError(key, constants, 'constants have been deprecated as of v8')];n } else {nreturn [];n}n'',''/ @flow<math>n/n// Turn jsonlint-lines-primitives objects into primitive objects\nexport function unbundle(value: mixed) {\n if (value instance of Number || value instance of String || value instance of Boolean) {\n return value.valueOf();n } else $\{ n \}$ return value; $n \left(\frac{n}{n} \right) = \frac{n}{n}$ return value; $n \left(\frac{n}{n} \right)$ return value.map(deepUnbundle);\n } else if (value instanceof Object && !(value (Array.isArray(value)) {\n instance of Number || value instance of String || value instance of Boolean)) {\n const unbundledValue: { [key: string]: mixed $\} = \{\}; \ n$ for (const key in value) $\{\n$ unbundledValue[key] = deepUnbundle(value[key]);\n }\n return unbundledValue;n /n/n return unbundle(value);\n}\n","\nimport ValidationError from '../error/validation error';\nimport getType from '../util/get_type';\nimport validateSpec from './validate';\n\nexport default function validateObject(options) {\n const key = options.key;n const object = options.value;n const elementSpecs = options.valueSpec || { };n $const elementValidators = options.objectElementValidators || {};n const style = options.style;n const styleSpec$ = options.styleSpec; $\$ let errors = []; $\$ const type = getType(object); $\$ if (type !== 'object') { $\$ return [new ValidationError(key, object, `object expected, f(y) = f(y), [new ValidationError(key, object, `object expected, f(y) = f(y), [new ValidationError(key, object, `object expected, f(y) = f(y), [new ValidationError(key, object, `object expected, f(y) = f(y)], [new ValidationError(key, object, f(y) = f(y)], [new ValidationErr const elementSpecKey = objectKey.split('.')[0]; // treat 'paint.*' as 'paint\n const elementSpec = elementSpecs[elementSpecKey] || elementSpecs['*'];\n\n let validateElement;\n if

 $(elementValidators[elementSpecKey]) \{ n \\ validateElement = elementValidators[elementSpecKey]; n \} else if (elementSpecKey]) \{ n \\ validateElement = validateSpec; n \} else if (elementValidators['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \\ validateElement = elementValidators['*']; n \} else if (elementSpecs['*']) \{ n \\ validateElement = elementValidators['*']; n \\ vali$

validateElement = validateSpec;\n } else {nerrors.push(new ValidationError(key, object[objectKey], `unknown property \"\${objectKey}\"`));\n continue;\n }\n\n errors =errors.concat(validateElement({\n key: (key ? $\{key\}$. : key) + objectKey,\n value: object[objectKey],\n valueSpec: elementSpec,\n style,\n styleSpec,\n object,\n }, object));n }n/n for (const elementSpecKey in elementSpecs) {nobjectKey\n // Don't check `required` when there's a custom validator for that property.\n if (elementValidators[elementSpecKey]) {\n continue;\n }\n\n if (elementSpecs[elementSpecKey].required && elementSpecs[elementSpecKey]['default'] === undefined && object[elementSpecKey] === undefined) {\n errors.push(new ValidationError(key, object, `missing required property \"\${elementSpecKey}\"`));\n }\n \n\n return errors;\n}\n","\nimport getType from '../util/get_type';\nimport validate from './validate';\nimport ValidationError from '../error/validation_error'; $\ error'$; $\$ options.value; n const arraySpec = options.valueSpec; n const style = options.style; n const styleSpec = options.styleSpec;\n const key = options.key;\n const validateArrayElement = options.arrayElementValidator || validate; $\n\$ if (getType(array) !== 'array') { \n return [new ValidationError(key, array, `array expected, {getType(array)} found`)];\n }\n\n if (arraySpec.length && array.length !== arraySpec.length) {\n return [new ValidationError(key, array, `array length \${arraySpec.length} expected, length \${array.length} found`)];\n $\ln \pi$ if (arraySpec['min-length'] && array.length < arraySpec['min-length']) {\n return [new ValidationError(key, array, `array length at least \${arraySpec['min-length']} expected, length \${array.length} found`)];n |n let arrayElementSpec = {n\"type\": arraySpec.value,\n \"values\": arraySpec.values\n

 $, n \in (styleSpec. \\version < 7)$ arrayElementSpec.function = arraySpec.function; $\n \$ $arrayElementSpec = arraySpec.value; n \ (n, n) let errors = []; n$ (getType(arraySpec.value) === 'object') {\n for (let i = 0; i < array.length; i++) {\n errors = errors.concat(validateArrayElement({\n array,\n valueSpec: arrayElementSpec,\n arrayIndex: i,\n value: array[i],\n style,\n styleSpec,\n }));\n }\n return errors;\n}\n","\nimport getType from '../util/get_type';\nimport key: $\{key\}[\{i\}] \setminus n$ ValidationError from '../error/validation_error';\n\nexport default function validateNumber(options) {\n const key = options.key;n const value = options.value;n const valueSpec = options.valueSpec;n let type = getType(value); $\ln / / eslint-disable-next-line no-self-compare n if (type === 'number' & value !== value) {\n$ type = 'NaN';\n $\ \$ if (type !== 'number') {\n return [new ValidationError(key, value, `number expected, \${type} found`)];\n }\n\n if ('minimum' in valueSpec && value < valueSpec.minimum) {\n return [new ValidationError(key, value, \$ value} is less than the minimum value \$ valueSpec.minimum)]; n $\n \$ if ('maximum' in valueSpec && value > valueSpec.maximum) {\n return [new ValidationError(key, value, $\{\text{value}\}\$ is greater than the maximum value $\{\text{valueSpec.maximum}\}\];\n \]\n \],\n \],\n \],\n \],\n \]$ ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport validate from './validate';\nimport validateObject from './validate_object';\nimport validateArray from './validate_array';\nimport validateNumber from './validate number';\nimport {isExpression} from '../expression';\nimport {unbundle, deepUnbundle} from '.../util/unbundle_jsonlint';\nimport {\n supportsPropertyExpression.\n supportsZoomExpression, n supportsInterpolation/n} from '../util/properties';\n/nexport default function validateFunction(options) { $\ const functionValueSpec = options.valueSpec; const functionType =$ unbundle(options.value.type);\n let stopKeyType;\n let stopDomainValues = { };\n let previousStopDomainValue;\n let previousStopDomainZoom;\n\n const isZoomFunction = functionType !== 'categorical' && options.value.property === undefined; n = 1 const is Property Function = is Zoom Function, n = 1isZoomAndPropertyFunction = \n getType(options.value.stops) === 'array' &&\n getType(options.value.stops[0]) === 'array' & λ getType(options.value.stops[0][0]) === 'object';nn const $errors = validateObject(\{ \ n \ \})$ key: options.key,\n value: options.value,\n valueSpec: options.styleSpec.function,\n style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {\n stops: validateFunctionStops,\n default: validateFunctionDefault\n (n)); n if (functionType === 'identity' && isZoomFunction) (nerrors.push(new ValidationError(options.key, options.value, 'missing required property \"property \"");\n }\n\n if (functionType !== 'identity' && !options.value.stops) {\n errors.push(new ValidationError(options.key, options.value, 'missing required property $"stops");n \ n if (functionType === 'exponential' && options.valueSpec.expression &&$!supportsInterpolation(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'exponential functions not supported')); $n \geq n = 1$ (options.styleSpec.\$version >= 8) {n = 8if (isPropertyFunction && !supportsPropertyExpression(options.valueSpec)) {\n errors.push(new ValidationError(options.key, options.value, 'property functions not supported'));\n } else if (isZoomFunction && !supportsZoomExpression(options.valueSpec)) {\n errors.push(new ValidationError(options.key, $\ln \pi = \frac{1}{2} \ln \pi$ options.value, 'zoom functions not supported'));\n isZoomAndPropertyFunction) && options.value.property === undefined) {\n errors.push(new ValidationError(options.key, options.value, "\"property\" property is required'));\n }\n\n return errors;\n\n function validateFunctionStops(options) {\n if (functionType === 'identity') {\n return [new ValidationError(options.key, options.value, 'identity function may not have a \"stops\" property']]:\n $\left(n \right)$ let errors = $[]:\n$ const value = options.value; $n\n$ $errors = errors.concat(validateArray({\n$ key: options.key,\n value,\n valueSpec: options.valueSpec,\n style: options.style,\n styleSpec: options.styleSpec,\n arrayElementValidator: validateFunctionStop\n }));\n\n if (getType(value) === 'array' && value.length === 0) {nerrors.push(new ValidationError(options.key, value, 'array must have at least one stop'));\n $\lambda n n$ return errors; $n \geq n$ function validateFunctionStop(options) nlet errors = []; nconst value = options.value;\n const key = options.key; $\n\$ if (getType(value) !== 'array') {\n return [new ValidationError(key, value, `array expected, \${getType(value)} found`)];\n $\lambda n n$ if

(value.length !== 2) {\n return [new ValidationError(key, value, `array length 2 expected, length if (isZoomAndPropertyFunction) {\n \${value.length} found`)];\n }\n\n if (getType(value[0]) !== return [new ValidationError(key, value, `object expected, \${getType(value[0])} found`)];\n 'object') $\{ n \}$ if (value[0].zoom === undefined) {\n return [new ValidationError(key, value, 'object stop key }\n if (value[0].value === undefined) $\{\n$ must have zoom')];\n }\n return [new ValidationError(key, value, 'object stop key must have value')];\n }\n if (previousStopDomainZoom && previousStopDomainZoom > unbundle(value[0].zoom)) {\n return [new ValidationError(key, value[0].zoom, 'stop zoom values must appear in ascending order')];\n }\n if (unbundle(value[0].zoom) !== previousStopDomainZoom) {\n previousStopDomainZoom = unbundle(value[0].zoom);\n previousStopDomainValue = undefined;\n stopDomainValues = { };\n }\n errors =value: value[0],\n errors.concat(validateObject({\n key: $\{key\}[0]$, nvalueSpec: $\{zoom: \{\}\}, n$ style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {zoom: validateNumber, value: validateStopDomainValue}\n }));\n } else {nerrors = errors.concat(validateStopDomainValue({\n key: $\${key}[0]$,\n value: value[0],\n }, value));\n valueSpec: $\{\}, \ n$ style: options.style,\n styleSpec: options.styleSpec\n }\n\n if (isExpression(deepUnbundle(value[1]))) {\n return errors.concat([new ValidationError(`\${key}[1]`, value[1], 'expressions are not allowed in function stops.')]);\n }\n\n return errors.concat(validate({\n key: $\{key\}[1], n$ value: value [1], nvalueSpec: functionValueSpec,\n style: options.style,\n styleSpec: options.styleSpec\n }));\n }\n\n function validateStopDomainValue(options, stop) {\n const type = getType(options.value);\n const value = if unbundle(options.value);\n\n const reportValue = options.value !== null ? options.value : stop;\n\n (!stopKeyType) {\n stopKeyType = type;\n } else if (type !== stopKeyType) {\n return [new ValidationError(options.key, reportValue, `\${type} stop domain type must match previous stop domain type \${stopKeyType}`)];\n }\n\n if (type !== 'number' && type !== 'string' && type !== 'boolean') $\{$ return [new ValidationError(options.key, reportValue, 'stop domain value must be a number, string, or boolean')];\n }\n\n if (type !== 'number' && functionType !== 'categorical') {\n let message = `number expected, \${type} found`;\n if (supportsPropertyExpression(functionValueSpec) && functionType === undefined) { \n message += "\\nIf you intended to use a categorical function, specify `\"type\": \"categorical\"`.';\n }\n return [new ValidationError(options.key, reportValue, message)];\n }\n\n if (functionType === 'categorical' && type === 'number' && (!isFinite(value) || Math.floor(value) !== value)) {\n return [new ValidationError(options.key, reportValue, `integer expected, found \${value}`)];\n }\n\n if (functionType !== 'categorical' && type === 'number' && previousStopDomainValue !== undefined && value < previousStopDomainValue) {\n return [new ValidationError(options.key, reportValue, 'stop domain values must appear in ascending order')];\n previousStopDomainValue = value;\n if } else {n}\n\n (functionType === 'categorical' && value in stopDomainValues) {\n return [new ValidationError(options.key, reportValue, 'stop domain values must be unique')];\n } else {nstopDomainValues[value] = true;\n return [];\n }\n\n function validateFunctionDefault(options) }\n\n valueSpec: $\{ n \}$ return validate({\n key: options.key,\n value: options.value,\n functionValueSpec,\n style: options.style,\n styleSpec: options.styleSpec\n $);\n }\n',"//$ @flow\n\nimport ValidationError from '../error/validation_error';\n\nimport {createExpression, createPropertyExpression} from '../expression';\nimport {deepUnbundle} from '../util/unbundle_isonlint';\nimport {isStateConstant, isGlobalPropertyConstant, isFeatureConstant} from '../expression/is_constant';\n\nexport default function validateExpression(options: any): Array<ValidationError> {\n const expression = (options.expressionContext === 'property' ? createPropertyExpression : $createExpression)(deepUnbundle(options.value), options.valueSpec); n if (expression.result === 'error') {/n}$ return expression.value.map((error) => $\{\n$ return new ValidationError(`\${options.key}\${error.key}`, options.value, error.message);\n });n { $n \in const expressionObj = (expression.value: any).expression ||$ (expression.value: any)._styleExpression.expression;\n/n if (options.expressionContext === 'property' &&

(options.propertyKey === 'text-font') & λ !expressionObj.outputDefined()) {\n return [new ValidationError(options.key, options.value, `Invalid data expression for \"\${options.propertyKey}\". Output values options.propertyType === 'layout' &&\n (!isStateConstant(expressionObj))) {\n return [new ValidationError(options.key, options.value, \"feature-state\" data expressions are not supported with layout properties.']; $|n| = \frac{1}{2} |n| = \frac{1}{2}$ return [new ValidationError(options.key, options.value, "\"feature-state\" data expressions are not supported with filters.'];n (options.expressionContext && options.expressionContext.indexOf('cluster') === 0) {nif (!isGlobalPropertyConstant(expressionObj, ['zoom', 'feature-state'])) {\n return [new ValidationError(options.key, options.value, "\"zoom\" and \"feature-state\" expressions are not supported with cluster properties.')];\n }\n if (options.expressionContext === 'cluster-initial' && !isFeatureConstant(expressionObj)) {\n return [new ValidationError(options.key, options.value, 'Feature data expressions are not supported with initial expression part of cluster properties.')];\n $n \geq n n$ return [];\n}\n","\nimport getType from '../util/get_type';\nimport ValidationError from '../error/validation_error';\n\nexport default function validateBoolean(options) { $\ const value = options.value; n const key = options.key; n const value = options.key;$ type = getType(value); $n\n$ if (type !== 'boolean') {nreturn [new ValidationError(key, value, `boolean expected, \${type} found`)];\n }\n\n return [];\n}\n","\nimport ValidationError from '../error/validation error';\nimport getType from '../util/get type';\nimport {parseCSSColor} from $csscolorparser'; n export default function validateColor(options) { n const key = options.key; n const value = }$ options.value; \n const type = getType(value); $\n\n$ if (type !== 'string') { \n return [new ValidationError(key, value, `color expected, $\{type\}$ found`)];\n $\{n \in SSColor(value) === null \}$ return [new ValidationError(key, value, `color expected, \"\${value}\" found`)];\n }\n\n return [];\n}\n","\nimport ValidationError from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\n\nexport default function validateEnum(options) {\n const key = options.key;\n const value = options.value;\n const valueSpec = options.valueSpec;\n const errors = [];\n\n if (Array.isArray(valueSpec.values)) { // <= v7\n if $(valueSpec.values.indexOf(unbundle(value)) === -1) {\n}$ errors.push(new ValidationError(key, value, `expected one of [\${valueSpec.values.join(', ')}], \${JSON.stringify(value)} found`));\n $n \in v(n)$ if (Object.keys(valueSpec.values).indexOf(unbundle(value)) === -1) {\n errors.push(new ValidationError(key, value, `expected one of [\${Object.keys(valueSpec.values).join(', ')}], \${JSON.stringify(value)} found`));\n \\n }\n return errors;\n}\n","\nimport ValidationError from '../error/validation_error';\nimport validateExpression from './validate_expression';\nimport validateEnum from './validate_enum';\nimport getType from '../util/get type';\nimport {unbundle, deepUnbundle} from '../util/unbundle jsonlint';\nimport extend from '../util/extend';\nimport {isExpressionFilter} from '../feature filter';\n\nexport default function validateFilter(options) {\n if (isExpressionFilter(deepUnbundle(options.value))) {\n return validateExpression(extend({}, options, $\{ n \}$ expressionContext: 'filter',\n valueSpec: {value: 'boolean'}\n $)); n } else {n}$ return validateNonExpressionFilter(options);n n= options.value; \n const key = options.key; $\n\n$ if (getType(value) !== 'array') { \n return [new ValidationError(key, value, `array expected, $\{getType(value)\}$ found`)];\n \n const styleSpec = options.styleSpec;n let type;n/n let errors = [];n/n if (value.length < 1) {nreturn [new ValidationError(key, value, 'filter array must have at least 1 element')];n { n^{n} errors =

errors.concat(validateEnum({\n key: $\${key}[0]$,\n value: value[0],nvalueSpec: styleSpec.filter_operator,\n style: options.style,\n styleSpec: options.styleSpec\n }));\n\n switch $(unbundle(value[0])) \{ | a case '<: | a case '<=: | a case '>: | a case '>=: | a cas$ if (value.length $\geq 2 \&\&$ unbundle(value[1]) === 'type' {\n errors.push(new ValidationError(key, value, `\"\$type\" cannot be use with operator $\"\ (value[0])\);\n$ }\n /* falls through */n case '==':\n case '!=':\n if (value.length $!== 3) \{ | n \}$ errors.push(new ValidationError(key, value, `filter array for operator \"\${value[0]}\" must have 3 elements`));\n }\n /* falls through */n case 'in':n case '!in':nif (value.length ≥ 2) {\n type = getType(value[1]);\n if (type !== 'string') {\n errors.push(new ValidationError(`\${key}[1]`,

value[1], `string expected, \${type} found`));\n }\n }\n for (let i = 2; i < value.length; i++) {\n if $(unbundle(value[1]) === '$type') {\n$ type = getType(value[i]);\n $\operatorname{errors} =$ errors.concat(validateEnum({\n key: $\{key\}[\{i\}], n$ value: value[i],nvalueSpec: styleSpec.geometry_type,\n style: options.style,\n styleSpec: options.styleSpec\n } else if (type !== 'string' && type !== 'number' && type !== 'boolean') {\n }));\n errors.push(new ValidationError(`\${key}[\${i}]`, value[i], `string, number, or boolean expected, \${type} found`));\n break;\n\n case 'any':\n case 'all':\n case 'none':\n for (let i = 1; i < value.length; i++) }\n }\n {\n errors = errors.concat(validateNonExpressionFilter({\n key: $\{key\}[\{i\}], n$ value: value[i],nstyle: options.style,\n styleSpec: options.styleSpec\n }));\n }\n break;\n\n case 'has':\n case '!has':\n type = getType(value[1]);if (value.length !== 2) {\n errors.push(new ValidationError(key, value, `filter array for \"\${value[0]}\" operator must have 2 elements`));\n } else if (type !== 'string') {\n errors.push(new ValidationError(`\${key}[1]`, value[1], `string expected, \${type} found`));\n }\n break;\n case 'within':\n type = getType(value[1]);\n if (value.length !== 2) {\n errors.push(new ValidationError(key, value, `filter array for \"\${value[0]}\" operator must have 2 } else if (type !== 'object') {\n elements`));\n errors.push(new ValidationError(`\${key}[1]`, value[1], `object expected, \${type} found`));\n }\n './validate';\nimport ValidationError from '../error/validation_error';\nimport getType from '../util/get_type';\nimport {isFunction} from '../function';\nimport {unbundle, deepUnbundle} from '../util/unbundle jsonlint';\nimport {supportsPropertyExpression} from '.../util/properties';\n\nexport default function validateProperty(options, propertyType) {n = options.key; n = options.style = options.style; n = options.styleSpec = options.styleoptions.styleSpec;\n const value = options.value;\n const propertyKey = options.objectKey;\n const layerSpec = styleSpec[`\${propertyType}_\${options.layerType}`];\n\n if (!layerSpec) return [];\n\n const transitionMatch = propertyKey.match(/(.*)-transition); if (propertyType === 'paint' && transitionMatch && layerSpec[transitionMatch[1]] && layerSpec[transitionMatch[1]].transition) {\n return validate({\n key,∖n value,\n valueSpec: styleSpec.transition,\n style,\n styleSpec\n });\n }\n\n const valueSpec = options.valueSpec || layerSpec[propertyKey];\n if (!valueSpec) {\n return [new ValidationError(key, value, `unknown property \"\${propertyKey}\"`)];\n }\n\n let tokenMatch;\n if (getType(value) === 'string' && supportsPropertyExpression(valueSpec) && !valueSpec.tokens && (tokenMatch = return [new ValidationError(\n $/^{([^]+)}$ /.exec(value))) {\n key, value,\n `\"\${propertyKey}\" `Use an identity property function instead: \\`{ \"type\": does not support interpolation syntax $\n +\n$ \"identity\", \"property\": \${JSON.stringify(tokenMatch[1])} }\\`.`)];\n }\n\n const errors = [];\n\n if (options.layerType === 'symbol') { \n if (propertyKey === 'text-field' && style && !style.glyphs) {\n errors.push(new ValidationError(key, value, 'use of \"text-field\" requires a style \"glyphs\" property'));\n }\n if (propertyKey === 'text-font' && isFunction(deepUnbundle(value)) && unbundle(value.type) === 'identity') {\n errors.push(new ValidationError(key, value, '\"text-font\" does not support identity functions'));\n }\n $n\n$ return errors.concat(validate(nkey: options.key,\n value,\n valueSpec,\n style,\n expressionContext: 'property',\n propertyKey\n }));\n}\n","\nimport styleSpec,\n propertyType,\n validateProperty from './validate_property';\n\nexport default function validatePaintProperty(options) {\n return validateProperty(options, 'paint');\n}\n","\nimport validateProperty from './validate_property';\n\nexport default function validateLayoutProperty(options) {\n return validateProperty(options, 'layout');\n}\n","\nimport ValidationError from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\nimport validateObject from './validate_object';\nimport validateFilter from './validate_filter';\nimport validatePaintProperty from './validate_paint_property';\nimport validateLayoutProperty from './validate_layout_property';\nimport validateSpec from './validate';\nimport extend from '../util/extend';\n\nexport default function validateLayer(options) $\ln \text{errors} = \prod; \ln n \text{ const layer} = \text{options.value}; n \text{ const key} = \text{options.key}; n \text{ const style} = \text{options.style}; n \text{ const styl$

 $\label{eq:conststyleSpec} conststyleSpec; \n if (!layer.type && !layer.ref) {\n errors.push(new ValidationError(key, layer, 'either \"type\" or \"ref\" is required')); \n } \n let type = unbundle(layer.type); \n const ref = unbundle(layer.ref); \n if (layer.id) {\n const layerId = unbundle(layer.id); \n for (let i = 0; i < 0; i$

options.arrayIndex; i++) {\n const otherLayer = style.layers[i];\n if (unbundle(otherLayer.id) === errors.push(new ValidationError(key, layer.id, `duplicate layer id \"\${layer.id}\", previously layerId) $\{ n \}$ used at line \${otherLayer.id.__line__}`));\n }∖n $n \in (ref' in layer)$ ['type', 'source', 'source-layer', 'filter', 'layout'].forEach((p) $=> \{ \n$ if (p in layer) $\{ n \}$ errors.push(new ValidationError(key, layer[p], `\"\${p}\" is prohibited for ref layers`));\n }\n });\n\n let parent; $n\n$ style.layers.forEach((layer) => $\{\n$ if (unbundle(layer.id) === ref) parent = layer;\n); n nif errors.push(new ValidationError(key, layer.ref, `ref layer \"\${ref}\" not found`));\n (!parent) $\{\n$ } else if errors.push(new ValidationError(key, layer.ref, 'ref cannot reference another ref layer'));\n (parent.ref) $\{ n \}$ } else {ntype = unbundle(parent.type);\n $n \$ else if (type !== 'background') {\n errors.push(new ValidationError(key, layer, 'missing required property \"source\"'));\n (!layer.source) $\{\n$ } else {nconst source = style.sources && style.sources[layer.source];\n const sourceType = sourceif (!source) $\{ n \}$ errors.push(new ValidationError(key, layer.source, && unbundle(source.type);\n `source \"\${layer.source}\" not found`));\n } else if (sourceType === 'vector' & type === 'raster') {nerrors.push(new ValidationError(key, layer.source, `layer \"\${layer.id}\" requires a raster source`));\n } else if (sourceType === 'raster' && type !== 'raster') {\n errors.push(new ValidationError(key, layer.source, `layer \"\${layer.id}\" requires a vector source`));\n } else if (sourceType === 'vector' && !layer['sourcelayer']) { \n errors.push(new ValidationError(key, layer, `layer \"\${layer.id}\" must specify a \"sourcelaver("));n} else if (sourceType === 'raster-dem' && type !== 'hillshade') {\n errors.push(new ValidationError(key, layer.source, 'raster-dem source can only be used with layer type \\'hillshade\\'.'));\n } else if (type === 'line' && layer.paint && layer.paint['line-gradient'] &&\n (sourceType !== 'geojson' errors.push(new ValidationError(key, layer, `layer \"\${layer.id}\" specifies a || !source.lineMetrics)) {\n line-gradient, which requires a GeoJSON source with \\`lineMetrics\\` enabled.`));\n }\n $n \geq n n$ errors = errors.concat(validateObject({\n valueSpec: styleSpec.layer,\n key,∖n value: layer,\n style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {\n '*'() {\n return [];\n },\n // We don't want to enforce the spec's `\"requires\": true` for backward compatibility with refs;\n // the actual requirement is validated above. See https://github.com/mapbox/mapbox-gljs/issues/5772.\n type() { \n return validateSpec($\{\n$ key: $\{key\}$.type,\n value: layer.type,\n valueSpec: styleSpec.layer.type,\n style: options.style,\n styleSpec: options.styleSpec,\n object: layer,\n objectKey: 'type'\n });\n },\n filter: validateFilter,\n layout(options) {\n return validateObject({\n layer,\n key: options.key,\n value: options.value,\n style: options.style,\n styleSpec: options.styleSpec, \n objectElementValidators: {\n '*'(options) {nreturn validateLayoutProperty(extend({layerType: type}, options));\n }\n }\n });\n return validateObject({\n layer,\n },\n paint(options) {\n key: options.key,\n value: options.value,\n style: options.style,\n styleSpec: options.styleSpec,\n objectElementValidators: {\n '*'(options) {nreturn validatePaintProperty(extend({layerType: type}, options));\n }\n }\n });\n }\n (n))(n = 0)(n = 1)(n = 1)(n.../error/validation_error';\n\nexport default function validateString(options) {\n const value = options.value;\n const key = options.key;\n const type = getType(value);\n/n if (type !== 'string') {\n return [new from '../error/validation_error';\nimport {unbundle} from '../util/unbundle_jsonlint';\nimport validateObject from './validate_object';\nimport validateEnum from './validate_enum';\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\nimport getType from $...util/get_type';\n\const objectElementValidators = {\n promoteId: validatePromoteId\n};\n\const objectElementValidators = {\n promoteId: validatePromoteId\n};$ function validateSource(options) { $\ const value = options.value; const key = options.key; const styleSpec$ = options.styleSpec; \n const style = options.style; $\n\n$ if (!value.type) { \n return [new ValidationError(key, value, '\"type\" is required')];\n $\n = \n \in type = \n \in type$

case 'vector':\n case 'raster':\n case 'raster-dem':\n errors = validateObject({\n key,∖n value,\n valueSpec: styleSpec[`source_\${type.replace('-', '_')}`],\n style: options.style,\n styleSpec,\n objectElementValidators\n });\n return errors;\n\n case 'geojson':\n errors = validateObject({\n key,∖n value,\n valueSpec: styleSpec.source_geojson,\n style,\n styleSpec,\n objectElementValidators\n });\n if (value.cluster) $\{\n$ for (const prop in value.clusterProperties) {\n const [operator, mapExpr] = value.clusterProperties[prop];\n const reduceExpr = typeof operator === 'string' ? [operator, ['accumulated'], ['get', prop]] : operator;\n\n errors.push(...validateExpression({\n key: `\${key}.\${prop}.map`,\n value: mapExpr,\n expressionContext: 'clustermap'\n }));\n errors.push(...validateExpression({\n key: `\${key}.\${prop}.reduce`,\n expressionContext: 'cluster-reduce'\n value: reduceExpr,\n }));\n }\n }\n return errors;\n\n case 'video':\n return validateObject({\n key,∖n value,\n valueSpec: styleSpec.source_video,\n style,\n styleSpec\n $);\n\ case 'image':\n$ return validateObject({\n key,\n value.\n valueSpec: styleSpec.source image,\n stvle.\n styleSpec\n }); $n\n$ case 'canvas':nreturn [new ValidationError(key, null, `Please use runtime APIs to add canvas sources, rather than including them in stylesheets.`, 'source.canvas')]; $n\$ default:nreturn validateEnum({\n key: `\${key}.type`,\n value: value.type,\n valueSpec: {values: ['vector', 'raster', 'raster-dem', 'geojson', 'video', 'image']},\n style,\n styleSpec\n }); $n \ n \ n$ validatePromoteId({key, value}) {\n if (getType(value) === 'string') {\n $}$ return validateString({key, value});\n $else \{ n \}$ const errors = [];\n for (const prop in value) $\{\n$ errors.push(...validateString({key: return errors;\n }\n}\n","\nimport ValidationError from `\${key}.\${prop}`, value: value[prop]}));\n }\n ../error/validation error';\nimport getType from '../util/get type';\nimport validate from './validate';\n\nexport default function validateLight(options) { $\ const light = options.value;\ const styleSpec = options.styleSpec;\ const styleSpec = options.styleSpec;\ const styleSpec = options.styleSpec;\ const styleSpec = options.styleSpec = options$ lightSpec = styleSpec.light; const style = options.style; \n\n let errors = []; \n\n const rootType = getType(light);\n if (light === undefined) {\n $}$ return errors; $\$ else if (rootType !== 'object') {nerrors = errors.concat([new ValidationError('light', light, `object expected, \${rootType} found`)]);\n return errors;\n $\ln n$ for (const key in light) \ln const transitionMatch = key.match($/^{(.*)}$ -transition/);\n\n if (transitionMatch && lightSpec[transitionMatch[1]] && lightSpec[transitionMatch[1]].transition) {\n errors =errors.concat(validate({\n value: light[key],\n valueSpec: styleSpec.transition,\n key,∖n style,\n styleSpec\n }));\n } else if (lightSpec[key]) {\n errors =value: light[key],\n errors.concat(validate({\n key,\n valueSpec: lightSpec[key],\n style,\n styleSpec\n }));\n } else {nerrors = errors.concat([new ValidationError(key, $n \geq n \leq n/n$ return errors; $n \geq n'', n'', d \in N$ light[key], `unknown property \"\${key}\"`)]);\n validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateFormatted(options: any) { \n if (validateString(options).length === 0) { \n return [];n}n/nreturn validateExpression(options);\n}\n","// @flow\nimport validateExpression from './validate_expression';\nimport validateString from './validate_string';\n\nexport default function validateImage(options: any) { \n if (validateString(options).length === 0) { \n return [];\n $\lambda n return$ validateExpression(options);\n}\n","\nimport extend from '../util/extend';\nimport {unbundle, deepUnbundle} from '../util/unbundle_jsonlint';\nimport {isExpression} from '../expression';\nimport {isFunction} from '../function';\n\nimport validateFunction from './validate_function';\nimport validateExpression from './validate_expression';\nimport validateObject from './validate_object';\nimport validateArray from './validate_array';\nimport validateBoolean from './validate_boolean';\nimport validateNumber from './validate_number';\nimport validateColor from './validate_color';\nimport validateConstants from './validate_constants';\nimport validateEnum from './validate_enum';\nimport validateFilter from './validate_filter';\nimport validateLayer from './validate_layer';\nimport validateSource from './validate_source';\nimport validateLight from './validate_light';\nimport validateString from './validate_string';\nimport validateFormatted from './validate_formatted';\nimport validateImage from './validate_image';\n\nconst VALIDATORS = {\n '*'() {\n $}$ return [];\n },\n 'array': validateArray,\n

'boolean': validateBoolean,\n 'number': validateNumber,\n 'color': validateColor,\n 'constants': validateConstants,\n 'enum': validateEnum,\n 'filter': validateFilter,\n 'function': validateFunction,\n 'layer': validateLayer,\n 'object': validateObject,\n 'source': validateSource,\n 'light': validateLight,\n 'string': validateString,\n 'formatted': validateFormatted,\n 'resolvedImage': validateImage\n};\n\n// Main recursive validation function. Tracks: $\frac{n}{n} - \frac{1}{n}$ for more informative error reporting $\ln//$ - value: current value from style being evaluated. May be anything from $\ln//$ high level object that needs to be descended into deeper or a simplen// scalar valuen// - valueSpec: current spec being evaluated. Tracks value.\n// - styleSpec: current full spec being evaluated.\n\nexport default function validate(options) {n = options.value; n = options.valueSpec = options.valueSpec; n = options.valueSpec =options.styleSpec;\n\n if (valueSpec.expression && isFunction(unbundle(value))) {\n return validateFunction(options);\n\n } else if (valueSpec.expression && isExpression(deepUnbundle(value))) {\n return validateExpression(options); $\ln \ \}$ else if (valueSpec.type && VALIDATORS[valueSpec.type]) { \ln return VALIDATORS[valueSpec.type](options);\n\n } else {\n const valid = validateObject(extend({}, options, $\{\n$ valueSpec: valueSpec.type ? styleSpec[valueSpec.type] : valueSpec\n }));\n return valid;\n }\n","\nimport ValidationError from '../error/validation_error';\nimport validateString from $./validate_string'; \next{ order} default function(options) {\n const value = options.value; \n const key = }$ options.key; $\ln = \text{validateString(options)};$ if (errors.length) return errors; $\ln = \text{validateString(options)};$ $(value.indexOf({fontstack}) == -1) {n}$ errors.push(new ValidationError(key, value, '\"glyphs\" url must errors.push(new ValidationError(key, value, \"glyphs\" url must include a \"{range}\" token'));\n }\n\n return errors;\n}\n","\nimport validateConstants from './validate/validate constants';\nimport validate from './validate/validate';\nimport latestStyleSpec from './reference/latest';\nimport validateGlyphsURL from './validate/validate_glyphs_url';\n\nimport validateSource from './validate/validate_source';\nimport validateLight from './validate/validate light';\nimport validateLayer from './validate/validate layer';\nimport validateFilter from './validate/validate_filter';\nimport validatePaintProperty from './validate/validate_paint_property';\nimport validateLayoutProperty from './validate/validate_layout_property';\n\n/**\n * Validate a Mapbox GL style against the style specification. This entrypoint,\n * `mapbox-gl-style-spec/lib/validate style.min`, is designed to produce as n * small a browserify bundle as possible by omitting unnecessary functionality n * and legacy style specifications.\n *\n * @private\n * @param {Object} style The style to be validated.\n * @param {Object} [styleSpec] The style specification to validate against.\n * If omitted, the latest style spec is used.\n * @returns {Array<ValidationError>}\n * @example\n * var validate = require('mapbox-gl-stylespec/lib/validate_style.min');\n * var errors = validate(style);\n */nfunction validateStyleMin(style, styleSpec = latestStyleSpec) { $\n\ errors = [];\n\ errors = errors.concat(validate({<math>\n\ errors = categories})$ key: ",∖n value: style,\n objectElementValidators: {\n valueSpec: styleSpec.\$root,\n styleSpec,\n style,\n glyphs: '*'() {\n validateGlyphsURL,\n return [];\n }\n n));\n\n if (style.constants) {\n errors = errors.concat(validateConstants({\n key: 'constants',\n value: style.constants,\n style,\n $));\n \n \ sortErrors(errors);\n \n \ sortErrors(errors);\n \ n \ sortErrors(errors);\n \ so$ styleSpec\n

wrapCleanErrors(validateSource);\nvalidateStyleMin.light =

wrapCleanErrors(validateLight);\nvalidateStyleMin.layer =

wrapCleanErrors(validateLayer);\nvalidateStyleMin.filter =

wrapCleanErrors(validateFilter);\nvalidateStyleMin.paintProperty =

wrapCleanErrors(validatePaintProperty);\nvalidateStyleMin.layoutProperty =

anonymous(yytext, yyleng, yylineno, yy, yystate, \$\$, _\$),\n table: [...],\n defaultActions: {...},\n parseError: function(str, hash), n parse: function(input), $n \in \mathbb{R}$ EOF: 1,nparseError: function(str, hash),\n setInput: function(input),\n input: function(),\n unput: function(str),\n more: function(),\n less: function(n),\n pastInput: function(),\n upcomingInput: function(),\n showPosition: function(),\n test_match: function(regex_match_array, rule_index),\n next: function(),\n lex: function(), \n begin: function(condition),\n popState: function(),\n _currentRules: function(),\n topState: function(),\n pushState: function(condition),\n\n ranges: boolean (optional: true ==> token location options: $\{\n$ info will include a .range[] member)\n flex: boolean (optional: true ==> flex-like lexing behaviour where the rules are tested exhaustively to find the longest match)\n backtrack_lexer: boolean (optional: true ==> lexer regexes are tested in order and for each matching regex the action code is invoked; the lexer terminates the scan when a token is returned by the action code)\n $,\n\n$ performAction: function(yy, yy_, \$avoiding_name_collisions, YY_START),\n rules: [...], nconditions: {associative list: name ==> set},n $\ln \ln n \$ last_column: n,\n range: [start_number, end_number] (where the numbers are indexes into the input string, regular zero-based)\n }\n\n\n the parseError function receives a 'hash' object with these members for lexer and (the produced terminal token, if any)n line: parser errors: $\{\n$ text: (matched text) \n token: (yylineno)\n }\n while parser (grammar) errors will also provide these members, i.e. parser errors deliver a superset (yylloc)\n expected: (string describing the set of expected tokens)\n recoverable: of attributes: $\{ n \ loc: \}$ (boolean: TRUE when the parser has a error recovery rule available for this particular error) $n \frac{1}{n^{/1}}$ $(function()) \\ vor o=function(k,v,o,l) \\ for(o=o|| { },l=k.length; l--;o[k[1]]=v); return$

0, V0=[1,12], V1=[1,13], V2=[1,9], V3=[1,10], V4=[1,11], V5=[1,14], V6=[1,15], V7=[14,18,22,24], V8=[18,22], V9=[22,24]; V9=[22,24]; V1=[1,12], V1=[1,12], V2=[1,12], V3=[1,12], V3

{2:\"error\",4:\"STRING\",6:\"NUMBER\",8:\"NULL\",10:\"TRUE\",11:\"FALSE\",14:\"EOF\",17:\"{\",18:\"}\",21 :\":\",22:\",\",23:\"[\",23:\"[\",24:\"]\"},\nproductions_:

 $.replace(/\\\n/g,'\\n')\n$ $.replace(/\\\\r/g,'\\r')\n$ $.replace(/\\\\t/g,'\\t')\n$.replace(/\\\\v/g,'\\v')\n .replace(/\\\\b/g,'\\b'));\n $.replace(/\\\\f/g,'\\f')\n$ this.\$.__line__ = this._\$.first_line;\n $\nbreak;\ncase 2:\n\n$ this.\$ = new Number(yytext);\n this.. line = this._\$.first_line;\n $\nbreak;\ncase 3:\n\n$ this.\$ = null; n $\nbreak;\ncase 4:\n\n$ this.\$ = newBoolean(true);\n this.\$. line = this. \$.first line;\n $\ \$ this.\$ = newBoolean(false);\n this. $._$ line__ = this._.first_line;\n 1];\nbreak;\ncase 13:\nthis.\$ = { }; Object.defineProperty(this.\$, '__line__', {\n value: this._\$.first_line,\n enumerable: false\n })\nbreak;\ncase 14: case 19:\nthis.\$ = \$\$[\$0-1]; Object.defineProperty(this.\$, '__line__', value: this._\$.first_line,\n enumerable: false\n $)\nbreak;\ncase 15:\nthis.$ = [$$[$0-2],$ $\{ n \}$ $[$0];\nbreak;\ncase 16:\nthis.$ = {}; this.$[$$[$0][0]] = $$[$0][1];\nbreak;\ncase 17:\nthis.$ = $$[$0-2]; $$[[$0-2]; $$[[$$ 2][\$\$[\$0][0]] = \$\$[\$0][1];\nbreak;\ncase 18:\nthis.\$ = []; Object.defineProperty(this.\$, '__line__', {\n value: this._\$.first_line,\n enumerable: false\n $)\nbreak;\ncase 20:\nthis.$ = [$$[$0]];\nbreak;\ncase 21:\nthis.$$ = \$\$[\$0-2]; \$\$[\$0-2].push(\$\$[\$0]);\nbreak;\n}\n},\ntable: [{3:5,4:\$V0,5:6,6:\$V1,7:3,8:\$V2,9:4,10:\$V3,11:\$V4,12:1,13:2,15:7,16:8,17:\$V5,23:\$V6},{1:[3]},{14:[1,16]},o(\$

V7,[2,7]),o(\$V7,[2,8]),o(\$V7,[2,9]),o(\$V7,[2,10]),o(\$V7,[2,11]),o(\$V7,[2,12]),o(\$V7,[2,3]),o(\$V7,[2,4]),o(\$V7,[2, 5]),o([14,18,21,22,24],[2,1]),o(\$V7,[2,2]),{3:20,4:\$V0,18:[1,17],19:18,20:19},{3:5,4:\$V0,5:6,6:\$V1,7:3,8:\$V2,9:4,

10:\$V3,11:\$V4,13:23,15:7,16:8,17:\$V5,23:\$V6,24:[1,21],25:22},{1:[2,6]},o(\$V7,[2,13]),{18:[1,24],22:[1,25]},o(\$ V8,[2,16]),{21:[1,26]},o(\$V7,[2,18]),{22:[1,28],24:[1,27]},o(\$V9,[2,20]),o(\$V7,[2,14]),{3:20,4:\$V0,20:29},{3:5,4: \$V0,5:6,6:\$V1,7:3,8:\$V2,9:4,10:\$V3,11:\$V4,13:30,15:7,16:8,17:\$V5,23:\$V6},o(\$V7,[2,19]),{3:5,4:\$V0,5:6,6:\$V1 ,7:3,8:\$V2,9:4,10:\$V3,11:\$V4,13:31,15:7,16:8,17:\$V5,23:\$V6},o(\$V8,[2,17]),o(\$V8,[2,15]),o(\$V9,[2,21])],ndefa ultActions: $\{16:[2,6]\},\$ parseError: function parseError(str, hash) $\{\$ if (hash.recoverable) $\{\$ this.trace(str);n} else {nthrow new Error(str);n, parse: function parse(input) {n var self = this, stack = [0], tstack = [], vstack = [null], lstack = [], table = this.table, yytext = ", yylineno = 0, yyleng = 0, recovering = 0, TERROR = 2, EOF = 1;\n var args = lstack.slice.call(arguments, 1);\n var lexer =Object.create(this.lexer); $\ var sharedState = \{ yy: \{ \} \}; n for (var k in this.yy) \{ n \}$ if (Object.prototype.hasOwnProperty.call(this.yy, k)) {\n sharedState.yy[k] = this.yy[k]; \n $n \geq n$ lexer.setInput(input, sharedState.yy); sharedState.yy.lexer = lexer; sharedState.yy.parser = this; if (typeof lexer.yylloc == 'undefined') { \n $lexer.yylloc = {};n$ n var yyloc = lexer.yylloc;n lstack.push(yyloc);nvar ranges = lexer.options && lexer.options.ranges; $\ if (type of sharedState.yy.parseError === 'function') {\n}$ this.parseError = sharedState.yy.parseError;\n } else {\n this.parseError = Object.getPrototypeOf(this).parseError;n {n function popStack(n) {n stack.length = stack.length - $2 * n;\n$

vstack.length = vstack.length - n;\n $lstack.length = lstack.length - n; n } n _token_stack: n$ function $token = lexer.lex() \parallel EOF; n$ $lex() \{ n \}$ var token;\n if (typeof token !== 'number') {\n token = self.symbols [token] || token;\n n var symbol, preErrorSymbol,}\n return token;\n state, action, a, r, $yyval = \{\}$, p, len, newState, expected;\n while (true) {\n state = stack[stack.length - 1];nif (this.defaultActions[state]) {\n action = this.defaultActions[state];\n if (symbol === } else {\n null || typeof symbol == 'undefined') {\n symbol = $lex();\n$ }\n action = table[state] && table[state][symbol];\n }\n if (typeof action === 'undefined' || !action.length || !action[0]) {\n var errStr = ";\n if (this.terminals_[p] && p expected = [];nfor (p in table[state]) { \n > TERROR) {\n $expected.push('\\" + this.terminals_[p] + '\\");\n$ }\n }\n if (lexer.showPosition) {\n $errStr = 'Parse error on line' + (yylineno + 1) + ':\\n' + lexer.showPosition() +$ "\nExpecting ' + expected.join(', ') + ', got \\" + (this.terminals_[symbol] || symbol) + "\\";\n } else {n

errStr = 'Parse error on line ' + (yylineno + 1) + ': Unexpected ' + (symbol == EOF ? 'end of input' : '\\" + (this.terminals_[symbol] \parallel symbol) + '\\");\n this.parseError(errStr, {\n }\n text: lexer.match,\n token: this.terminals_[symbol] || symbol,\n line: lexer.yylineno,\n loc: yyloc, nexpected: expected \n });\n }\n if (action[0] instanceof Array && action.length > 1) {\n throw new Error('Parse Error: multiple actions possible at state: '+ state + ', token: '+ symbol);\n }\n switch (action[0]) {\n case 1:\n stack.push(symbol);\n vstack.push(lexer.yytext);\n lstack.push(lexer.yylloc);\n stack.push(action[1]);\n symbol = null;\n if (!preErrorSymbol) {\n yyleng = lexer.yyleng;\n yytext = lexer.yytext;\n yylineno = lexer.yylineno;\n yyloc = lexer.yylloc; nif (recovering > 0) {\n recovering--;\n }\n } else {nsymbol = preErrorSymbol;\n preErrorSymbol = break:\n len = this.productions_[action[1]][1];\n null;\n }\n case 2:\n vyval.\$ = vstack[vstack.length - len];\n yyval._ $\$ = \{ \ n \}$ first_line: lstack[lstack.length - (len || 1)].first_line,\n last_line: lstack[lstack.length - 1].last_line,\n first_column: lstack[lstack.length - (len || 1)].first_column,\n last_column: lstack[lstack.length - 1].last_column\n };\n if (ranges) $\{ n \}$ yyval._ $$.range = [\n$ lstack[lstack.length - (len || 1)].range[0], nlstack[lstack.length -1].range[1]n];\n }\n $r = this.performAction.apply(yyval, [\n$ yytext,\n yyleng,\n yylineno,\n sharedState.yy,\n action[1], nvstack,\n lstack\n].concat(args));\n if (typeof r !== 'undefined') $\{ n \}$ return r;\n }\n if (len) $\{ n \}$ stack = stack.slice(0, -1 * len * 2);\n vstack = vstack.slice(0, -1 * len);\n lstack = lstack.slice(0,-1 * len);\n }\n vstack.push(yyval.\$);\n lstack.push(yyval._\$);\n newState = table[stack[stack.length - 2]][stack[stack.length - 1]];\n stack.push(newState);\n break:\n case 3:\n return true;\n $n \in \mathbb{N}$

generated by jison-lex 0.3.4*/nvar lexer = (function(){/nvar lexer = ({\nROF:1,\n\parseError:function parseError(str, hash) {\n if (this.yy.parser) {\n this.yy.parser.parseError(str, hash);\n } else {\n throw new Error(str);\n $n = \frac{n}{n} - \frac{n}{n}$ this._more = this._backtrack = this.done = false;\n this.yy = yy \parallel this.yy \parallel { };\n this._input = input;\n this.yylineno = this.yyleng = 0;\n this.yytext = this.matched = this.match = ";nthis.conditionStack = ['INITIAL'];\n this.yylloc = $\{ n \}$ first_line: 1,\n first_column: 0,\n last line: 1,\n last column: 0\n if (this.options.ranges) {\n this.offset = };\n this.yylloc.range = [0,0];\n }\n 0;\n return this; $\ \$, $\ \$ returns one char from the input input: function () {\n var ch =this. input[0];nthis.yytext += ch;\n this.yyleng++;\n this.offset++;\n this.match += ch;\n this.matched += ch:\n var lines = ch.match(/(?:\\r\\n?|\\n).*/g);\n if (lines) $\{\n$ this.yylineno++;\n this.yylloc.last_line++;\n } else {nthis.yylloc.last_column++;\n }\n if (this.options.ranges) {\n

this._input = this._input.slice(1);\n this.yylloc.range[1]++;\n }\n\n return ch; \n }, $\n//$ unshifts one char (or a string) into the input/nunput:function (ch) $\{\n$ var len = ch.length;\n var lines = $ch.split(/(?:\langlen?|\langlen\rangle)/g);\langlen\rangle$ this._input = ch + this._input;\n this.yytext = this.yytext.substr(0, //this.yyleng -= len;nthis.yytext.length - len);\n this.offset -= len; nvar oldLines = this.match.split(/(?:\\r\\n?|\\n)/g);\n this.match = this.match.substr(0, this.match.length - 1);nthis.matched = this.matched.substr(0, this.matched.length - 1); $\n\$ if (lines.length - 1) { \n this.yylineno -= lines.length var r = this.yylloc.range;\n\n 1:\n }\n this.yylloc = $\{\n$ first line: this.yylloc.first line,\n last_line: this.yylineno + 1,nfirst_column: this.yylloc.first_column,\n last column: lines ?\n $(lines.length === oldLines.length ? this.yylloc.first_column : 0)\n$ + oldLines[oldLines.length lines.length].length - lines[0].length :\n this.yylloc.first column - len\n ; n nif (this.options.ranges) {\n this.yylloc.range = [r[0], r[0] + this.yyleng - len];}\n this.yyleng = return this;n,n/n// When called from action, caches matched text and appends it on this.yytext.length;\n next action $nmore:function() \{$ this. more = true;\n return this;n},n/n// When called from action, signals the lexer that this rule fails to match the input, so the next matching rule (regex) should be tested if (this.options.backtrack lexer) $\{\n$ instead. $() \{ n \}$ this. backtrack = true;\n } else {\n return this.parseError('Lexical error on line ' + (this.yylineno + 1) + '. You can only invoke reject() in the lexer when the lexer is of the backtracking persuasion (options.backtrack_lexer = true). $(n' + this.showPosition(), {n' + this.s$ text: "",ntoken: null,\n line: this.yylineno\n });\n\n }\n return this;\n , n/n// retain first n characters of the match/nless:function (n) /nthis.unput(this.match.slice(n));n },n/n//displays already matched input, i.e. for error messages\npastInput:function () {\n var past = this.matched.substr(0, this.matched.length - this.match.length);\n return (past.length > 20 ? '...':") + past.substr(-20).replace($(\n/g, "")$; n }, n/// displays upcoming input, i.e. for error messages/nupcomingInput:function () {n var next = this.match;\n if (next.length < 20) {\n next += this. input.substr(0, 20-next.length);\n return (next.substr(0,20) + (next.length > 20 ? '...' : ")).replace(/\n/g, \"\");\n },\n// displays the character }\n position where the lexing error occurred, i.e. for error messages/nshowPosition:function () {\n var pre = var c = new Array(pre.length + 1).join("-");\n this.pastInput();\n return pre + this.upcomingInput() + $\left(\frac{1}{n}\right) + c + \frac{1}{n}, \frac{1}{n}, \frac{1}{n}$ token\ntest_match:function (match, indexed_rule) {\n backup;\n\n if var token,\n lines,\n (this.options.backtrack_lexer) {\n // save context\n backup = $\{ n \}$ yylineno: this.yylineno,\n yylloc: $\{\n$ first_line: this.yylloc.first_line,\n last_line: this.last_line,\n last_column: this.yylloc.last_column\n first_column: this.yylloc.first_column,\n },\n yytext: this.yytext,\n match: this.match,\n matches: this.matches,\n matched: this.matched,\n yyleng: this.yyleng,\n offset: this.offset,\n _more: this._more,\n conditionStack: this.conditionStack.slice(0),\n _input: this._input,\n yy: this.yy,\n done:

1,\n first_column: this.yylloc.last_column,\n last column: lines ?\n lines[lines.length -1].length - lines[lines.length - 1].match(/\\r?\\n?/)[0].length :\n this.yylloc.last_column + $match[0].length\n$ };\n this.yytext += match[0];\n this.match += match[0];\n this.matches = this.yyleng = this.yytext.length;\n if (this.options.ranges) {\n match;\n this.yylloc.range = [this.offset, this.offset += this.yyleng];\n }\n this. more = false;\n this. backtrack = false;\n this._input = this._input.slice(match[0].length);\n this.matched += match[0];\n token = this.performAction.call(this, this.yy, this, indexed rule, this.conditionStack[this.conditionStack.length - 1]);\n if (this.done && this._input) $\left\{ \right\}$ this.done = false;n}\n if (token) $\{ n \}$ return token;\n } else if (this._backtrack) $\{\n$ // recover context\n for (var k in backup) $\{$ this[k] = backup[k];nreturn false; // rule action called reject() implying the next rule should be tested instead.\n }\n }\n if (this.done) $\{ n \}$ return if (!this._input) {\n this.EOF;\n }\n this.done = true;n}\n\n var token,\n match,\n this.match = ";\n tempMatch,\n index:\n if (!this. more) $\{\n$ this.yytext = ";\n }\n var rules = this._currentRules();\n for (var i = 0; i < rules.length; i++) {\n tempMatch =this._input.match(this.rules[rules[i]]);\n if (tempMatch && (!match || tempMatch[0].length > match[0].length)) { \n match = tempMatch;\n index = i;\n if (this.options.backtrack_lexer) {\n token = this.test_match(tempMatch, rules[i]);\n if (token $!== false) \{ \n$ return token;\n } else if (this. backtrack) { \n match = false;ncontinue; // rule action called reject() implying a rule MISmatch.\n } else {n// else: this is a lexer rule which consumes input without producing a token (e.g. whitespace)\n return false:\n }\n } else if (!this.options.flex) { \n break;\n }\n }\n }\n if (match) $\{ n \}$ token = this.test_match(match, rules[index]);\n if (token !== false) {\n // else: this is a lexer rule which consumes input without producing a token (e.g. return token;\n }\n if (this. input === \"\") {\n whitespace)\n return false;\n }\n return this.EOF;\n } else {nreturn this.parseError('Lexical error on line ' + (this.yylineno + 1) + '. Unrecognized text.\\n' + this.showPosition(), $\{\n$ text: '',ntoken: null,nline: this.yylineno\n });\n $\ln \frac{1}{n} \sqrt{\frac{n}{n}}$ var r = this.next();\n if (r) $\{ n \}$ return this.lex();\n n, n/n// activates a new lexer condition state (pushes the return r;\n $else \{ n \}$ new lexer condition state onto the condition stack) hegin: function begin(condition) {nthis.conditionStack.push(condition); $n = \frac{1}{n} \sqrt{p}$ the previously active lexer condition state off the condition stack\npopState:function popState() {\n var n = this.conditionStack.length - 1;\n if $(n > 0) \{ \ n \}$ return this.conditionStack.pop();\n $else \{ n \}$ return this.conditionStack[0];\n n, n/n// produce the lexer rule set which is active for the currently active lexer condition state in currentRules: function currentRules() $\{ n \}$ if (this.conditionStack.length && this.conditionStack[this.conditionStack.length - 1]) {\n return this.conditions[this.conditionStack[this.conditionStack.length - 1]].rules;\n } else {nreturn this.conditions[\"INITIAL\"].rules;\n n, n/n// return the currently active lexer condition state; when an index argument is provided it produces the N-th previous condition state, if available\ntopState:function topState(n) $\{ n \}$ n = this.conditionStack.length - 1 - Math.abs(n || 0); nif $(n \ge 0) \{ | n \ge 0 \}$ return this.conditionStack[n];\n n, n/n// alias for } else {\n return \"INITIAL\";\n begin(condition)\npushState:function pushState(condition) {\n this.begin(condition);n},n/n// return the number of states currently on the stacksize;function stateStackSize() {\n return this.conditionStack.length;\n },\noptions: { },\nperformAction: function anonymous(yy,yy_,\$avoiding_name_collisions,YY_START) {\nvar YYSTATE=YY_START;\nswitch(\$avoiding_name_collisions) {\ncase 0:/* skip whitespace */\nbreak;\ncase 1:return 6\nbreak;\ncase 2:yy_.yytext = yy_.yytext.substr(1,yy_.yyleng-2); return 4\nbreak;\ncase 3:return 17\nbreak;\ncase 4:return 18\nbreak;\ncase 5:return 23\nbreak;\ncase 6:return 24\nbreak;\ncase 7:return 22\nbreak;\ncase 8:return 21\nbreak;\ncase 9:return 10\nbreak;\ncase 10:return 11\nbreak;\ncase 11:return 8\nbreak;\ncase 12:return 14\nbreak;\ncase 13:return 'INVALID'\nbreak;\n},\nrules: [/^(?:\\s+)/,/^(?:(-?([0-9]][1-

 $\x1f''')*''/,/^{?:}_{0,/^{?:}},//^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},//,^{?:},/,/,^{?:},/,^{?:},/,/,^{?:},/,^{?:},/,/$.)/],nconditions: {\"INITIAL\":{\"rules\":[0,1,2,3,4,5,6,7,8,9,10,11,12,13],\"inclusive\":true}}\n});\nreturn $lexer;(n))();(nparser.lexer = lexer;(nfunction Parser () {(n this.yy = {});(n})(nParser.prototype = parser;(nfunction Parser () {(n this.yy = {});(nParser.prototype = parser;(nfunction Parser.prototype = parser;(nfunctio$ = Parser;\nreturn new Parser;\n})();\n\nif (typeof require !== 'undefined' && typeof exports !== 'undefined') {\nexports.parser = parser;\nexports.Parser = parser;\nexports.parse = function () { return parser.parse.apply(parser, arguments); };\n}\n","import ParsingError from './error/parsing error';\nimport isonlint from '@mapbox/jsonlint-lines-primitives';\n\nexport default function readStyle(style) {\n if (style instanceof String || typeof style === 'string' || style instance of Buffer) {\n try {\n return jsonlint.parse(style.toString());\n throw new ParsingError(e);\n $\operatorname{catch}(e) \left\{ n \right\}$ $n \geq n n$ style;\n}\n","\nimport validateStyleMin from './validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from './read_style';\n\n/**\n * Validate a Mapbox GL style against the style specification.\n *\n * @private\n * @alias validate\n * @param {Object|String|Buffer} style The style to be validated. If a `String`\n * or `Buffer` is provided, the returned errors will contain line numbers.\n * @param {Object} [styleSpec] The style specification to validate against.\n * If omitted, the spec version is inferred from the stylesheet.\n * @returns $Array < ValidationError | ParsingError > \n & @example \n & var validate = require('mapbox-gl-style$ spec').validate;n * var style = fs.readFileSync('./style.json', 'utf8'); n * var errors = validate(style); n */n/nexportdefault function validateStyle(style, styleSpec = v8) { $n \text{ let } s = style; n/n \text{ try }}$ s = readStyle(s); n} catch (e) {\n return [e];n n = 100 return validateStyleMin(s, styleSpec);n = 100 return va validateStyleMin.source;\nexport const light = validateStyleMin.light;\nexport const layer = validateStyleMin.layer;\nexport const filter = validateStyleMin.filter;\nexport const paintProperty = validateStyleMin.paintProperty;\nexport const layoutProperty = validateStyleMin.layoutProperty;\n","// @flow\n\nimport validateStyle from './validate_style.min';\nimport {v8} from './style-spec';\nimport readStyle from './read style';\nimport ValidationError from './error/validation error';\nimport getType from './util/get_type';\n\nconst SUPPORTED_SPEC_VERSION = 8;\nconst MAX_SOURCES_IN_STYLE = 15;\n\nfunction isValid(value: ?string, regex: RegExp): boolean {\n if (!value || getType(value) !== 'string') return true;\n return !!value.match(regex);\n\nnfunction getSourceCount(source: Object): number {\n if (source.url) return source.url.split(',').length;n} else {nreturn 0;\n }\n}\nfunction getAllowedKeyErrors(obj: {\n Object, keys: Array < path: ?string): Array < ValidationError $\leq n =$ const allowed = new Set(keys); n const errors = [];\n Object.keys(obj).forEach(k => $\{\n$ if (!allowed.has(k)) {\n const prop = path ? $\{path\}.\{k\}\ :null;\n$ errors.push(new ValidationError(prop, obj[k], `Unsupported property \"\${k}\"`));\n }\n });\n return errors;\n}\n\nfunction getSourceErrors(source: Object, i: number): Array<?ValidationError> $\ln \text{ const errors} = []; \ln / * \ln \text{ sources are not supported by the Mapbox Styles API, so only/n$ "type", "url,", and "tileSize" properties are valid. */n const sourceKeys = ['type', 'url', 'tileSize']; nerrors.push(...getAllowedKeyErrors(source, sourceKeys, 'source'));\n\n /*\n *\"source\" is required. Valid examples:\n * mapbox://mapbox.abcd1234\n * mapbox://penny.abcd1234\n mapbox://mapbox.abcd1234,penny.abcd1234\n */n const sourceUrlPattern = /^mapbox:\\\\/([^]*)\$/;\n if (!isValid(source.url, sourceUrlPattern)) {\n errors.push(new ValidationError(`sources[\${i}]`, source.url, 'Source url must be a valid Mapbox tileset url'));n hn return errors;nhnfunction getSourcesErrors(sources: Object): $Array < ?ValidationError > \{ n const errors = []; n let count = 0; n Object.keys(sources).forEach((s: string, i: n)) | n$ number) $\Rightarrow \{ \ n \$ const sourceErrors = getSourceErrors(sources[s], i);\n\n // If source has errors, skip counting\n if (!sourceErrors.length) {\n count = count + getSourceCount(sources[s]);\n }\n\n errors.push(...sourceErrors);\n });\n\n if (count > MAX_SOURCES_IN_STYLE) {\n errors.push(new ValidationError('sources', null, `Styles must contain \${MAX_SOURCES_IN_STYLE} or fewer sources`));\n \n\n return errors;\n\n\nfunction getRootErrors(style: Object, specKeys: Array<any>): Array<?ValidationError> $\ln \text{ const errors} = \prod; \ln /* \ln /* \ln \text{ states}$ The following keys are optional but fully managed by the Mapbox Styles \ln * API. Values on stylesheet on POST or PATCH will be ignored: \"owner\",\n * \"id\", \"cacheControl\", \"draft\", \"created\", \"modified\"\n *\n * The following keys are optional. The Mapbox Styles API respects value on\n

* stylesheet on PATCH, but ignores the value on POST: $"visibility" n */n const optionalRootProperties = [\n$ 'cacheControl',\n 'owner'.\n 'id'.\n 'draft',\n 'created',\n 'modified'.\n 'visibility'\n];\n\n const allowedKeyErrors = getAllowedKeyErrors(style, [...specKeys, ...optionalRootProperties]);\n errors.push(...allowedKeyErrors);\n\n if (style.version > SUPPORTED_SPEC_VERSION || style.version < SUPPORTED_SPEC_VERSION) {\n errors.push(new ValidationError('version', style.version, `Style version must be $\{SUPPORTED_SPEC_VERSION\});$ |n| /*|n *|"glyphs|" is optional. If present, valid* mapbox://fonts/penny/{fontstack}/{range}.pbf\n examples:\n mapbox://fonts/mapbox/{fontstack}/{range}.pbf\n */\n const glyphUrlPattern = /^mapbox:\\/\/fonts\\/([^/]*)\\/{fontstack}\\/{range}.pbf\$/;\n if (!isValid(style.glyphs, glyphUrlPattern)) {\n errors.push(new ValidationError('glyphs', style.glyphs, 'Styles must reference glyphs hosted by Mapbox'));\n }\n /*\n * \"sprite\" is optional. If present, valid examples:\n * mapbox://sprites/penny/abcd1234\n $spriteUrlPattern = /^mapbox: \\/\/sprites\\/([^]*)\\/([^]*)\\/([^]*)\\/?([^]*)?$/:\n if (!isValid(style.sprite, spriteUrlPattern))$ {\n errors.push(new ValidationError('sprite', style.sprite, 'Styles must reference sprites hosted by Mapbox'));\n * \"visibility\" is optional. If present, valid examples: $n * \"private\" n * \"public\" n * \n$ $\lambda n / * n$ const visibilityPattern = $/^{(public|private)}/;$ if (!isValid(style.visibility, visibilityPattern)) {\n errors.push(new ValidationError('visibility', style.visibility, 'Style visibility must be public or private'));\n }\n return errors;\n}\n\n/**\n * Validate a Mapbox GL style against the style specification and check for\n * compatibility with the Mapbox Styles API. $n * @ param {Object} style The style to be validated.<math>n * @ returns$ $Array < ValidationError > \n * @example n * var validateMapboxApiSupported = require('mapbox-gl-style$ spec/lib/validate style mapbox api supported.js');\n * var errors = validateMapboxApiSupported(style);\n */nexport default function validateMapboxApiSupported(style: Object): Array<?ValidationError> {\n let s = style; $n try {n$ s = readStyle(s); n} catch (e) {\n return [e];n}n let errors = validateStyle(s, v8)n

.concat(getRootErrors(s, Object.keys(v8.\$root)));\n\n if (s.sources) {\n errors ='data-driven' | 'cross-faded' | 'cross-faded-data-driven' | 'color-ramp' | 'data-constant' | 'constant'; httpp ExpressionParameters = Array<'zoom' | 'feature' | 'feature' | 'heatmap-density' | 'line-progress'>;\n\ntype ExpressionSpecification = $\{$ interpolated: boolean, n parameters: ExpressionParameters $\$ h)n(nexport type StylePropertySpecification = $\{\n type: 'number', n 'property-type': ExpressionType, n expression?:$ ExpressionSpecification, $n \text{ transition: boolean}, n \text{ default?: number}, | {\n type: 'string', n 'property-type':$ ExpressionType,\n expressionSpecification,\n transition: boolean,\n default?: string,\n tokens?: $boolean \ | \{ n type: boolean', n 'property-type': ExpressionType, n expression?: ExpressionSpecification, n expressionSpecification, n expressionSpecification, n expressionSpecification, n expressionSpecification.$ transition: boolean, n = default: boolean, $| \{n = type: enum, n = type: enum, n = type \}$ expression?: ExpressionSpecification, values: $\{[: string]: \{\}\}, n \text{ transition: boolean, n default?: string, n }\}$ ${\rm vpe: 'color', n' property-type': ExpressionType, n' expressionSpecification, n' transition:$ boolean, n default?: string, n overridable: boolean, $| \{ n \text{ type: 'array', n value: 'number', n 'property-type': } \}$ ExpressionType,\n expressionSpecification,\n length?: number,\n transition: boolean,\n default?: $Array < number > n \} | \{n type: 'array', n value: 'string', n 'property-type': ExpressionType, n 'property-ty$ expression?: ExpressionSpecification,\n length?: number,\n transition: boolean,\n default?: Array<string>\n};\n\nimport v8 from './reference/v8.json';\nimport latest from './reference/latest';\nimport format from './format';\nimport migrate from './migrate';\nimport composite from './composite';\nimport derefLayers from './deref':\nimport diff from './diff';\nimport ValidationError from './error/validation error';\nimport ParsingError from './error/parsing_error';\nimport {StyleExpression, isExpression, createExpression, createPropertyExpression, normalizePropertyExpression, ZoomConstantExpression, ZoomDependentExpression, StylePropertyFunction} from './expression';\nimport featureFilter, {isExpressionFilter} from './feature_filter';\n\nimport convertFilter from './feature_filter/convert';\nimport Color from './util/color';\nimport {createFunction, isFunction} from './function';\nimport convertFunction from './function/convert';\nimport {eachSource, eachLayer, eachProperty} from './visit';\n\nimport validate from './validate_style';\nimport validateMapboxApiSupported from

'./validate_mapbox_api_supported';\n\nconst expression = {\n StyleExpression,\n isExpression,\n
isExpressionFilter,\n createExpression,\n createPropertyExpression,\n normalizePropertyExpression,\n
ZoomConstantExpression,\n ZoomDependentExpression,\n StylePropertyFunction\n};\n\nconst styleFunction =
{\n convertFunction,\n createFunction,\n isFunction\n};\n\nconst visit = {eachSource, eachLayer,
eachProperty};\n\nexport {\n v8,\n latest,\n format,\n migrate,\n composite,\n derefLayers,\n diff,\n
ValidationError,\n ParsingError,\n expression,\n featureFilter,\n convertFilter,\n Color,\n styleFunction
as function,\n validate,\n validateMapboxApiSupported,\n visit\n};\n\nvalidate.parsed =
validate;\nvalidate.latest =

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Found in path(s):

* /opt/cola/permits/1096023214_1601640940.37/0/mapbox-mapbox-gl-style-spec-13-16-0tgz/package/dist/index.es.js.map No license file was found, but licenses were detected in source scan.

13.16.0

Features and improvements

* Added `volatile` source property to control storing the tiles in local storage. ([9702](https://github.com/mapbox/mapbox-gl-js/pull/9702))

* Added `clusterMinPoints` option for clustered GeoJSON sources that defines the minimum number of points to form a cluster. ([#9748](https://github.com/mapbox/mapbox-gl-js/pull/9748))

13.15.0

Features and improvements

* Add `distance` expression to `style-spec`. This expression returns the shortest distance between a feature and an input geometry ([#9655](https://github.com/mapbox/mapbox-gl-js/pull/9655))

13.14.0

Features and improvements

* Add `index-of` and `slice` expressions to search arrays and strings for the first occurrence of a specified value and return a section of the original array or string ([#9450](https://github.com/mapbox/mapbox-gl-js/pull/9450)) (h/t [lbutler](https://github.com/lbutler))

13.13.1

Features and improvements

* Expose `expression.isExpressionFilter(..)` from the bundle. ([#9530](https://github.com/mapbox/mapbox-gl-js/pull/9530))

Bug fixes

* Fix a broken module import where the `style-spec` package was importing files from `mapbox-gl-js`, it's parent repo, causing downstream build systems to break. ([#9522](https://github.com/mapbox/mapbox-gl-js/pull/9522))

13.13.0

Features and improvements

* Add `within` expression for testing whether an evaluated feature lies within a given GeoJSON object ([#9352](https://github.com/mapbox/mapbox-gl-js/pull/9352)). For example:
dr>

"icon-opacity": ["case", ["==", ["within", "some-polygon"], true], 1,

["==", ["within", "some-polygon"], false], 0]`

* Improve scaling of patterns used in `line-pattern` on all device resolutions and pixel ratios ([#9266](https://github.com/mapbox/mapbox-gl-js/pull/9266))

Bug fixes

* Allow needle argument to `in` expression to be false ([#9295](https://github.com/mapbox/mapbox-gl-js/pull/9295))

* Fix a bug where `icon-image` expression that evaluates to an empty string (`"`) produced a warning ([#9380](https://github.com/mapbox/mapbox-gl-js/pull/9380))

* Prevent exception resulting from `line-dash-array` of empty length ([#9385](https://github.com/mapbox/mapbox-gl-js/pull/9385))

13.12.0

* Update `image` expression SDK support table ([#9228](https://github.com/mapbox/mapbox-gl-js/pull/9228))
* Fix `promoteId` for line layers ([#9210](https://github.com/mapbox/mapbox-gl-js/pull/9210),
[#9212](https://github.com/mapbox/mapbox-gl-js/pull/9212))

13.11.0

Features and improvements

* Add `promoteId` option to use a feature property as ID for feature state

([#8987](https://github.com/mapbox/mapbox-gl-js/pull/8987))

* Update `symbol-avoid-edges` documentation regarding global collision detection

([#9157](https://github.com/mapbox/mapbox-gl-js/pull/9157))

* Remove reference to `in` function which has been replaced by the `in` expression

([#9102](https://github.com/mapbox/mapbox-gl-js/pull/9102))

Bug fixes

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

13.10.2

Bug fixes

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

13.10.0

Features and improvements

* Add ability to insert images into text labels using an `image` expression within a `format` expression: `"text-field": ["format", "Some text", ["image", "my-image"], "some more text"]` ([#8904](https://github.com/mapbox/mapboxgl-js/pull/8904))

* Add `in` expression. It can check if a value is in an array (`["in", value, array]`) or a substring is in a string (`["in", substring, string]`) ([#8876](https://github.com/mapbox/mapbox-gl-js/pull/8876))

* Add support for stretchable images (aka nine-part or nine-patch images). Stretchable images can be used with `icon-text-fit` to draw resized images with unstretched corners and borders.

([#8997](https://github.com/mapbox/mapbox-gl-js/pull/8997))

* Add an es modules build of for mapbox-gl-style-spec in dist/ ([#8247](https://github.com/mapbox/mapbox-gl-js/pull/8247)) (h/t [ahocevar](https://github.com/ahocevar))

13.9.1

Improvement

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

13.9.0

* Add `image` expression operator to determine image availability ([#8684](https://github.com/mapbox/mapbox-gl-js/pull/8684))

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

13.8.0

- Introduce `text-writing-mode` symbol layer property to allow placing point labels vertically.

[#8399](https://github.com/mapbox/mapbox-gl-js/pull/8399)

- Allow `text-color` to be used in formatted expressions to be able to draw different parts of a label in different colors. [#8068](https://github.com/mapbox/mapbox-gl-js/pull/8068)

- Improve conversion of legacy filters with duplicate values. [#8542](https://github.com/mapbox/mapbox-gl-js/pull/8542)

13.7.2

Bug fixes

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

Features and improvements

* Add SDK support spec section for text-radial-offset ([#8401](https://github.com/mapbox/mapbox-gl-

js/pull/8401))

* Add `*-sort-key` layout property for circle, fill, line ([#8467](https://github.com/mapbox/mapbox-gl-js/pull/8467))
 * Expose convertFilter API in the style specification ([#8493](https://github.com/mapbox/mapbox-gl-js/pull/8493))

13.7.1

Bug fixes

* Fix format expression options validation ([#8339](https://github.com/mapbox/mapbox-gl-js/pull/8339))

* Fix SDK support information for style properties added in v13.7.0: ([#8384](https://github.com/mapbox/mapbox-gl-js/pull/8384))

* Add missing SDK support section for `text-radial-offset` property

* Assign SDK versions for `text-variable-anchor` and `text-justify: auto`

13.7.0

Features and improvements

* Add `text-radial-offset` style property ([#7596](https://github.com/mapbox/mapbox-gl-js/pull/7596))

* Add `text-variable-anchor` style property ([#7596](https://github.com/mapbox/mapbox-gl-js/pull/7596))

* Add `auto` value to `text-justify` style property ([#7596](https://github.com/mapbox/mapbox-gl-js/pull/7596))

13.6.0

Features and improvements

* Add `clusterProperties` option for aggregated cluster properties ([#2412](https://github.com/mapbox-gl-js/issues/2412), fixed by [#7584](https://github.com/mapbox/mapbox-gl-js/pull/7584))

* Add `number-format` expression ([#7626](https://github.com/mapbox/mapbox-gl-js/pull/7626))

* Add `symbol-sort-key` style property ([#7678](https://github.com/mapbox/mapbox-gl-js/pull/7678))

13.5.0

Features and improvements

* Flattens `all` expressions in converted filters ([#7679](https://github.com/mapbox/mapbox-gl-js/pull/7679))

* Compatibility tables are updated ([#7574](https://github.com/mapbox/mapbox-gl-js/pull/7574))

13.4.0

Features and improvements

* **Tighten style validation**

* Disallow expressions as stop values ([#7396](https://github.com/mapbox/mapbox-gl-js/pull/7396))

* Disallow `feature-state` expressions in filters ([#7366](https://github.com/mapbox/mapbox-gl-js/pull/7366))

13.3.0

Bug fixes

* **Expressions**

* Fix `let` expression stripping expected type during parsing ([#7300](https://github.com/mapbox-gl-js/js/issues/7300), fixed by [#7301](https://github.com/mapbox/mapbox-gl-js/pull/7301))

* Fix superfluous wrapping of literals in `literal` expression ([#7336](https://github.com/mapbox-gl-js/js/issues/7336), fixed by [#7337](https://github.com/mapbox/mapbox-gl-js/pull/7337))

* Allow calling `to-color` on values that are already of type `Color` ([#7260](https://github.com/mapbox/mapbox-gl-js/pull/7260))

* Fix `to-array` for empty arrays (([#7261](https://github.com/mapbox/mapbox-gl-js/pull/7261)))

* Fix identity functions for `text-field` when using formatted text ([#7351](https://github.com/mapbox/mapbox-gl-js/pull/7351))

* Fix coercion of `null` to `0` in `to-number` expression ([#7083](https://github.com/mapbox/mapbox-gl-js/issues/7083), fixed by [#7274](https://github.com/mapbox/mapbox-gl-js/pull/7274))

Features and improvements

* Add `fill-extrusion-vertical-gradient` property for controlling shading of fill extrusions

([#5768](https://github.com/mapbox/mapbox-gl-js/issues/5768), fixed by

[#6841](https://github.com/mapbox/mapbox-gl-js/pull/6841))

13.2.0

Bug fixes

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

Features and improvements

* Add `symbol-z-order` symbol layout property to style spec ([#7219](https://github.com/mapbox/mapbox-gl-js/pull/7219))

* Implement data-driven styling support for `*-pattern properties` ([#6289](https://github.com/mapbox/mapbox-gl-js/pull/6289))

13.1.1

Bug fixes

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

Features and improvements

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

13.1.0

Features and improvements

* Add `raster-resampling` raster paint property ([#6411](https://github.com/mapbox/mapbox-gl-js/pull/6411)) (h/t [andrewharvey](https://github.com/andrewharvey))

* Add `symbol-placement: line-center` ([#6821](https://github.com/mapbox/mapbox-gl-js/pull/6821))

13.0.1

Breaking changes

* Align implicit type behavior of `match` expressions with with `case/==`

([#6684](https://github.com/mapbox/mapbox-gl-js/pull/6684))

* Update spec so that documentation can automatically capture which functions and expressions can be used with which properties ([#6521](https://github.com/mapbox/mapbox-gl-js/pull/6521))

Features and improvements

* Add `feature-state` [#6263](https://github.com/mapbox/mapbox-gl-js/pull/6263)

* Add support for GeoJSON attribution ([#6364](https://github.com/mapbox/mapbox-gl-js/pull/6364)) (h/t [andrewharvey](https://github.com/andrewharvey))

* Upgrade to Flow 0.69 ([#6594](https://github.com/mapbox/mapbox-gl-js/pull/6594))

Bug fixes

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

13.0.0 Malformed package published to NPM.

12.0.0

Breaking changes

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

Features and improvements

* Add line-gradient property [#6303](https://github.com/mapbox/mapbox-gl-js/pull/6303)

* Add collator expression for controlling case and diacritic sensitivity in string comparisons

[#6270](https://github.com/mapbox/mapbox-gl-js/pull/6270)

* Add `is-supported-script` expression for determining if a script is supported.

[#6260](https://github.com/mapbox/mapbox-gl-js/pull/6260)

* Add `collator` expression for controlling case and diacritic sensitivity in string comparisons

[#6270](https://github.com/mapbox/mapbox-gl-js/pull/6270)

* Add `abs`, `round`, `floor`, and `ceil` expression operators [#6496](https://github.com/mapbox/mapbox-gl-js/pull/6496)

* Add support for Mapzen Terrarium tiles in raster-dem sources [#6110](https://github.com/mapbox/mapbox-gl-js/pull/6110)

Bug fixes

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

11.1.1

Bug fixes

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

11.1.0

Features and improvements

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

11.0.0

Breaking changes

* Remove constants validating code [#5885](https://github.com/mapbox/mapbox-gl-js/pull/5885)

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

Features and improvements

* Introduce client-side hillshading with `raster-dem` source type and `hillshade` layer type [#5286](https://github.com/mapbox/mapbox-gl-js/pull/5286)

* Add Color#toString and expose Color publicly [#5866](https://github.com/mapbox/mapbox-gl-js/pull/5866)

* Improve typing for `==` and `!=` expressions [#5840](https://github.com/mapbox/mapbox-gl-js/pull/5840)

* Made `coalesce` expressions more useful [#5755](https://github.com/mapbox/mapbox-gl-js/issues/5755)

* Enable implicit type assertions for array types [#5738](https://github.com/mapbox/mapbox-gl-js/pull/5738)

Bug fixes

* Fix standalone browser build [#5736](https://github.com/mapbox/mapbox-gl-js/pull/5736),

[#5906](https://github.com/mapbox/mapbox-gl-js/pull/5906)

* Handle NaN as input to step and interpolate expressions [#5757](https://github.com/mapbox/mapbox-gl-js/pull/5757)

* Fix style diffing for changes to GeoJSON sources [#5745](https://github.com/mapbox/mapbox-gl-js/pull/5745)

* Mark layer "type" property as required [#5849](https://github.com/mapbox/mapbox-gl-js/pull/5849)

10.1.0

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

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

* Remove spaces after commas in `to-string` representation of colors [#5480](https://github.com/mapbox/mapboxgl-js/pull/5480)

* Fix bugs preventing `mapbox-gl-style-spec` package on NPM from being used externally [#5502](https://github.com/mapbox/mapbox-gl-js/pull/5502)

* Fix flow-typed interface generator [#5478](https://github.com/mapbox/mapbox-gl-js/pull/5478)

* Export `function` [#5584](https://github.com/mapbox/mapbox-gl-js/pull/5584)

* Export `StylePropertySpecification` type [#5593](https://github.com/mapbox/mapbox-gl-js/pull/5593)

* Split the `source_tile` entry in the JSON schema into `source_vector` and `source_raster`

[#5604](https://github.com/mapbox/mapbox-gl-js/pull/5604)

Validation Changes

* Require that `heatmap-color` use expressions instead of stop functions

[#5624](https://github.com/mapbox/mapbox-gl-js/issues/5624)

* Remove support for including `{tokens}` in expressions for `text-field` and `icon-image`

[#5599](https://github.com/mapbox/mapbox-gl-js/issues/5599)

* Disallow interpolation in expressions for `line-dasharray` [#5519](https://github.com/mapbox/mapbox-gl-js/pull/5519)

* Validate that zoom expressions only appear at the top level of an expression

[#5609](https://github.com/mapbox/mapbox-gl-js/issues/5609)

* Validate that `step` and `interpolate` expressions don't have any duplicate stops

[#5605](https://github.com/mapbox/mapbox-gl-js/issues/5605)

* Split `curve` expression into `step` and `interpolate` expressions [#5542](https://github.com/mapbox/mapbox-gl-js/pull/5542)

* Validate expression values for enum-typed properties [#5589](https://github.com/mapbox/mapbox-gl-js/pull/5589)
* Improve validation to catch uses of deprecated function syntax [#5667](https://github.com/mapbox/mapbox-gl-js/pull/5667)

10.0.1

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

10.0.0

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

9.0.1

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

9.0.0

* Fix validation error on categorical zoom-and-property functions (#4220)

- * Relax requirement that styles using "icon-image" must have a "sprite"
- * Prevent infinite loop in binarySearchForIndex when duplicate stops are present. (#4503)
- * Ensure generated composite function stops are in the correct order (#4509)
- * Update SDK support matrices to be current as of GL JS v0.35.1, iOS SDK v3.5.0, Android SDK 5.0.0
- * Remove support for implicitly-categorical functions

* BREAKING CHANGE: the API for the `function` module has changed. The `interpolated` and `piecewiseconstant` exports

were replaced with a single unnamed export, a function which accepts an object conforming to the style spec "function"

definition, and an object defining a style spec property. It handles color parsing and validation of feature values internally.

- * Functions now support a "default" property.
- * `parseColor` was promoted from gl-js.

8.11.0

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

8.10.0

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

Style Specification Changes

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

Reference JSON & API Changes

* Added `deref` utility

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

8.9.0

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

* Added identity functions

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

8.8.1

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

* Fixed style validation for layers with invalid types

8.8.0

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

* Clarified documentation around fill-opacity.

- * Update function documentation and validation for property functions.
- * Add text-pitch-alignment property.

* Add icon-text-fit, icon-text-fit-padding properties.

8.7.0

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

* Add support for has / !has operators.

8.6.0

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

* Added support for zoom and feature driven functions.

8.4.2

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

* Refactored style validator to expose more granular validation methods

8.4.1

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

* Revert ramp validation checks that broke some styles.

8.4.0

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

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

8.3.0

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

* Added `line-offset` style property

8.2.1

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

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

8.2.0

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

* Add inline `example` property.

- * Enforce that all style properties must have documentation in `doc` property.
- * Create minified style specs with `doc` and `example` properties removed.
- * `validate` now validates against minified style spec.
- * `format` now accepts `space` option to use with `JSON.stringify`.

* Remove `gl-style-spritify`. Mapbox GL sprites are now created automatically by

the Mapbox style APIs, or for hand-crafted styles, by [spritezero-cli](https://github.com/mapbox/spritezero-cli).

```
## 8.1.0
```

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

* [BREAKING] Simplified layout/paint layer property types to more closely align with v7 types.

* Fixed migration script compatibility with newer versions of Node.js and io.js

* Removed `constants` from schema, they were deprecated in v8

* Added style diff utility to generate semantic deltas between two stylesheets

* Added `visibility` property to `circle` layer type

* Added `pitch` property to stylesheet

8.0.0

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

* [BREAKING] The value of the `text-font` property is now an array of strings, rather than a single comma separated string.

* [BREAKING] Renamed `symbol-min-distance` to `symbol-spacing`.

* [BREAKING] Renamed `background-image` to `background-pattern`.

* [BREAKING] Renamed `line-image` to `line-pattern`.

* [BREAKING] Renamed `fill-image` to `fill-pattern`.

* [BREAKING] Renamed the `url` property of the video source type to `urls`.

* [BREAKING] Coordinates in video sources are now specified in [lon, lat] order.

* [BREAKING] Removed `text-max-size` and `icon-max-size` properties; these are now calculated automatically.

* [BREAKING] `text-size` and `icon-size` are now layout properties instead of paint properties.

* [BREAKING] Constants are no longer supported. If you are editing styles by

hand and want to use constants, you can use a preprocessing step with a tool like [ScreeSS](https://github.com/screee/screess).

* [BREAKING] The format for `mapbox://` glyphs URLs has changed; you should now use `mapbox://fonts/mapbox/{fontstack}/{range}.pbf`.

* [BREAKING] Reversed the priority of layers for calculating label placement: labels for layers that appear later in the style now have priority over earlier layers.

* Added a new `image` source type.

* Added a new `circle` layer type.

* Default map center location can now be set in the style.

* Added `mapbox://` sprite URLs `mapbox://sprite/{user | "mapbox"}/{id}`

7.5.0

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

##7.4.1

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

7.0.0

Introduction of Mapbox GL style specification v7.

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

6.0.0 (Style spec v6)

Introduction of Mapbox GL style specification v6.

- * [BREAKING] New filter syntax (#178)
- * [BREAKING] Line gap property (#131)
- * [BREAKING] Remove dashes from min/max-zoom (#175)

* [BREAKING] New layout/paint terminology (#166)

- * [BREAKING] Single text positioning property (#197)
- * Added requirements (#200)
- * Added minimum, maximum, and period values (#198)

0.0.5 (in progress)

* [BREAKING] Switch to suffix for transition properties (`transition-*` -> `*-transition`).

* Added support for remote, non-Mapbox TileJSON sources.

* [BREAKING] Source `minZoom` and `maxZoom` renamed to `minzoom` and `maxzoom to match TileJSON.

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

0.0.4 (Aug 8 2014)

* Initial public release

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* /opt/cola/permits/1096023214_1601640940.37/0/mapbox-mapbox-gl-style-spec-13-16-0-tgz/package/CHANGELOG.md No license file was found, but licenses were detected in source scan.

"attribution"?: string, "attribution"?: string,

"attribution"?: string,

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* /opt/cola/permits/1096023214_1601640940.37/0/mapbox-mapbox-gl-style-spec-13-16-0-tgz/package/types.js

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

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* /opt/ws_local/PERMITS_SQL/1034316680_1588680866.62/0/my-app-0-1-0-tgz/package/package.json

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1.426 react-select 1.3.0 1.3.0

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1.434 promise-example 0.0.0 0.0.0

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1.450 types-json-schema 7.0.9 7.0.9

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1.451 react-d3 0.4.0 0.4.0

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1.453 core-util-is 1.0.2 1.0.2

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1.454 postcss 8.4.4 8.4.4

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1.456 mini-create-react-context 0.4.1 0.4.1

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1.457 core-decorators 0.19.0 0.19.0

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1.458 sort-keys 2.0.0 2.0.0

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1.460 @nivo/annotations 0.72.0 0.72.0

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1.461 is-plain-obj 1.1.0 1.1.0

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1.463 babel-runtime 6.26.0 6.26.0

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1.464 jszip 3.7.1 3.7.1

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1.465 is-buffer 2.0.5 2.0.5

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1.466 create-react-class 15.7.0 15.7.0

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1.467 d3 3.5.17 3.5.17

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1.468 string_decoder 1.1.1 1.1.1

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1.469 string_decoder 1.3.0 1.3.0

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1.470 readable-stream 2.2.7 2.2.7

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1.471 fbjs 0.8.18 0.8.18

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1.472 fs.realpath 1.0.0 1.0.0

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1.474 rimraf 3.0.2 3.0.2

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1.475 react-infinite-scroller 1.2.4 1.2.4

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1.476 idna 2.10

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* /opt/cola/permits/1110905341_1606871385.15/0/kjd-idna-v2-10-0-ge5c11db-1-tar-gz/kjd-idnab8defb9/LICENSE.rst No license file was found, but licenses were detected in source scan.

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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")</pre>
```

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

```
arguments = {
  'name': 'idna',
  'packages': ['idna'],
  'version': package_data['__version__'],
  'description': 'Internationalized Domain Names in Applications (IDNA)',
  'long_description': io.open("README.rst", encoding="UTF-8").read(),
  'author': 'Kim Davies',
  'author_email': 'kim@cynosure.com.au',
  'license': 'BSD-like',
  'url': 'https://github.com/kjd/idna',
  'classifiers': [
     'Development Status :: 5 - Production/Stable',
     'Intended Audience :: Developers',
     'Intended Audience :: System Administrators',
     'License :: OSI Approved :: BSD License',
     'Operating System :: OS Independent',
     'Programming Language :: Python',
     'Programming Language :: Python :: 2',
     'Programming Language :: Python :: 2.7',
     'Programming Language :: Python :: 3',
     'Programming Language :: Python :: 3.4',
```

```
'Programming Language :: Python :: 3.5',
'Programming Language :: Python :: 3.6',
'Programming Language :: Python :: 3.8',
'Programming Language :: Python :: Implementation :: CPython',
'Programming Language :: Python :: Implementation :: PyPy',
'Topic :: Internet :: Name Service (DNS)',
'Topic :: Software Development :: Libraries :: Python Modules',
'Topic :: Utilities',
],
'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
}
setup(**arguments)
if __name__ == '__main__':
main()
```

Found in path(s):

* /opt/cola/permits/1110905341_1606871385.15/0/kjd-idna-v2-10-0-ge5c11db-1-tar-gz/kjd-idna-b8defb9/setup.py

1.477 string_decoder 1.0.3 1.0.3

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1.478 has-cors 1.1.0 1.1.0

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1.480 emitter-listener 1.1.2 1.1.2

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1.484 earcut 2.2.2 2.2.2

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1.485 schema-utils 3.1.1 3.1.1

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1.486 lodash 4.17.21 4.17.21

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1.487 is-plain-object 5.0.0 5.0.0

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1.488 @ types/node 16.11.12 16.11.12 1.488.1 Available under license :

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1.489 intl-format-cache 2.2.9 2.2.9

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1.494 character-entities-legacy 1.1.4 1.1.4

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1.542 helmet-csp 3.4.0 3.4.0

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1.547 d3-time 1.1.0 1.1.0

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1.554 domready 2.0.1 2.0.1

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1.557 arraybuffer.slice 0.0.7 0.0.7

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1.558 es6-promise 3.2.1 3.2.1

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1.561 @react-spring/types 9.1.1 9.1.1

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* /opt/cola/permits/1230232024_1643651972.99/0/types-9-1-1-tgz/package/util.d.ts

1.562 lodash.isnumber 3.0.3 3.0.3

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1.563 backo2 1.0.2 1.0.2

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1.564 safe-buffer 5.2.1 5.2.1

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1.569 react-top-loading-bar 1.2.0 1.2.0

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1.570 uid-safe 2.1.5 2.1.5

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1.571 core-util-is 1.0.3 1.0.3

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1.572 mpromise 0.5.5 0.5.5

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1.578 d3-array 2.12.1 2.12.1

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1.584 cardinal 0.4.4 0.4.4

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1.602 escape-string-regexp 4.0.0 4.0.0

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Options

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Decision

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##`@rollup/plugin-json`

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Author: rollup

Homepage: https://github.com/rollup/plugins/tree/master/packages/json#readme

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`@rollup/plugin-node-resolve`

License: MIT

Author: Rich Harris <richard.a.harris@gmail.com>

Homepage: https://github.com/rollup/plugins/tree/master/packages/node-resolve/#readme

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##`@rollup/pluginutils`

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Homepage: https://github.com/rollup/plugins/tree/master/packages/pluginutils#readme

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`ansi-colors`

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Author: Brian Woodward (https://github.com/doowb)

Contributors: Brian Woodward (https://twitter.com/doowb), Jason Schilling (https://sourecode.de), Jon Schlinkert (http://twitter.com/jonschlinkert), Jordan (https://github.com/SilicOnSOldier)

Homepage: https://github.com/doowb/ansi-colors

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Author: [Julian Gruber](http://juliangruber.com)

Homepage: https://github.com/juliangruber/balanced-match

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Homepage: https://github.com/juliangruber/brace-expansion

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`builtin-modules`

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`electron-to-chromium`

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Homepage: https://github.com/cowboy/node-exit

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Author: Evgeny Poberezkin

Homepage: https://github.com/epoberezkin/fast-deep-equal#readme

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`fraction.js`

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Author: Robert Eisele <robert@xarg.org> (http://www.xarg.org/)

Homepage: http://www.xarg.org/2014/03/rational-numbers-in-javascript/

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`fs.realpath`

Author: Isaac Z. Schlueter <i@izs.me> (http://blog.izs.me/)

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Author: Raynos <raynos2@gmail.com>

Contributors: Raynos, [Jordan Harband](https://github.com/ljharb)

Homepage: https://github.com/Raynos/function-bind

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Author: Jordan Harband <ljharb@gmail.com>

Homepage: https://github.com/inspect-js/is-core-module

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Homepage: https://github.com/jonschlinkert/is-extglob

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Homepage: https://github.com/bitinn/node-fetch

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`parse5`

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Author: Ivan Nikulin <ifaaan@gmail.com> (https://github.com/inikulin)

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Homepage: https://github.com/inikulin/parse5

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`path-is-absolute`

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Author: Javier Blanco < http://jbgutierrez.info>

Homepage: https://github.com/jbgutierrez/path-parse#readme

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Author: Jon Schlinkert (https://github.com/jonschlinkert)

Homepage: https://github.com/micromatch/picomatch

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Author: Vladimir Agafonkin

Homepage: https://github.com/mapbox/pixelmatch#readme

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Homepage: https://postcss.org/

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Homepage: https://github.com/TrySound/postcss-value-parser

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Author: Rich Harris

Homepage: https://github.com/Rich-Harris/sourcemap-codec

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Homepage: https://github.com/npm/wrappy

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1.679 axios 0.26.1 0.26.1

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1.680 hoist-non-react-statics 3.3.2 3.3.2

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1.682 @stencil/store 1.5.0 1.5.0

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1.685 d3-shape 1.3.7 1.3.7

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1.687 unified 9.2.2 9.2.2

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1.689 datatables.net-responsive-dt 2.2.9 2.2.9

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1.690 attr-accept 1.1.3 1.1.3

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1.692 @nivo/voronoi 0.72.0 0.72.0

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1.693 btoa 1.2.1 1.2.1

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